

A photograph showing a group of children in a classroom or workshop. In the foreground, a child's hands are focused on assembling a small robot made of colorful LEGO bricks. The robot has a white sensor on top and two black wheels. To the right, a silver laptop is open, displaying the Chrome logo and a sticker that reads "team4tech" with a small logo below it. The background is slightly blurred, showing other children and bright lights.

team
4tech

A GLOBAL COMMUNITY OF PRACTICE
Year 1 Report | July 2022-July 2023



FORWARD

There are 787+ million school-aged children in the world. In 2023, we continue to fall short of providing access to quality education for 100% of those learners. Globally millions of learners are excluded from education (98+ million excluded learners in Sub-Saharan Africa, 80+ million in Central and Southern Asia, and 17+ million in Latin America). Countries have committed to ensuring that 90% of their school-aged children participate in education, and the work of education-focused nonprofit organizations is instrumental in meeting these goals. Currently, over 30% of total educational employment in low-resourced contexts is through nonprofit organizations.

When Team4Tech was founded a decade ago, our vision was to leverage skilled volunteers to ignite digital readiness and use within education-focused nonprofit organizations. As Team4Tech observed impact and change, there was clear evidence that the more nonprofit organizations could learn from one another, the better. Further, the more those nonprofit organizations could engage with the footprint of resources and examples that Team4Tech already had in place, the more they could start from wherever they were and propel their use of technology forward (and miss some growing pains with the benefit of learning from the lived experience of their peers).

With a visible impact on education and learning by nonprofit organizations, it continues to be clear that harnessing this important albeit often ignored group of professionals is essential to making progress in ensuring more children have access to quality education. In July 2022, we launched a new platform that houses the Team4Tech online Community of Practice. Our intention was to create a space for education-focused nonprofit organizations to connect around a common element, *technology*.

Over the past twelve months, we have exceeded our goals, had the opportunity to engage with some of the most uplifting educators, and continued to observe remarkable contributions from our team and our skilled volunteers.

The following provides an overview of our progress to date. We have more work to do, but this year proved that we are on the right path. Thank you to everyone who has been a part of this effort and lent your voice to the work.



Dr. Jody Britten | Team4Tech | Director of Learning Technologies



GOAL AREAS

Our work in the Team4Tech online Community of Practice is grounded in our strategic plan and is a place where education-focused nonprofits operating in low-resource contexts can learn together through aligned and curated resources, vetted tools, expert speakers, peer-led workshops, courses focused on education from the nonprofit perspective, and more.

- 1** Build an engaged community where membership is retained.

- 2** Develop and share content that engages a diverse audience of education and nonprofit leaders.

- 3** Create connections between and among members.

- 4** Continually co-design an experience that empowers networking and continually brings peers into the Community.

- 5** Share the story of this Community, including how this online space ignites the use of evidence-based practice and new learning materials from learners and educators alike.



team 4tech

More than 1,300
members and
156,000+ logins.

70+ countries
represented.

300+ education-
focused nonprofit
organizations.



Member
organizations
support more than
25 million learners.



60+ virtual events and
200+ resources.

4+ courses and
250+ course
certificates
earned.



HIGHLIGHTS

»»» CROSS-CUTTING PRIORITIES

The Team4Tech staff works tirelessly to support our nonprofit partners. Two focus areas in particular have been addressed in the Community of Practice.

Curation Metrics

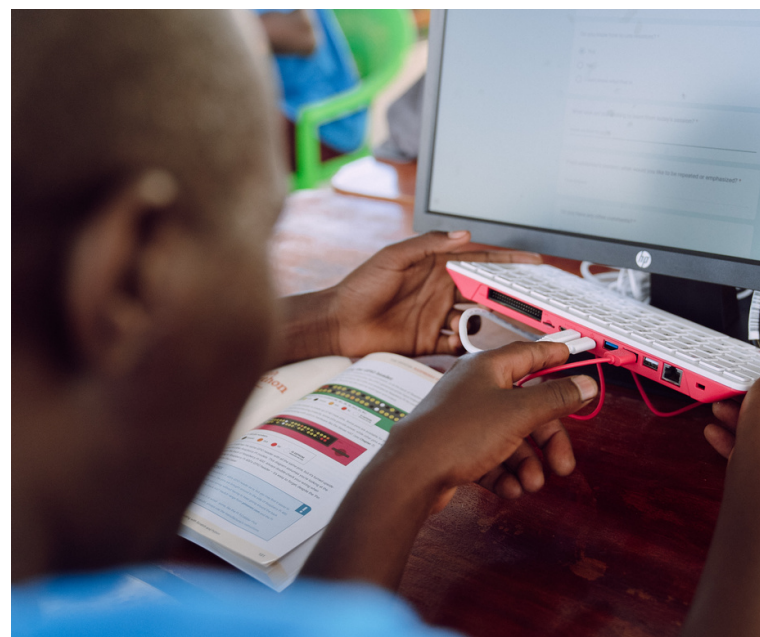
Selecting technologies, partners, and resources that are usable in low-resource environments is key to the success of our work. The creativity and willingness to try new ideas among our members is unparalleled. As part of Team4Tech's continued commitment to localization, our curation metrics review resources, partners, and tools to ensure that materials shared in our community:

- Support learner engagement, student growth, teacher effectiveness, and/or sustainability and scale for education-focused nonprofit organizations.
- Model inclusivity, ease of use, and adaptability for online and offline use are reviewed.
- Share research-based that is inclusive of research participants in the contexts we serve.
- Attend to localization and adaptability of use in different contexts.
- Integrate inclusive support materials and unbiased use of data to inform student performance.

Diversity of Educational Technologies

Adapting the technology genres developed by Metiri Group, the Community has engaged with tools that support various learning goals. In total Team4Tech provided tools that could be used in low-bandwidth contexts to support the following:

- Collection and analysis of data.
- Communicating and connecting with a global audience.
- Content to consume and use.
- Creation and production tools.
- Digital experiences.
- VR and AI tools that empower interactions.
- Tools to support organization, management, self-regulation, and self-direction.



To achieve our goals, we determined that three unique strategies would enable us to be more effective, efficient, and responsive in the intentional design of our online Community of Practice.

Partnerships

- Developing partnerships to support co-learning, evidence-based practice, and innovation for nonprofit programming
- 30+ events
- 800+ attendees
- 200+ hours of archived video views

Contributions to the Field

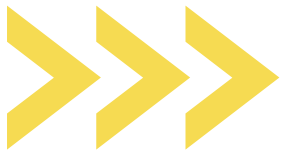
- Published a rubric to help educators and nonprofit organizations carefully select emerging AI tools
- Developed a framework for prompt types for ChatGPT
- Developed a Makerspace course based in part on our collaborations with Raspberry Pi Foundation
- Developed profiles of the students in low-resourced contexts for the ISTE Standards for Students

Sharing our Story

- Finalist for the QS Reimagine Education Award in the category of Diversity, Equity, and Inclusion
- Spotlight session at SxSWedu where we shared our story of co-design
- Global Playground Featured Speaker at ISTE Live
- Co-presenting with partners about our collaboration at international conferences

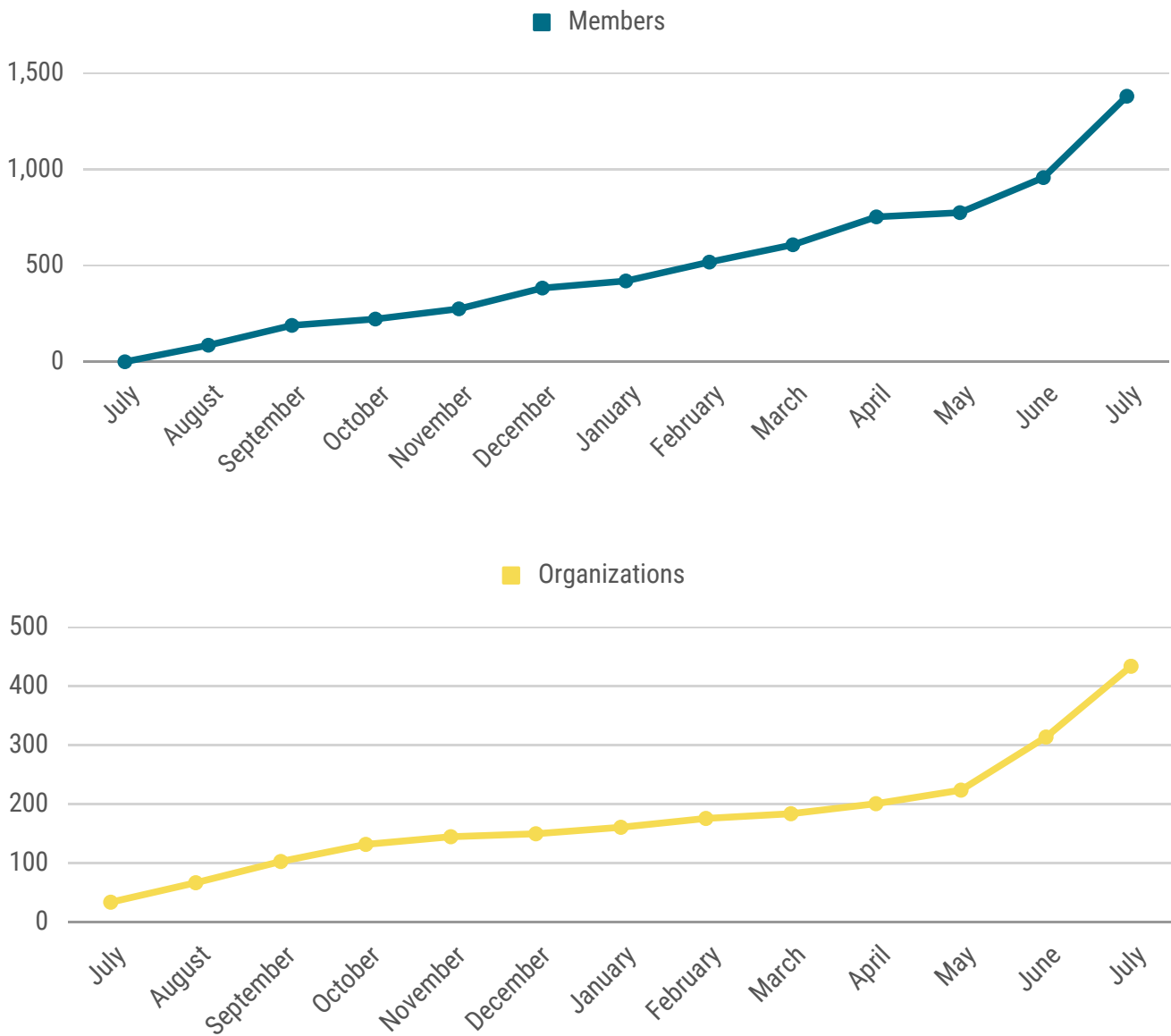


HIGHLIGHTS



PROGRESS

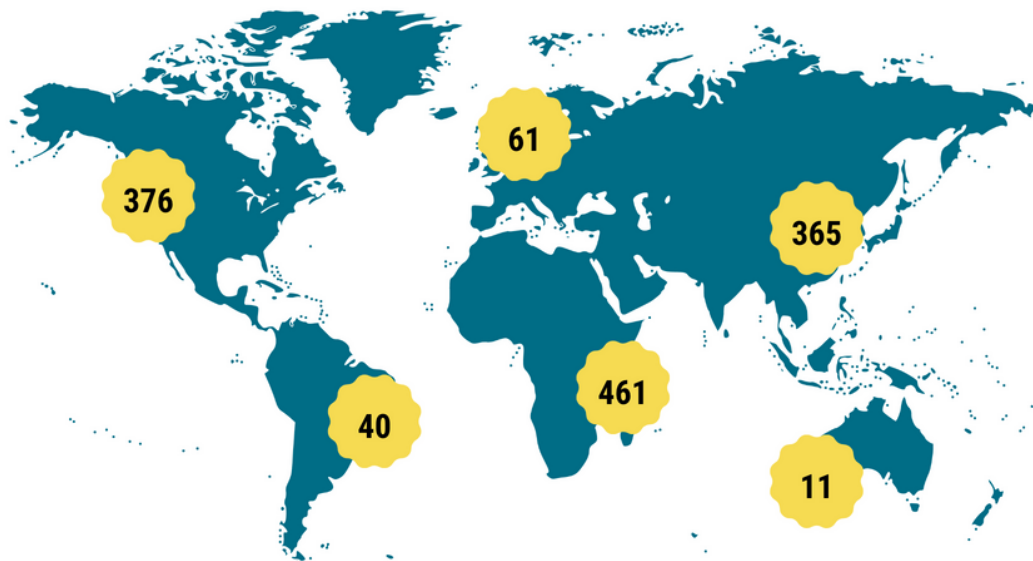
Throughout the year, we have continually monitored progress towards set goals for engagement with and growth of our Community. Those goals were increasingly met and often exceeded our expectations. The following shows the growth in members and organizations over the past year.



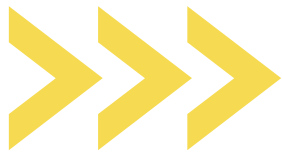


Because our strategic plan includes the growth of Regional Hubs in Africa, South - Southeast Asia, Latin America, and the Caribbean, we targeted those areas for global growth. In addition, we wanted to lay the groundwork for exploring how we could contribute in other regions and bolster our support for United States-based nonprofit programs supporting rural, high-poverty urban areas and tribal regions. The map below shows our global reach.

In the year ahead, we will continue local outreach efforts significantly increase our participation in South America. In addition, we will explore opportunities in both Europe and Australia to harness our initial connections in those regions. 100% of countries have education-focused nonprofit programming serving students. It's time to find them, connect with them, and learn with and from them.



REGIONAL GROWTH



COUNTRIES

Part of our data collection is geared towards engagement in various countries. We experienced an unprecedented scale during our first year, with members from six continents joining together in events, chats, and more. As we conduct network analyses, we can visualize how our members connect and interact with other global partners through our Community of Practice Platform. The following are the countries that are currently represented among our members.

Afghanistan	Ireland	Sierra Leone
Algeria	Israel	Singapore
Argentina	Jamaica	Somalia
Australia	Jordan	South Africa
Austria	Kenya	Spain
Bangladesh	Lebanon	Sri Lanka
Belgium	Lesotho	Swaziland
Benin	Liberia	Sweden
Botswana	Madagascar	Switzerland
Brazil	Malawi	Tanzania
Cambodia	Malaysia	Thailand
Cameroon	Mexico	Turkey
Canada	Morocco	Uganda
Colombia	Mozambique	United Arab Emirates
Democratic Republic of the Congo	Namibia	United Kingdom
Ecuador	Nepal	United States
Egypt	Netherlands	Uruguay
Ethiopia	Nigeria	Viet Nam
France	Norway	Zambia
Gabon	Pakistan	Zimbabwe
Germany	Paraguay	
Ghana	Peru	
Greece	Philippines	
Guatemala	Rwanda	
India	Saudi Arabia	
Indonesia	Senegal	

PARTNERS

This year we had 30+ events with contributing partners. The global educational resource and edtech community has been generous with their time and committed to supporting this unique community of educational change-makers.



100CAMERAS.



Google DeepMind





This work continues to provide a footprint of opportunity for education-focused nonprofit organizations who would otherwise not have access to training, courses, materials to use with their learners, and a network of like-minded peers.

There are three ways to support this work.

- Contribute your time and expertise as a guest speaker.
- Contribute product and/or educational resources.
- Contribute to our general fund to support the online Community of Practice staffing.

DR. JODY BRITTEN | JODY@TEAM4TECH.ORG | GUEST SPEAKERS AND TRAINING

LINDSAY KINCAID | LINDSAY@TEAM4TECH.ORG | PRODUCTS AND RESOURCES

AMY HARRIS | AMY@TEAM4TECH.ORG | DONATIONS AND GRANTS



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