



What is Waliku?

A Save the Children technical team that assists with digital tools for learner education and wellbeing.

The Waliku Team supports formal and non-formal education programs to incrementally introduce digital data and analytics needed for effective service provision. With progressive digitalization of data related to learner attendance, learning outcomes, health status, and case management, ecosystem partners are better positioned to support children. The digitization is as much about reports and analytics as it is about adopting new behaviors. We support the process of digital adoption through user-centered design, implementation support and tools that monitor progress. We help to create a digital nest for children such that¹: Families facing challenges with the children's education, health and well-being are notified and can provide necessary care and avail of relevant services.

Educators are more effective and proactive towards children most-at-risk of learning loss, dropout or wellbeing gaps.

Institutions (formal and non-formal) that provide specialized education, health or wellbeing services can appropriately target resources to those most in need.

Governments & development partners receive better data linked to key performance metrics to direct resources where it is needed most.

¹Waliku stands for "My Guardian" in Indonesian. Indonesia was the first country where we tested our solution. ²For more details on Waliku's impact to date, visit: <u>https://www.waliku.org/impact.html</u>





What metrics do we track?

We track several metrics for the monitoring of learner enrolment, attendance, absence, repetition, progression, dropout, out-of-school status,health service coverage, and health, personal and social risk factors to children's wellbeing. Reports are based on client requirements, and data protection and security considerations.



What tools do we use?

The Waliku Team uses its own products including a) Waliku Class, an android app for educators to take learner attendance and manage absences. b) Waliku Admin, a web app for administrators to manage learner populations, take staff attendance & visualize learner data. We also use other third-party tools including DHIS2, Kobo Toolbox and Power BI to create solutions such as:

- Waliku Dashboard, which includes customized reports to meet the needs of individual projects and institutions.
- 2 Waliku Train, a learning management system for a large group of users to self-learn the basics of digital tools.
- 3 Waliku Triage, to screens learners and staff for illnesses (including COVID-19).
- **4** Waliku Clinic, a learner health portal for community clinics/ primary health centers.
- 5 Waliku Protect, for management of child protection incidents by schools and local child welfare stakeholders.
- Waliku Remote, a solution for automated voice and SMS communication with educators and their ecosystem partner.

Based on project needs, we also support with the following extensions:

Add-on tools for Waliku Class and Waliku Clinic to record health service delivery (e.g. meals, WASH, deworming, vision) and learning outcomes.

- Linkages with telehealth providers for schools and families.
- Predictive analyses on risk factors for school communities.



How can the Waliku Team support a project or institution?

The Waliku Team can offer end-to-end support to projects and formal/non-formal institutions wanting to use digital tools for their work effectiveness, attendance monitoring, and learner management needs. The support is tailored to the needs and cost considerations of offices, and includes:

- Formative analyses to identify the right technology for project needs .
- 2 User-centered designing for local adaptations and customizations of digital tools
- App & report customizations for different users/ contexts.
- 4 Secure cloud data hosting .
- 5 Training support.
- 6 Implementation tools and coaching for projects to phase-in a digital system.
 - Ongoing IT helpdesk and technology adoption support .
 - Value-added services include selecting technology products/ hardware.



