



## Annual Report

2017- 2018

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# I. ORGANISATION OVERVIEW

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## **Summary**

Headstreams has been working on improving lives of marginalised and under-privileged communities since 2008 using the Human Development approach<sup>1</sup>. One of the main focus of Headstreams' work has been to provide exploratory, experimental and experiential learning opportunities for children and youth to help them become life-long learners. Headstreams uses the play way approach in its work and has been identified as a pioneer in reimagining learning through play.

The different programmes of Headstreams include working with students on improving learning outcomes through play, creating free play spaces within communities and institutions and training play facilitators.

## **Vision**

Creating a world where every person has opportunities to realise their inherent potential to live a positive, confident, purposeful and socially productive life.

## **Mission**

Promoting opportunities for everyone to explore, experiment, experience and enhance their capabilities in an environment that fosters security, empathy and freedom through creative means and healthy social interactions.

## **Areas of work**

- Play based digital learning programme in government and low cost private schools
- Career guidance programme for high school students
- Teachers training programme on playful learning
- Employability and life skills programme for rural youth
- Promotion of self-directed learning and empowerment in spaces like communities, public libraries and observation homes
- Set up playgrounds and play spaces in schools and communities
- Organise summer camps for under- privileged children
- Organise academic courses in colleges

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<sup>1</sup>The human development approach focuses on improving the lives people lead rather than assuming that economic growth will lead, automatically, to greater opportunities for all. It is about giving people more freedom and opportunities to live lives they value. In effect this means developing people's abilities and giving them a chance to use them.

## II. TEAM

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### **Society Members**

Dr. Cheriyan Alexander  
Ms. Mahalakshmi Parthasarathy  
Dr. Naveen I. Thomas  
Ms. Nitya Bhasin  
Ms. Jean George  
Mr. Shailesh Vaite  
Ms. Selena George  
Ms. Santhy George

### **Team Members & Consultants**

Abhishikta Roy  
Ambarish B.C  
Anne Thomas  
Anu Thomas  
Apeksha Paul  
Arpana T.J.  
Asharani V.  
Basamma  
Bhavana  
Divya  
Divya S.R.  
Elizabeth Johnson  
Gowri N.  
Isha Hazari  
Josna SuchithaJ.  
Linnet Mathew  
Lokesh V.  
Manasa  
Sonia S.  
Maruti T.  
Mary Cherian  
Mary Sheela

Manjunatha N.  
Muniraj  
N. Murali  
Nagajyothi B.N.  
Nagesha V.  
Naveen Kumar M.  
Naveen Thomas  
Niyas K.  
Prakrithi P  
Rahul Raghav  
Rajni K.R.  
Revathi Mohandas  
Regina Thomas  
Ruksar J.  
Sangeetha A.  
Selena George  
Shahajahan T.  
Srividya  
Sneha Susan John  
Swarupa Manjunatha  
Uma Devi  
Vineetha C.  
Yathi Viswam

### **Partners**

Aarohi Life Education  
Christ (Deemed to be University)  
Department of State Education Research & Training (DSERT), Govt. of Karnataka  
Gudgudee  
Karnataka Residential Educational Institutions Society (KREIS), Govt. of Karnataka  
Ludowise  
Mount Carmel College (Autonomus)  
Mphasis  
Smt. V. H. D Central Institute of Home Science  
Snehadhara Foundation  
St. Joseph's College (Autonomous)  
TATA Consultancy Services

### III. CORE PROGRAMMES IMPLEMENTED IN 2017-2018

Headstreams has been working with school students, children, youth, teachers, community members for a very long time. It has MoU signed with the Department of State Education Research & Training (DSERT) and Karnataka Residential Educational Institutions Society (KREIS) to implement play-based learning programmes in government schools and government residential schools. In this academic year, Headstreams also reached to low cost private schools and started new programmes including projects in a public library and observation home. Highlights of different programmes are discussed below.

#### AALAMBA MALUR PROGRAMME

##### Programme highlights

- The Aalamba Malur Programme offered internship to 2<sup>nd</sup> and 3<sup>rd</sup> year undergraduate students of Government First Grade Degree College, Malur - 20 and 22 students from 2<sup>nd</sup> and 3<sup>rd</sup> year successfully completed the course in this academic year
- Offered teachers training to Pre-service teachers pursuing B.Ed. from Sri Bapuji College of Education, Malur - About 18 and 27 students of 1<sup>st</sup> year and 2<sup>nd</sup> year completed the course
- Offered teachers training to pre-service teachers pursuing D.Ed. from Nethaji Teacher Training Institute, Malur- About 16 and 15 students of 1<sup>st</sup> and 2<sup>nd</sup> year completed the training
- Weekly Tackle Caravans were organised in GHPS Araleri and Morarji Desai schools in Malur benefitting over 450 students per week
- Through community internship, GFGC interns were able to reach out to 1256 students across 12 government residential schools
- The Community Learning Centre in Rampura which was set up as a pilot project to facilitate self-directed learning among community members reached out to 60 women, 70 children and 18 youth from the community
- Through Foundation Course at Hedaginabele, 18 women were trained on the basics of computer
- In addition to different awareness workshops and camps, Bird Watching was regularly organised for participants of the Aalamba programme who were taken to different locations to explore and learn about new species of birds
- An Industrial Trip to Mysore was also organised for participants

##### Call for celebration....

Four of our Aalamba students qualified their Bachelor's Degree through flying colours. They are the handful from their institution to get 1<sup>st</sup> Division. We are proud of them and wish them good luck for their future endeavours!



## ARIVU PROGRAMME

### Programme highlights

- Arivu version 1 continued this year in 30 schools - 18 sessions completed and 1400 students of class VII benefitted from the life skills based English play-based learning programme
- Arivu version 2 launched in 7 government residential schools and 1 low budget government aided school - as many as 1200 students of classes VI to VIII benefitted through activity and digital Science and English sessions conducted for them this year
- Playful learning Maths curriculum using the VEKTOR App<sup>3</sup> was introduced for the first time in 3 low-cost private schools including United Mission School in Bengaluru, Valley Public School, Narsapura and Kiran Public School, Kaylnur in Kolar - 8 Maths sessions completed this year and more than 80 students were benefitted
- As many as 16 content based trainings and 2 special trainings conducted for Arivu facilitators to upgrade and improve their skills in facilitating Headstreams' Arivu programme
- A unique 'digital station' was designed to store android tablets, router along with other play-based learning tools and resources



## ACADEMIC COURSES

### Programme highlights

- This year, Certificate and P.G Diploma Course<sup>4</sup> in 'Play and Human Development: Perspectives and Practices' were conducted in 3 colleges including Christ University, Mount Carmel College and St. Joseph's College (Autonomous). Recently (February 2018) it has also started in Smt. V. H. D. Central Institute of Home Science
- The Certificate Course is of 90 hours and PG Diploma Course is for 120 hours
- As a part of these academic courses, students attended theory sessions as well as got practical exposure through Tackle Caravan, organised by Headstreams every Saturday

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<sup>2</sup> Arivu Version 2 is a direct implementation model using blended learning for govt. Schools. The programme creates easy-to-use digital & activity templates which teachers can customise and use to teach their curriculum and different concepts.

<sup>3</sup> Vektor is designed based on research about effective early learning of mathematics and developed by leading researchers in collaboration with experienced game developers. It's a playful and engaging tablet app designed for children around 6-8 years old, but can be also used by older children if they have difficulties in learning mathematics

(Source: Cognition Matters)

<sup>4</sup> Certificate Course conducted in Mount Carmel College and St. Joseph's College (Autonomous). The P G Diploma Course is offered to Christ University and Smt. V. H. D. Central Institute of Home Science. Some of the topics covered in the academic course includes Play & Play Principles, Theatre and Drama through Imagination and Perception, Introduction to Literature & Research on Play, Introduction to Playful Learning, Non-Verbal Communication, Designing Games in the context of enhancing Life Skills, Exploring the medium of stories, Visual Arts, Drumming & Stories,



- About 40 students completed the course from Christ University, Mount Carmel College and St. Joseph's College (Autonomous)
- New Certificate Course on 'Enhancing Employability through Multi-Art and Play' started this year in Government First Grade College in Vemagal (Kolar) and Sulibele, Hosakote
- 14 and 9 Certificate Course sessions completed successfully in Vemagal and Sulibele
- 40 and 21 final year B A students completed the course in Vemagal and Sulibele, respectively
- The academic courses across all the institutes in general have exposed students to concrete skills and reflective practices, expanded their own consciousness through realising capabilities of self and exploring a realm of learning possibilities, developed self-confidence and helped students overcome stage fear



## DISHA PROGRAMME

### Programme highlights

- The programme was designed to reach out to high school students (especially class IX) as well as college youth and empower them with awareness and decision-making skills with regards to academic and career choices
- Through the programme, participants were exposed to 6 major domains including Clothing, Shoe and Apparel, Food, Media, Housing and Energy
- During the programme, participants of an institution were introduced to 6 different domains over 4 days
- With the help of 50 college students, Disha programme set up a one day 'mela' or career fair in government schools and 450 school students explored opportunities in the career fair
- Disha programme was executed in schools such as Sanskari Poudhshali School in Malur, Morarji Desai School in Malur and Government Higher Primary School in Gokak and in 3 colleges including Gokak Education Society, BSW College and Government First Grade College in Malur



## PROGRAMMES IN PLAY AND LEARNING (PIPAL)

After launching several programmes within institutional set ups like schools and colleges, Headstreams wanted to reach out to spaces unexplored, which could also expand its reach to population who have potential but lack opportunities. Two such spaces identified were public libraries and observation homes. These are two most recent initiatives under PIPAL.

### PIPAL @ A PUBLIC LIBRARY

First of its kind in Karnataka, Headstreams in collaboration with Atkins and the Department of Public Library set up a digital play and learning space at the City Central Library in Shivajinagar, Bengaluru. In February, the project was inaugurated by Dr Satish Hosamani, Director of Public Libraries in Karnataka.

The vision of this programme is to create self-directed, life-long learners from the communities living around the public library, by giving them access to online resources, tools, skills development opportunities and services, materials for projects and individual guidance as and when required by participants.



### PIPAL @ OBSERVATION HOME

Headstreams set up an open learning space for children at the Government Observation Home in Madivala Market, Bengaluru. The programme creates a self-directed learning space where children have access to computers, books, games and musical instruments. Each child spends 2 hours at the centre, every day.

The programme will provide children with self-directed learning opportunities and enhance their life skills which will be useful for reintegration into the society.



## TACKLE CARAVAN

### Programme highlights

- Tackle Caravan was organised at 4 Morarji Desai Residential Schools in Sulibele, Dandupalya, Madanahalli and Malur, this year
- Inactivity-based play sessions, children explored different stalls and learning tools
- 92 caravans have been conducted across all the locations
- On an average about 750 children and 70 volunteers participated every week
- Participants believe, it has improved their communication skills, made them patient, helped them learn different vernaculars, helped them make new friends and most importantly helped them experience and learn new games, craft, music and dance





## IV. OTHER INITIATIVES

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### Rang Maidan

In collaboration with Playground Ideas, an Australian NGO and Gudgudee, an Indian design studio, Headstreams built 6 playgrounds using tyres and wood in low income government schools, which are Doddahulluru Govt. HPS (Hoskote), Munnekolala GHPS (Bengaluru), Vemagal GHPS (Kolar), Madanahalli Residential School (Kolar), Narasapura GHPS (Kolar) and Mar Thoma Opportunity School, KR Puram (Bengaluru). Presence of corporate volunteers from companies like VMware and CISCO made a big difference.



This is an innovative project called 'Rang Maidan' which started with the objective to build playgrounds in low income government schools.

### Support to Mar Thoma Opportunity School

Headstreams continuously supports the Mar Thoma Opportunity School at Bethel Nagar, K R Puram for students with special needs. The support includes training teachers, helping the school management, helping teachers in preparing their lesson plans, thereby making the school a friendly space for the special needs students. We have been able to reach out to 40 students and train 4 teachers in this school.

Recently we also helped build an inclusive playground space.



## V. EVENTS

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### International Play Conference 2018

The International Play Conference 2018 organised by Headstreams, in association with St. Joseph's College (Autonomous), Christ Deemed to be University, Smt. VHD Central Institute of Home Science, Gudgudee and Mphasis explored the relationship between play and human development over two days - March 2 and 3, 2018. The play conference brought together research, intervention and practices on play primarily from India and across the globe.

Highlights of the two days were three plenary discussions on topics such as play across the life-span, play in academics and right to play; 12 experiential workshops and 27 play stalls that gave opportunity to the participants to get first-hand experience of different kinds of play activities.

The conference was attended by over 350 participants including panellists, workshop facilitators, play practitioners, play experts, social sector organisations, university students, children with special needs from organisations like Ashraya, Snehadhara and Mar Thoma Opportunity School and volunteers.



### Let's Play

Let's Play 2017 was a successful event reaching out to more than 7500 individuals across 88 locations in India and abroad. The play event was celebrated for two weeks from November 7 to 21. The event brought together over 200 volunteers including individuals and organisations who organised play events for different audiences such as children, the elderly, professionals, community helpers and people from all walks of life.

On the occasion of Children's Day, a mega play event was organised by Headstreams in collaboration with Decathlon, Whitefield on November 14, 2017. Over 100 students, 6 teachers from GKHPS Government School, Kaveri Nagar and 20 volunteers from TCS, Decathlon and Headstreams participated. School students who participated in the event were exposed to different sports. They also got an opportunity to create different craft items with papers, ice-cream sticks and colours etc.



## Play and Learning Fest

It was conducted by Headstreams at Morarji Desai Residential School, Sulibele, Hoskote on 6 February, 2018. The fest was an official inauguration of the 'digital station' which has been exclusively designed by Headstreams and sponsored by Mphasis for the Arivu programme. The digital station is a multi-purpose unit that is used for storing 25 android tablets, router and an access point device along with play and learning tools and resources. The uniqueness of the unit is that it can work in remote areas without internet. This unit has been installed in 8 Arivu schools. The 'digital station' was inaugurated by Smt. Rama, Joint Director of Karnataka Residential Educational Institutions Society (KREIS).



## Playathon

Playathon was a game design challenge organised for students, game designers and anybody who is passionate about designing digital games for school children. The participants could choose any academic topic to design a digital game for students of classes IV to VII. The three winners of the game challenge were announced and awarded on March 3, 2018 at the International Play Conference.



## Tackle Fest

On February 17, 2018 Headstreams organised the 6<sup>th</sup> Tackle Fest in association with the English department of St. Joseph's College (Autonomous), for high school students of government schools. The fest was organised to expose under-privileged students to a range of academic fields and career choices, who otherwise are deprived of it. Students from different departments set up stalls/learning spaces/laboratories to create awareness and give information about academic and career scope which children can opt for after finishing school. Over 200 students experienced this which inspired their own aspirations and also exposed them to an urban college campus.





## VI. WORKSHOPS ORGANISED

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### Arivu Play - Learning Workshop

Headstreams conducted a workshop on playful learning for programme facilitators. The primary objective of the workshop was to introduce the fundamentals of play and game design which are the core elements of Headstreams' Arivu programme. The five days' workshop from September 11-15, 2017 at SAIACS, CEO Center in Bengaluru was conducted by senior play design and pedagogy experts from The Netherlands - Evert Hoogendoorn, IJsfontein & Willem-Jan Renger, HKU University of the Arts Utrecht.



### CEEP- Certificate in Experiential Education and Practice

The three-day workshop organised by Headstreams and facilitated by Vishwas Parchure gave a quick insight into the methodology of experiential education. The workshop dealt with concerns on education and methodology, evolved thinking, sequencing of activities and elements of powerful experience. The workshop was conducted between 6<sup>th</sup> and 8<sup>th</sup> of March 2018 at Ecumenical Christian Centre (ECC), Whitefield.



## VII. VISIBILITY

### NASSCOM FOUNDATION LEADERSHIP CONFERENCE

Headstreams was invited to showcase the NASSCOM Foundation recognised Arivu programme at the CSR Leadership Conference organised on November 29, 2017 at the Leela Palace in Bengaluru.

It opened opportunities for Headstreams to network with organisations representing the corporate sector, social sector and media. The platform helped to engage in conversations on innovative digital education programmes like the Arivu model and see scope for the programme to scale up and possibilities of collaboration.



### TECH CONFERENCE

Headstreams was invited at the TECH conference organised by UNESCO MGIEP. The 3 days conference was organised from December 16 to 18, 2017. It intended at bringing educators, researchers, gaming experts, implementation organisations to build, share, enhance and deliver new and innovative approaches to education system and digital pedagogies.

Headstreams conducted a session on the Arivu innovation highlighting digital pedagogies and 21<sup>st</sup> century life skills that the programme promotes among students. The session was attended by 40 participants consisting of students, educators, practitioners and government officials. Participants got hands-on experience on Arivu gamified learning formats.





## VIII. WAY FORWARD

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### Programmes and new components

The different play-based learning programmes have evolved over the years. Every year, the programmes have become better and impactful.

The Arivu programme which was implemented since 2015 would be introduced as theatre workshops, to help students learn English and life skills. As a part of the programme, students would be exposed to 'Tinkering Labs' where young minds would give shape to their ideas through hands-on-do-it-yourself model.

Along with strengthening some of the previous programmes, the organisation would offer new programmes like the 'In - Service Teachers Training Programme' which would equip teachers to use digital and play way activity format in their respective teaching/ learning spaces.

### Setting up a Centre of Excellence

This Centre is being set up by Headstreams as an exploratory, play and learning space in Malur, 40 kms from Bengaluru. This Centre would be a model for all the play-based programmes initiated by Headstreams in different locations. It is a low-cost initiative to re-kindle curiosity and the joy of learning in children, youth and teachers through games, arts, music, hands-on work such as cooking, gardening and so on.

### Summer Camps

The much-awaited summer camps would start from the second week of April. It would be organised in 3 different locations including one at the Headstreams' Centre of Excellence in Malur, one at Kudiyanur Government School, Malur and one camp at Shivajinagar Government School in Bengaluru. At each of the locations, a weeklong camp would be conducted primarily for students of classes 6 and above. The theme for this year's summer camp is 'Self Exploration' and participants would explore and build projects in experiential learning spaces.

### Trainings

Play facilitators and team of Headstreams would undergo a month's training on concepts such as Tinkering Lab and Experiential Learning Space. These concepts will help the team set up tinkering labs and experiential learning spaces in schools and other places, which would foster curiosity, creativity and imagination among participants.



**Headstreams...**  
**A family that plays together, works together**

