



PLAY

LEARN



CHANGE



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## 1. ABOUT HEADSTREAMS

Headstreams envisions a world with opportunities for every person to realise their inherent potential to live a positive, confident, purposeful and socially productive life. Over the past decade, Headstreams has built its presence globally through networks in the fields of play pedagogy, promotion of 21<sup>st</sup> century life-skills and empowerment of individuals and communities. It has also earned a reputation as an advocate and facilitator of free play spaces that open up opportunities for children and youth of marginalised socio-economic backgrounds to play, learn and change.

Headstreams started its journey working with young men and women in Karnataka on enhancing employment and livelihood opportunities. Over the years, realising the challenges of didactic educational practices, the disengagement of children, adolescents and youth in education, and dipping learning levels, Headstreams focused on enhancing learning through play.

One of the key programmes which the organisation has been implementing since 2015 is the **Arivu programme**, a play based learning programme to enhance academic outcomes and life-skills of students from underprivileged backgrounds enrolled in government schools. The programme culminated this year and has evolved into a new programme called **Children's Library and Activity Programme (CLAP)**, which will be implemented from 2019-2020 in government schools.

In 2018, Headstreams also set up two **Projects in Play And Learning (PIPAL)** initiatives in Bengaluru. One was set up as a pilot project at the City Central Library, Shivajinagar, in association with the Karnataka State Department of Public Libraries and the other one is currently being run at the Government Observation Home for Boys in Madiwala, Bengaluru. Both these interventions created opportunities for open and self-directed learning, where children, adolescents and adults experienced transformation by acquiring knowledge relevant to them. These learning spaces enhanced learning and abilities of the participants through varied gamified learning tools, online content, hands-on technology like computers, easy access to relevant information, projects, books, and art-based activities etc.

In 2018, another significant initiative was the Jeevanam programme, a work integrated undergraduate degree programme in **Bachelor of Vocational Education** in Software Development certified by Tata Institute of Social Sciences (TISS), Mumbai. This professional course along with allied integrated techno-social project work, will equip young men and women from the Kolar district of Karnataka, Malur *taluk*, with hands-on knowledge of Software Development and internship opportunities with reputed companies.

Along with these key programmes, Headstreams continued one of its oldest flagship programmes, the Tackle Caravan. Very popular among volunteers, it gives them the opportunity to facilitate play and learning spaces for children in government schools. Headstreams also conducted several annual events in 2018-2019, which have been

**“Thanks to Headstreams for designing this wonderful Tackle Caravan programme. Our team appreciates the way all the play spaces - arts and craft to games and music are managed. We had an awesome time participating and co-facilitating the Caravan at a Government School in Shivajinagar, Bengaluru. Interacting and playing with these kids is always an exhilarating experience. Thanks for giving us this opportunity to be a part of the programme.” - Astha Agarwal, Corporate Volunteer from UiPath**



highlighted later on in this report.



In recognition of Headstreams work in popularising play and working towards promoting its value, Headstreams co-founder, Dr Naveen I. Thomas, has been recognised as a Play Ambassador by Leadership Initiative for Educators (LIFE).

The journey of the organisation this year has been enriching as it reached out to children beyond schools and impacted lives of children in conflict with the law. The organisation was also successful in replicating the play based learning model in unusual settings like the public library.

The unique feature across all the programmes of Headstreams is the democratic space that it offers to its participants, where they are encouraged to become self-directed learners.



## 2. ACKNOWLEDGEMENT

Behind the successful implementation of all its programmes in the year 2018-2019, is the dedication and support of its team members who are involved in shaping the programmes, managing and implementing the interventions, and critically monitoring and evaluating these time and again.



### THE TEAM

#### Society Members

Anu Thomas, Member (Invitee)  
Dr Cheriyan Alexander, President  
Dr Naveen I. Thomas, Secretary  
Jean George, Member  
Mahalakshmi Parthasarathy, Vice-President

Nitya Thomas, Treasurer  
Shailesh Vaite, Member  
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Narasimha Murthy C.  
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Tarini Srinivas  
Umadevi Gokavi  
Victor Fernandes  
Vineetha C.  
Vinay P.  
Yathi Viswam T.

Apart from the dedicated team at work, Headstreams is fortunate to have supporters and followers who continuously promote the work and philosophy of the organisation across geographies.

The organisation takes the opportunity to thank all those who have been with it and helped it achieve its vision and mission.

**“Headstreams will always have a special place in my heart because it taught me what play really means. To relive those wonderful memories, I set out to gather the residents of our community to come out and play. Though I was apprehensive of the turnout, and was not sure how to manage everyone, it ended up being a lovely fun and laughter filled evening, playing with the young and young at heart.” – Ruth Cherian**

### 3. KEY PROGRAMMES

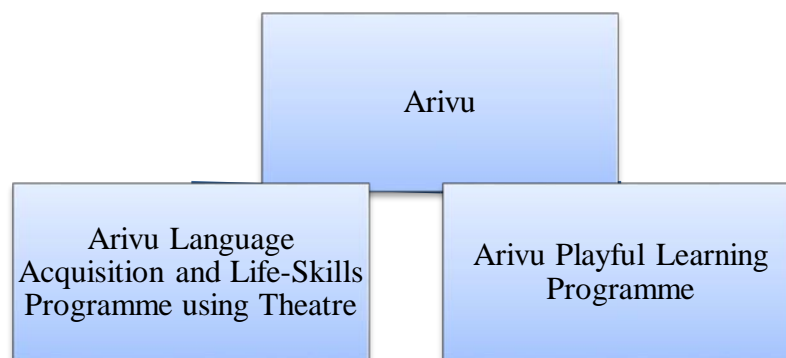
#### 3.1 ARIVU

Arivu, a play-based learning programme, was conceptualised to address certain key challenges that exist in the state of education. According to the fourth edition of the Pearson Voice of Teacher Survey, 2016, nearly 1 in 2 students in India were not actively engaged in their learning process, especially in schools catering to students from low-income backgrounds. Headstreams' experience of working with children showed that the "one-size fits all", didactic learning approach followed by teachers with limited teaching styles and resources, was a major contributor to the disengagement of students.



Reckoning the challenges, Headstreams piloted a unique learning programme called Arivu-Disha in 30 state-run schools of Karnataka in 2015. Later the programme expanded reaching out to 30 state-run schools and 12 government residential schools. Refer to the Annexure (Table 1) for the list of schools.

This year the programme offered two variations of the Arivu model:



#### A. ARIVU LANGUAGE ACQUISITION AND LIFE-SKILLS PROGRAMME

Highlights of the programme for this academic year:

- Rolled out in June 2018
- Reached out to 3500 students of classes VI to IX in 43 schools
- Successfully completed 22 English language related activity and digital sessions for classes VI to IX in all 43 schools

Core elements:

- Theatre based activity sessions
- ✓ Students were introduced to theatre (acting, directing, music, singing, dancing, script writing, costumes and sets)
- ✓ Mini performances were presented by students in-between sessions
- ✓ Exclusive sessions were facilitated for students to pursue specific areas in theatre
- ✓ Mega theatre productions were executed by each class in every school at the end of the sessions



- Digital sessions
- ✓ A specially crafted app that takes students to different parts of the world and gives them exposure to different cultures, languages and more, through comic characters was introduced
- ✓ The bi-lingual stories on the app followed with games helped in learning English
- ✓ The app could be deployed offline

**“We have children from different backgrounds. Some of them come from slum areas and are underprivileged. Arivu programme classes are really a boon for them. Students get materials which they have not seen or explored before. The sessions are playful as well as informative. The programme activities help our students to improve their social skills. Children eagerly wait for the sessions and their curiosity is boosted. Lot of joy and happiness is seen among children and they are also changing behaviour wise.”**

**-Saleem Beig, Teacher, J.C Nagar Government School**

## **B. ARIVU PLAYFUL LEARNING PROGRAMME**

Highlights of the programme for the year 2018 -2019:

- Rolled out in August 2018
- Reached out to about 2300 students of classes VI-IX across 12 schools of Bengaluru Urban, Bengaluru Rural (Hosakote) and Kolar districts
- The programme introduced playful learning methodology both in English and Science
- Successfully completed 15 sessions in each school for each class



### Core elements

- The key objectives of the programme included promoting the play pedagogy in learning thereby making learning enjoyable, creating a space for learners to get hands-on experience of learning using digital games and activity based content, making the context/content interesting and attractive to learners and enabling teachers or educators to become designers of playful learning curricula
- The programme created 'Play and Learn' spaces that encouraged students to learn scientific concepts and English using technology
- Digital app was used in the programme. It had an open-ended games format which made it possible for any teacher to plug in any content and teach subjects like English, Science or other disciplines.
- The app supported multiple languages, both in terms of game content as well as app interface.
- 'Problem Solving' and 'Experiential Learning' were the two key approaches used.



**“This is an excellent programme as the most difficult subjects like Maths and Science are taught playfully and experientially. Unlike any ordinary classroom, where students often learn scientific concepts without being able to associate its relevance, this programme helps to draw a connection between the concepts learnt and learners’ own lives. We reach out to children who need us the most. Many children work after school hours to help their families. Access to a playful learning environment is a distant dream for them. The Arivu playful learning programme has filled the gap between their dreams and aspirations. In Arivu sessions, learners are engaged in group activities that promote collaborative learning. There is absence of conflict and unhealthy competition among learners. They learn by solving and answering questions together. Our participants share a strong connection with us. This has been possible because of the way the activities are designed under the programme.”**

**-Apeksha Paul T, Play Co-ordinator**

### 3.2 JEEVANAM

Jeevanam is a programme in Bachelor of Vocational Education (B.Voc.) in Software Development. It is a three year programme, approved by UGC and certified by School of Vocational Education, TISS, Mumbai. Students are mentored and trained by employees of reputed companies, focusing on solving real world problems as part of the work-integrated model. This course is offered at Headstreams' Malur office in Kolar district, to students who have completed the 12<sup>th</sup> standard or its equivalent. The USP of this programme is the community work which students take up to solve real world problems using their technical knowledge. Jeevanam programme students also share their knowledge with the students in local government schools.



#### Highlights of the programme

- Rolled out in July 2018.
- 13 students (Batch I) are currently pursuing this programme.
- The programme offers options for Diploma, Advanced Diploma and Bachelor in Software Development
- Students are introduced to Software Development, Mobile Application Designing and Web Designing.
- 100 % students qualified in the 1<sup>st</sup> and 2<sup>nd</sup> semester examinations.

**“I am married and the mother of a child. After my marriage, I had to leave my aspirations to work and become financially independent. The Jeevanam programme offered by Headstreams, has given me a new hope to start my career. Recently we had an exposure visit to Tata Consultancy Services, and I am now dreaming of preparing myself for competitive examinations so I can get into a big company like it.” - Dakshainy, Learner, Jeevanam Programme**

**“At the beginning I had apprehensions about the programme. But as we started learning technical subjects, English and getting personal grooming sessions, I saw transformation in myself. The software degree programme which is integrated with a socio-technical project which we do, helps me apply the theoretical knowledge in solving a societal problem. We also participate in Headstreams' weekend programme, called Tackle Caravan where we facilitate play based learning spaces for Government schools students in Malur, Kolar.” - Mallikarjuna, Learner, Jeevanam Programme**

### **3.3 AALAMBA INTERNSHIP COURSE ON “ENHANCING EMPLOYABILITY THROUGH MULTI- ARTS AND PLAY”**

The programme aims to create a space for the participants to expand their consciousness and experience various possibilities in the learning realm using the medium of multi-arts and play. Secondly, it aims to equip the participants with concrete strategies and skill sets that will help the students find careers or higher education opportunities which match their interests, skills and aptitudes. About 45 BA and B. Com. students of Government First Grade College in Malur benefitted from the Aalamba Internship programme. Students were exposed to IT Employability Training, soft-skills and job-oriented skills. Students participated in sever field work with children and communities and trips like Bird Watching.



### **3.4 PROGRAMME IN PLAY AND LEARNING (PIPAL) AT THE PUBLIC LIBRARY (PIPAL NOOK)**



The PIPAL initiative of Headstreams focussed on promoting libraries as vibrant community spaces, catering to the information and learning needs of the local community. Headstreams, in association with Project DEFY, Dept. of Public Libraries, Govt. of Karnataka, and SNC-Lavalin Atkins implemented a pilot programme, working with the community in and around the City Central Public Library, Broadway branch, HKP Road, in Shivaji Nagar.

**“I am very glad to witness the event (inauguration ceremony of the PIPAL Nook programme). I am very happy that the learning here can be so diverse and interesting. I am excited to see the different tools kept at the library for the use of public. I would be glad to associate further with Headstreams and make such facilities available at all libraries across the state. If the number of walk-ins at the Broadway Library increases, I would immediately turn it into a full-time library. I am pleased that the people of Shivajinagar are benefitting so much from this initiative.”**

**-Dr. Satish Hosmani, Director of Public Libraries**

The main objectives of this pilot project were to create a community platform for accessing relevant information and to provide an opportunity for users to be exposed to advancements in technology.

The programme helped participants enhance certain skills that would eventually help them improve their livelihoods. About 125 participants, including students, drop-outs, youth, women and men, visited every week. This space was loaded with a variety of materials such as books, prototype games, building tools, stationery, and online resources. Participants worked on projects of their interest, up-skilling themselves through online and provided resources.

Key outcomes of the programme:

- Regular users increased, from 5 walk-ins per day to around 30 walk-ins a day.
- PIPAL Nook helped change the course of lives of over 122 learners.
- 12 induction programmes were conducted in the last year.
- More than 100 beginner level projects and 6 intermediary level projects were completed. For e.g., an electronics project that involved PCBs, Sensors, LEDs, soldering and batteries was done by the participants.
- With the guidance of the Nook staff, 10 learners were able to acquire jobs after they began coming to the Nook, and 6 other learners were able to find placements on their own. Some of the learners got jobs in private companies. Women participants who were interested in make-up, hair styling, fashion designing and dress making started their own businesses or got jobs in the related areas.
- Computer proficiency of the learners improved. Especially children enrolled in state-run schools, who have limited access to computers in schools, have benefitted as they could use computers for longer duration and their doubts were clarified by the facilitators present in the Library.

### **3.5 PROGRAMME IN PLAY AND LEARNING (PIPAL) AT THE OBSERVATION HOME**



PIPAL, started in 2018 and an MoU has been signed between the Government of Karnataka, District Child Protection Units, Bengaluru, and Headstreams, for the implementation of the project.

The facilitated learning space was set up at the Government juvenile correctional home for boys in Bengaluru in February 2018. The boys at the Observation Home get hands-on vocational trainings, skill-based and life-skills

training through facilitated workshops and activities. The open learning space allows participants to learn skills that interest them, learn to play musical instruments of their choice, develop an interest in sports, and find an interesting hobby. The activities and trainings not only help in shaping the boys as individuals but also help them learn to manage their emotions, aggression and stress which they often experience at the



Observation Home. The life skills and soft skills they learn help in the reintegration of the boys into the mainstream society.

About 35 boys, aged 10-18 years, use the space five days a week,

and have access to two kinds of spaces - an open learning space and a free play space. The open learning space has a library of story books, books from different disciplines (including Maths, Science, and English) and others in vernacular languages. The learning

**“We used Headstreams methodology in our CDP in Kempapura. It was amazing. We worked with 6th Std. children. Our college students did a good job of interacting and playing with the children participants. The participating children were so happy and excited! We worked confidently with them as we knew the Headstreams module is good.”- Abharna, Faculty, Mouth Carmel College**

**“I have seen the Observation Home boys transform over the months. They have become more social and communicate their feelings better and positively. They love working on the computer and making Power Point Presentations, enjoy djembe drumming, and theatre. Some of the boys, who were introverted before, have demonstrated leadership skills and also manage the other participants when they participate in group activities at the PIPAL space.” - Shahajahan T., Play Co-ordinator**

space is also equipped with resources for participants to get hands-on experience of working on projects. The free play space offers interesting activities and different kinds of play materials and tools, including musical instruments (djembe, drums), board games (chess, ludo and puzzles) and sports items (basketball, hula hoop).

In the last year, this programme has helped the participants develop new skills and interests, become self-learners, and release their negative emotions and stress through positive social interactions.

### **3.6 ACADEMIC COURSES ON PLAY AND HUMAN DEVELOPMENT**

Headstreams and Snehadhara Foundation have been successfully conducting Certificate and PG Diploma Courses on Play and Human Development for college students. This year, the programme

In the course, participants learn about play, consequences of play deprivation, various forms of play, play across human lifespan, impact of play, play theories, principles of play facilitation etc. Students learn and practise how play can be facilitated using creative techniques to understand creative expression, body and spatial awareness, self-awareness, awareness of the world we live in, group dynamics, abstract reasoning and risk-taking etc.

commenced in July, 2018 and about 80 students from 3 institutions of Bengaluru



including CHRIST (Deemed To Be University), Mount Carmel College and St Joseph's College Autonomous enrolled for the academic programme.

Along with their weekly experiential learning sessions on theories related to Play and Human Development, participants got field exposure through the Tackle Caravan sessions, conducted every Saturday.

### 3.7 TACKLE CARAVAN

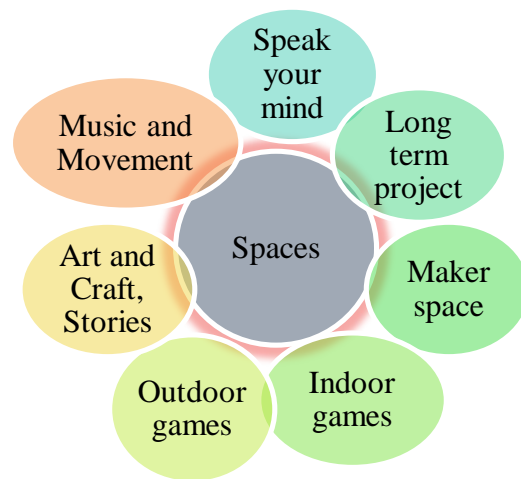
Over the years, the Tackle Caravan has been able to nurture creativity of our students, provide free space for innocent voices to speak out their hearts without being judged, add rhythm to their movements and provide canvas to give shape and colours to their imagination and expressions.



The idea of the programme is to create within communities, an opportunity for children to experience a physically and emotionally safe space where they can exercise free choice, where intrinsic motivation is encouraged, and self-directed learning is supported.

Caravan details:

- Tackle Caravan was organised at four Morarji Desai Residential Schools in Sulibele, Dandupalya, Madanahalli and Malur, this year.
- In activity-based play sessions, children explored different stalls and learning tools.
- 140 caravans were 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.



### 3.8 LET'S PLAY 2018

The Let's Play event is conducted every year in November. This year, it took place between November 14 and November 28, 2018. The event was successful as many individuals and organisations hosted and participated in various play events. Play hosts

organised play dates with their friends and families and shared their stories with Headstreams.

Let's Play 2018 was also special because alongside the event, Headstreams also partnered in a global campaign called Outdoor Classroom Day ([www.outdoorclassroomday.in](http://www.outdoorclassroomday.in)). It was organised to inspire and celebrate outdoor learning and play, pioneered by Action for Children's Environment (ACE) Trust, New Delhi, and few other globally recognised organisations.

Some other special play events organised by Headstreams to mark the Let's Play 2018 celebration in Bengaluru were:

- Let's Play 2018 event with VMware India team at Mar Thoma Opportunity School in for special children, in
- A football event for school children, in collaboration with Technico Sports, Aspire India and FSV Arena.
- A play event, with Riverbed Technology at a low budget private school in Bengaluru.



#### **Highlights of Let's Play 2018**

- Total no. of play hosts (individuals and organisations): 50 +
- Total no. of participants (children, adults, elderly): 9200+
- Geographical reach - Bengaluru, Hosakote, Kolar, Salem, Hosur, Hyderabad, Ahmedabad, Kolkata, Kerala, Mumbai, Dehradun, Chennai, Dubai and more
- Organisers and participants included:
  - ✓ NGOs and Foundations - Headstreams, Latika Roy Foundation, Children's Homes, Aarohi Life Education and others
  - ✓ Students from colleges - CHRIST (Deemed to be University), Aryan International School, Mount Carmel College, St. Joseph's College and others
  - ✓ Schools - Governments schools in Karnataka, schools for special children, low-cost private schools and many other schools
  - ✓ Corporate participants - VMWare, Riverbed, Infoblox, Aspire Life Technico Sports, Aspire India, FSV Arena and Riverbed Technology

### 3.9 SUMMER CAMPS

The summer camps of 2019 resumed in March. It was designed to create opportunities for children to become inventors, builders and creators by exploring different mediums such as art & craft, movement and dance, maker space, library and story-telling. It was also designed to help children acquire vocational skills like sewing, embroidery, gardening, clay modelling, printing and wood-work. Through these activities, participants were able to deal with certain challenges and solve them (problem solving



skills), critically think and explore ‘out-of-the box’ ideas and learning by engaging in hands-on projects. Summer Camps were organised in 5 different locations across Bengaluru, Malur and Munirabad.

Most of the camps were for underprivileged kids. This year, Headstreams also conducted two special camps for police trainees and early married tribal girls.

## 4. KEY EVENTS

### 4.1 THE 10<sup>TH</sup> YEAR CELEBRATION

Headstreams' 10<sup>th</sup> year celebration was a get-together of well-wishers, friends and partners at Headstreams Malur Campus, which had been inaugurated on June 2, 2018. The tenth year celebration showcased all that Headstreams believes and does – Play to Enjoy, Experience, Experiment and Explore!

Every moment of the celebration reminded the organisation of the incredible support that it has received from supporters in its journey over a decade.



### 4.2 RANGOTRI - A CULTURAL, SPORTS AND CAREER FEST



Organised on January 19, 2019, the Rangotri event welcomed 250 participants including students from 17 pre-university colleges and polytechnic institutions from the Kolar district. Representatives from the Department of Education, private companies and several corporate volunteers also attended this event at the Headstreams' Malur Campus.

Among the esteemed guests were

Dr. K. Rathnayya, Deputy Director, Pre-University Board, Mr. Madavareddy, Block Education Officer (BEO), and Dr Nagappa from Tata Consultancy Services.

The event witnessed students participating in many creative events and activities such as 'Making Wealth Out of Waste', Jewellery Making, Painting without Brushes, Street Plays, Creating Songs and Stories, Collage Making, Treasure Hunt and Hurdle Relay Race. Students of the Headstreams Malur campus who are pursuing their Bachelor of Vocational Education (Software Development) put up a technology exploration stall using microcontrollers, solar technology, Arduino, and conducted demonstrations of Internet of Things (IoT) projects. TCS had a special stall to provide career guidance to students.



### 4.3 A NEW PLAY PARK AT HEADSTREAMS MALUR CAMPUS

In November, the open area at Headstreams Malur campus turned in to an exciting playground. Playground Ideas, Rat Race and a team of 17 volunteers including designers, architects, play specialists, and other interested stakeholders from across the world, worked tirelessly to build a playground. They used a shipping container, tyres, waste materials and indigenous materials to create a unique design.



### 4.4 RANG MAIDAN



Through the Rang Maidan projects, Headstreams creates play parks at available spaces, especially in low-resource schools and environments. Headstreams, in collaboration with Nextgen, built a play park at the Gerizim Orphanage. This low-budget play park is inclusive in design and made with indigenous materials.

### 4.5 TACKLE FEST

For the past six years, Headstreams has been organising learning and career guidance fest called the Tackle Fest, in association with the English department of St. Joseph's Autonomous College, Lalbagh Road, for high school students of government schools.

This year, the fest was organised on February 9, 2019 at St. Joseph's College, Bengaluru. High school students of government schools, who are mostly unaware of the opportunities ahead of them, were exposed to a range of academic fields and career choices. College volunteers from different departments set up stalls or learning spaces and open laboratories that created awareness and gave information about academic and career options available to school students after completing their schooling. About 400 schools students and 140 college volunteers were present.





## 4.6 ARIVU SHOWCASE EVENT

The Arivu showcase event was organised by Headstreams, in collaboration with Mphasis and the Department of Public Libraries, Government of Karnataka, on February 5, 2019 at the Indira Priyadarshini Children's Library in Cubbon Park, Bengaluru. The event showcased Arivu, Headstreams' innovative learning programme. The event demonstrated the power of play and problem-solving in classrooms. At the event, Arivu students set up and facilitated various stalls including a Science Scary House and Theatre and English stalls which displayed Headstreams' play based learning tools. The Tackle Caravan model space exhibited a demo tyre park 'Rang Maidan'. Headstreams' new programme called the Children's Library and Activity Programme (CLAP) was also introduced to the visitors.



Special guests who attended the event included, Dr. Satishkumar S. Hosamani, Director Dept. of Public Libraries, Govt. of Karnataka Library, Ms. Nisha James, IPS officer, Dr Meenu Bhambhani, Vice President & Head of Corporate Social Responsibility at Mphasis, various Block Education Officers, Principals and teachers of Arivu government schools.

## 4.7 DISCUSSION ON RIGHT TO PLAY



The Discussion on Right to Play on March 9, 2019 was organised by Headstreams in collaboration with CHRIST (Deemed to be University), Smt. VHD Central Institute of Home Science, St. Joseph's Autonomous College, Gudgudee and Mphasis. About 80 participants, including 25 delegates consisting of researchers, academicians, NGOs, and play

practitioners were present. Our panellists contributed to the discussion on key issues related to play in the context of three themes - Children in Conflict with the Law, Disability, and Academic Settings.

The discussion set the agenda for the Third International Play Conference, which is scheduled for December 2019. Key action points were formulated, which the core working team would work on and present at the Conference.

## 4.8 SOCIETY AND EXECUTIVE COMMITTEE MEETINGS

The Annual General Body Meeting was held on June 2, 2018. The meeting was attended by 7 Society Members including Dr. Cheriyan Alexander, Mr. Shailesh Vaite, Ms. Selena George, Ms. Mahalakshmi Parthasarathy, Ms. Santhy George, Ms. Jean George and Dr Naveen I. Thomas and Ms. Anu Thomas.



Key discussions revolved around the action plan for the current year, reports and accounts of the previous year, and impact of Headstreams' programmes. The Executive Committee Meeting was held on December 1, 2018 and March 23, 2019.

## **5. TRAININGS AND WORKSHOPS**

### **5.1 FACILITATOR WORKSHOPS ON PLAY AND HUMAN DEVELOPMENT**

Two workshops on Play and Human Development were conducted by Gitanjali Sarangan from Snehadhara Foundation. Through workshops like these, our team was constantly empowered and trained to give their best to the communities and participants we work with.



### **5.2 WORKSHOP ON EXPERIENTIAL LEARNING**

A ‘Steampunk’ workshop was organised by Headstreams in association with Project DEFY. The workshop was offered to a team of 25 volunteers from SNC Lavlin at the Broadway Public Library. The workshop gave them an opportunity to get a hands-on experience of building models from e-waste.

### **5.3 TACKLE CARVAN ORIENTATION**



A Tackle Caravan orientation was conducted on June 30, 2018, for students at St. Joseph’s College Autonomous, Mount Carmel College and CHRIST (Deemed To Be University) taking the PG and Certificate Courses in Play and Human Development. The objective of the orientation was to introduce the Tackle Caravan concept and the different spaces that were part of the caravan this year. The workshop gave an opportunity to the volunteers to experience what the Caravan would be like and what it could offer to participating children. 52 college students and play facilitators were oriented at the workshop. The programme Tackle Caravan came to an end for 2018-2019 on February, 2019. A closure workshop was conducted for the college facilitators. Feedback was collected from facilitators, who were also encouraged to share about their experiences and give suggestions for the future.

## 5.4 POLICE TRAINING

In May 2018, Headstreams organised a week's training programme for the Indian Reserve Battalion (IRB) at Munirabad in Koppal. About 350 police trainees were trained on 'problem solving'. The workshop enabled young recruits and trainers to look at problems from a new perspective. The problem-solving approach of the training was connected to their real-life experiences.



It was a fun-filled training programme that allowed them to express their emotions and enhance their life and work related skills. The facilitators who executed the training used multiple art forms such as theatre, painting, and dance in a learner centric way using play based strategies.

Along with the police training, a summer camp was organised for the children at the police campus. Over 120 children from different age groups (4 years to 15 years) participated and explored different possible aspects under four experiential learning stalls: food stall, up cycling stall, interior decoration stall and cloth and accessories stall. After the successful camp and training sessions organised for the police and their children, Headstreams also organised training for women from the campus and introduced them to the concept of Self Help Groups (SHG). Over 150 women participated in the workshop. Under the leadership of the IRB Commandant Ms. Nisha James, nine SHGs have been formed.

## 5.5 WORKSHOP FOR WOMEN POLICE



Another workshop was organised for the Karnataka State Police Department in October 2018. Participants included women police from the Upparpete Police Station in Bengaluru. The workshop created a democratic space for participants to openly share about their motivation to join the department, and discuss their challenges. A batch of 34 women police enthusiastically participated in the

workshop, and were encouraged to express themselves through various mediums of play.



## 5.6 TEACHERS' TRAINING IN SHILLONG

Headstreams, in association with ESAF, conducted an in-service teacher training programme at Rural Resource and Training Centre in Umrang, Meghalaya, from August 23-25, 2018. The objective of the training was to experience the power of play-based approaches for enhancing learning and the development of key competencies that promote well-being among students and teachers. At the same time, designing learning experiences which promote the bringing together of divergent perspectives, multiple intelligences and varied skills which enhances critical competencies was also explored. 28 teachers from different states of the northeast participated.



## 5.7 TEACHERS' TRAINING AT JHARKHAND

Headstreams in association with ESAF, conducted another in-service teacher training programme for the Tribal Learning Community School Teachers in Dumka, Jharkhand from March 26-28, 2019. The objective of the training was to explore the power of play-based approaches for enhancing learning and the development of key competencies that promote well-being among students and teachers.



## 5.8 WORKSHOP FOR EARLY MARRIED GIRLS



In collaboration with TdH-NL and PMSR, Headstreams conducted a workshop for more than 50 early married adolescent girls from Kollegal taluk of Chamarajanagar district in Karnataka. Allied to the organisations' initiative to empower adolescent girls who are married early, Headstreams organised a workshop with the objective to improve the existing capacities (as agents of change) of these young married girls, help them become decision makers and motivate them to be able to address their challenges with courage and confidence.



Beyond the workshops that Headstreams conducted for others through the year, internal team members also underwent rigorous training throughout the year, both in-house and via external experts and organisations. One such training was the Diploma in Experiential Education and Practice (DEEP) course which some of our team members completed. The DEEP training helped participants explore the values that drive an experiential approach and look at how the approach applied to a variety of settings.

## 6. BEYOND REGULAR WORK

### 6.1 COMMUNITY DAY AT VMWARE INDIA OFFICE



Headstreams participated at the Community Day event hosted by VMware India Giving Network on December 18, 2018. It was a meaningful event, as the organisation interacted with VMware employees and shared information about the various programmes, volunteering opportunities and different ways the company could partner with Headstreams.

### 6.2 PRESENCE AT THE ARM'S FAMILY DAY



Headstreams' presence at the ARM Family Day was much loved and appreciated by the employees and their families present at Ocean Hall, Devanahalli on December 15, 2018. The play stalls set up became popular among children present there and the adults enjoyed no less, dancing and playing with the Headstreams team. Thanks to ACME Experience and ARM for inviting Headstreams at the Family Day event!

### 6.3 CLEANLINESS DRIVE

As part of Headstreams initiative towards a clean and hygienic environment, we had a two-day drive in and around our office in Indiranagar, where we went to every house in the area along with the Bruhat Bengaluru Mahanagara Palike (BBMP) employees and community representatives, to discuss issues related to waste management and to create awareness on proper waste disposal.



Residents were also invited to join in our play spirit by cleaning the street, painting the walls of their locality and playing street games.

## 7. WAY FORWARD

### 7.1 CHILDREN'S LIBRARY AND ACTIVITY PROGRAMME (CLAP)

The Arivu programme by Headstreams which has been running since 2015 across 42 government schools successfully came to a close in March 2019. The programme however has evolved into another exciting programme called Children's Library and Activity Programme (CLAP). CLAP will facilitate self-directed learning spaces for children and adolescents to deepen their engagement with learning. The spaces will function like a library-cum-activity centre in under-served schools/ communities. In such spaces, learners will be encouraged to make learning choices which are 'self-directed'. Self-directed learning environment result in active engagement of learners, leading to increasing autonomy, relatedness and competency, thus improving learning outcomes and enhancing life-skills. The programme would commence in government schools from June 2019.



## 8. ANNEXURE

Table 1 List of Arivu programme schools

### Arivu Language and Life Skills Acquisition

BLOCK	GOVERNMENT SCHOOL
SHIVAJINAGAR	Kaval Birasandra GHPS J.C.Nagar GHPS Murphy Town GHPS Ganganagar GHPS Benniganahalli GHPS B.Channasandra GHPS
K.R.PURAM	K.R.Puram GHPS Chikkadevasandra GHPS Hoodi GHPS A.Narayanapura GHPS Kaverinagar GHPS Munnekolala GHPS Little Angels English School (Low budget private school)
HOSKOTE	Doddahulluru GHPS Nandagudi GHPS Hosakote GGMS Kolar MMDRS Shivanapura GHPS V.V.Extn Hosakote GHPS
KOLAR	S.S.Makhan GUHPS Vemagal GHPS Sugatur GHPS Rahamathnagar GUHPS Narasapura GHPS Belluru GHPS Millathnagar GUHPS Vokkaleri GHPS Sullur GHPS Dargha GUHPS Kyalanur GHPS Harati GHPS

## Arivu Playful Learning Programme

<b>BLOCK</b>	<b>GOVERNMENT RESIDENTIAL SCHOOLS</b>
Bangalore	Chamrajpet MDRS
	United MissionSchool
Hosakote	Sulibele MDRS
	Dandupalya MDRS
Mulbaglu	Mulbaglu MDRS
	Mulbaglu KCRS
Kolar	Kolar MMDRS
	Parshganahalli MDRS
Kolar	Madanahalli MDRS
	KGF MDRS
Bangarpet	Malur MDRS
	Yelesandra KCRS



*“Play keeps us vital and alive. It gives us an enthusiasm for life that is irreplaceable. Without it, life just doesn’t taste good.”*  
**- Lucia Capocchione**