

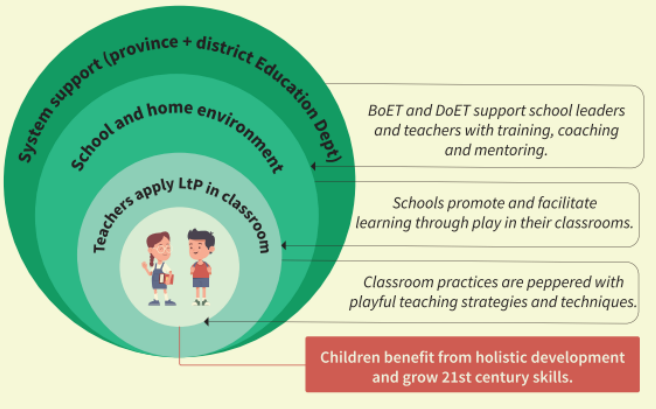
Annex 1: Script for Learning through Play and iPLAY introduction





Duration: iPLAY clip – 1.5mins; LtP clip – 3 mins

Infographic clip

VNese voice off with ENG subtitles

3 versions: 1 clip with iPLAY + LtP; and 2 separate clips about iPLAY and LtP

Text/Voice	Image	Duration
Introduce iPLAY project		
<p>Over the course of a 4-year period, from December 2019 to November 2023, VVOB in Vietnam is implementing the project "Integrating Play-based Learning Activities for Young learners" - iPLAY.</p>	<p>Logo VVOB and iPLAY</p>	<p>15s</p>
<p>iPLAY project is supporting the Ministry of Education and Training to achieve the goals of the new general education programme by integrating Learning through Play into the regular professional training system for primary teachers through a combination of trainings for national teachers and developing teacher expertise at school level. Also, iPLAY cooperates with the National Women’s Union to conduct trainings for parent clubs.</p>	<div style="text-align: center;"> <p><i>IPLAY Vietnam Approaches</i></p>  </div> <p>Parent club implementing process Key partners</p>	<p>45s</p>

	 <p>The diagram shows the iPLAY logo at the center, surrounded by seven stakeholders in circular nodes: Bộ GD-ĐT (top), DH SP Hà nội, ĐN, tpHCM, Huế, Thái nguyên (top-right), Sở/phòng GD-ĐT (right), Quản lý nhà trường (bottom-right), Giáo viên (bottom), Cha mẹ trẻ (bottom-left), Hội TW & tỉnh (left), and Cán bộ Hội PN cơ sở (huyện, xã) (top-left).</p>	
<p>Applying the 3-step replication strategy in urban and rural areas, by the end of 2023, iPLAY will reach 14,695 schools and more than 200,000 primary school teachers nationwide. An estimated 3.4 million parents will be reached.</p>	<p><i>How many people are we going to reach?</i></p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>14,695 schools</p> </div> <div style="text-align: center;">  <p>230.000 primary teachers</p> </div> <div style="text-align: center;">  <p>3.4 million parents</p> </div> </div>	<p>15s</p>

iPLAY project takes place in Thai Nguyen, Quang Tri, Da Nang, Lai Chau, Ha Giang (2020-2021), Ho Chi Minh City, Quang Ngai, Nghe An (2021-2022) before scaling to the whole country through online learning (2022-2023).



15s

Introduce Learning through Play

Learning through play is an educational approach in which students can explore, experiment, discover and solve problems in a playful environment. The teacher sets intentional learning goals, but also creates space to foster student autonomy, improving a student's learning outcomes.



15s

Play does not only playing games or moving around, play is educational when it is joyful, meaningful, actively engaging, iterative, and socially interactive.

Joyful

Joy is at the heart of play - both enjoying a task for its own sake and the momentary thrill of surprise, insight, or success after overcoming challenges.

Meaningful

Meaningful implies that students can find meaning in their learning by connecting it to something they already know.

Actively Engaging

Learning through Play also involves being actively engaged. This means students who are immersed in what they are doing, hands-on and minds-on they stay focused and persist through distraction.

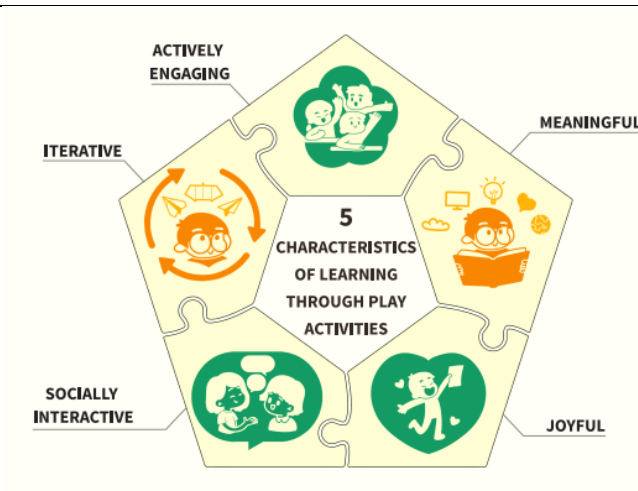
Iterative

Iterative means students get to try out different possibilities, revise hypotheses, and discover the next questions. Iteration leads to increased learning by giving alternative solutions for one issue, and by providing different options for thinking and reasoning.

Socially interactive

Social interaction is a powerful tool for both learning and playing. By communicating their thoughts, understanding others through direct interaction, and sharing ideas, children are not only able to enjoy being with others but also stimulated towards deeper understanding and more powerful relationships.

These five characteristics ebb and flow as children are engaged in Learning through Play activities and all five



Illustrations of each characteristic

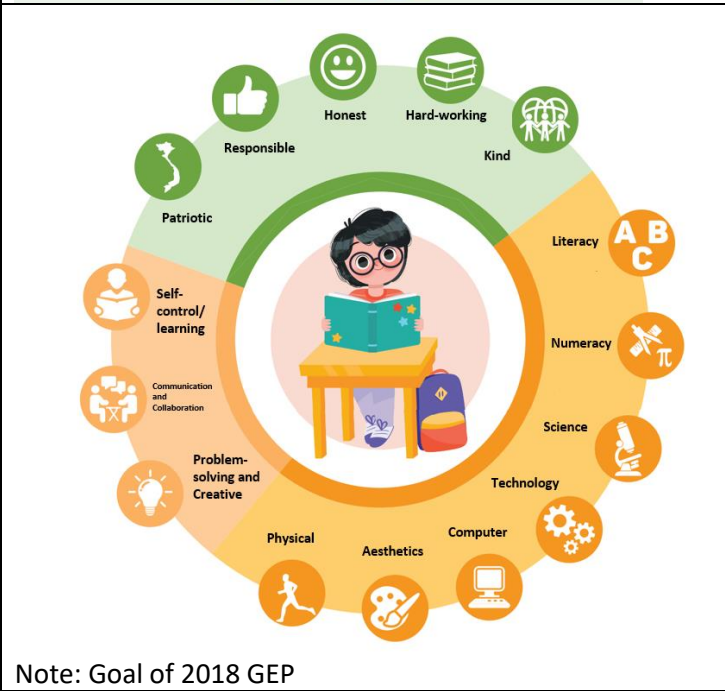
are not necessary all the time. But over time, children should experience moments of joy and surprise, a meaningful connection, be active and absorbed, iterate, and engage with others.

Why is it a good idea to use Learning through play with students? Learning through Play stimulates their holistic development. By stimulating the cognitive, creative, emotional, social and physical development, students acquire essential skills for 21st century.



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Learning through Play not only benefits students, but also helps to reach the goals and requirements of the 2018 GEP, and contributes to innovating teaching methods and organisational forms of teaching and learning



Note: Goal of 2018 GEP

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“Play and learning are like the two wings of a butterfly
– one cannot exist without the other.”



***“Play and learning are like the two wings of a butterfly
– one cannot exist without the other.”***

Carla Rinaldi, President of Reggio Children

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