TERMS OF REFERENCE
Education project evaluation consultant

Project:	**YouthSpark Digital Inclusion (YDI) – phase 1**
Location:	**Hanoi**
Details:	A consultant team support
Period:	20/4 - 4/5/2017

Background

The YDI project aims to inspire and create a favorable environment for teachers, trainers and underserved youth to learn computer science and ICT with creative and active methods. The underserved youth also have chance to discover their potential in various initiatives which enable them to follow passion in technology. The purpose of the project also is driving long-term, systematic, public policy change in education settings of ICT and Computer Science.

In particular, after 12 months of implementation from March 2016 to March 2017, the project has set up a curriculum on IT on the basis of inheriting the current IT program and updating new contents of contemporary computer science, covering topics: Basic computer science, 2D-3D graphics and filmmaking, 2D-3D programming and Internet safety. In the 2016-2017 school year, the curriculum is used to teach extracurricular programs at secondary schools in remote areas, boarding schools, and continuing education centers in six provinces. More than 300 IT teachers participated in training workshops on knowledge and teaching methods of this program through online and offline classes.

Expected results:

Quantitative

Number of pilot provinces	6
Number of trainers trained	300
Number of youths trained with new methods and curriculum	52,500
Number of youth participated in events, competitions and other activities of project	500
Number of experts get involved in the project	50

Qualitative

- Improved access and quality of CS and ICT teaching and learning for underserved youth at project area.

- Youth interested in CS and have better knowledge and skills in ICT.

- Youth have better orientation about careers.

Assignment objectives

The objective of the assignment is assess impact of the project and to improve the partners involved the project.

Specific objectives of the assignment are, but not limited to, the following:

Objectives	Percentage of work
1. Curriculum and materials, teaching methods, implementation *a) Curriculum and materials* - Evaluating the relevance of the curriculum with the level of student's awareness and needs. - Assessing the achievement of curriculum expectations in providing the most updated ICT and Computer Science knowledge and skills for secondary school students. - Offering suggestions of which topics should be deleted and which topics should be added into the curriculum in order to improving the training quality. - Evaluating the effectiveness of expression and guidance in the materials, and how the materials user friendly for both trainers and students. - Evaluating relevance of training's content and duration with current program distribution of educational institutes, including boarding schools, continuing education centres and secondary schools in Vietnam. *b) Teaching methods* - Evaluating the effectiveness of teaching methods in TOT trainings and trainings for youth (project learning, team work, product presentation, self-study, etc). - Giving comments and recommendations on continuing and changing the methods. *c) Implementation* - Assessing the level of satisfaction of teachers in project implementation, project management and the support from project coordinators. - Assessing the suitability of selected provinces and schools for implementation (type of school, facilities, human resources ...). Giving recommendation of the suitable provinces, schools or educational organizations to implement the project in the next phases.	80%

1. Effectiveness and impacts - Assessing the level of project impacts in enhancing the skills of ICT and computer science for youth, especially in disadvantaged areas. - Assessing the level of active participations of teachers and students in the project activities. - Identifying and evaluating project issues. - Assessing any results, comments and recommendations of participants about the project.	20%

Outputs:

1. Produce about 20-page report in English and Vietnamese by 4/5/2017

2. Presentation about the assessment results

Methodology

The team and/or consultant team will use the following methods

▪ Perform analysis of data collection.

▪ The qualitative study also explores quality of the training courses and events

▪ An analytic report is expected on a regular basis.

Budget geture

Study sites

The study will be conducted in 6 provinces, including Hoa Binh, Quang Ninh, Da Nang, Quang Nam, Kien Giang and Soc Trang.

Professional Qualifications Requirements

The consultant team must be a multidisciplinary team including members who have the following requirements:

- At least 5 years of professional experience or substantive experience in project evaluation (designing, conducting and leading evaluations; applying qualitative and quantitative evaluation methods).
- Advanced degree and strong background in ICT and computer science, AND/OR curriculum development or training for secondary students.
- Excellent interpersonal and communication skills including ability to facilitate and work in a multidisciplinary team.

- To demonstrate proficiency in English and Vietnamese: both oral communication and report writing skills.

Benefits

Budget range: VND 60 – 70 million, based on qualifications and proposed evaluation plan.

Applications

Interested candidates can apply, **either individually or in groups**. The applications should include:

- A resume/curriculum vitae (no more than 3 pages for each member) summarizing qualifications and experience;

- An application letter for individual or group (no more than two pages);

- A proposed evaluation plan.

Submit applications by **20 April 2017**

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