

Partenariat en Éducation  The Learning Partnership

Increasing Student Access, Expanding Educator Options

INCLUSIVE INNOVATION EDUCATION | IMPACT REPORT 2020-2021

Overview

Inclusive Innovation Education from The Learning Partnership 2020-2021

The global pandemic continued to be the dominant story of the 2020-2021 school year, posing unprecedented challenges for educators, parents and students.

The Learning Partnership focused on work underway in spring 2020 to refine and virtualize our suite of inclusive innovation education programs, making virtualized versions even more accessible to students and educators across Canada from Kindergarten through Grade 8.

This 2020-2021 Impact Report highlights key program enhancements and the impact on student achievement we were able to make despite the constraints of COVID-19. The gains in reach and outcomes that we've achieved are on possible with the engagement and generous funding from our educational sector, corporate and government partners.

The ongoing disruptions to education owing to the pandemic have been felt more acutely by students in underserved communities. Without inclusive outreach and programming, racialized students and girls – already underrepresented in STEM academic and career paths – are at risk of falling further behind.

It is more important than ever before that our work together continues. With your support, we can ensure that the highest-quality experiential learning programs are available equitably to students across Canada.

We are committed to taking deliberate steps to increase equity in access through planned outreach to students, teachers and schools in underserved communities. Our goal is to increase the proportion of underserved students who can take advantage of The Learning Partnership's inclusive innovation education programs. **You are crucial to our ability to achieve this goal and we look forward to connecting with you in the 2021-2022 school year!**



You have made a tremendous difference during these difficult times. Tens of thousands of students across Canada have benefitted from your dedication and passion for innovation education for tomorrow's problem-solvers and change makers.

THANK YOU!

Welcome to Kindergarten™

Brings families, schools and communities together to support family engagement and children's early development through play-based learning.



Coding Quest Gr 1 - 8

Builds computational thinking and coding skills using the engineering design process to create a story or game.



Investigate! Invent! Innovate!



Gr 7 - 8

Students examine the world around them, identify a problem, and develop a solution.

Take Our Kids to Work™



The highest-profile career exploration event in Canada for Grade 9 students to explore their career interests by spending a day in a workplace.

- ◆ young (K-8) learners
- ◆ experiential, inquiry & play-based learning
- ◆ aligned with publicly-funded school curriculum
- ◆ equal & equitable
- ◆ delivered by and through educators
- ◆ inclusive, diverse & representative
 - ◆ future-ready STE[A]M skills & global competencies
- ◆ links to career education, real-world experience and the future of work



Welcome to Kindergarten™

The work done on the "Welcome to Kindergarten" program is welcomed and very much appreciated by staff and parents. Families look forward to this first contact to their new school and go off for the summer with lots of ways to learn and prepare their child for school. The planning, training, materials, funding to support the program all provide the basis for success. Thank you!

Teacher, Vancouver School Board

An innovative, hands-on learning program that prepares children for their school journey and lays the foundation for future academic and social success. WTK brings children, families, schools and communities together to reinforce the importance of play-based learning and helps families prioritize it at home.

SPOTLIGHT ON

WTK Learning Through Play for families

In September 2021, The Learning Partnership expanded WTK to include additional activities and resources for families to encourage play-based learning at home throughout the first year of school. These resource packages are available to families through educators after the WTK Orientation Session and link to the materials in the WTK Resource Bag.

Each *WTK Learning Through Play* package is themed "Talk, Read, Create and Play Every Day," and consists of four cross-curricular activities focused on literacy, mathematics, creative exploration (which includes outdoor play), and social-emotional learning.

WTK Learning Through Play is designed for different learning styles (visual, auditory, kinesthetic), and is available in French and English in publicly-funded schools at no cost to families or educators. Diversity, representation and inclusion have been key considerations in the imagery, activities and content.

WELCOME TO KINDERGARTEN 2020-2021

Reach & Impact

STUDENTS	FAMILY MEMBERS	EDUCATORS	SCHOOLS	SCHOOL BOARDS / DISTRICTS	PROVINCES / TERRITORIES
51,320	102,640	2,770	1,385	87	6
97% of participating schools held an orientation session. Of those, 48% held in-person sessions and 52% held virtual sessions.					

1 in 4 WTK school boards/districts/divisions have 30% or more students whose first language is neither English nor French

WTK gives parents an opportunity to talk to their child's teacher, ask all kinds of questions and...see how the teacher interacts with their child. I think it is powerful and imperative to a successful start!

Teacher, Peace River South

OUTCOMES FOR FAMILIES

7 out of **10** families agreed that, after taking part in a WTK Family Orientation Session, they have a better understanding of:

- their role as their child's first and best teacher
- how children learn and develop through play
- the kinds of activities they can do together as a family

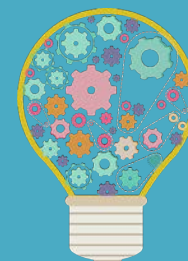
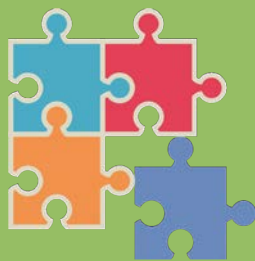
and that they feel:

- better prepared to partner with their school to support their child's learning, and
- more confident supporting their child's learning

Online survey of educators (n=485) & families (n=1,100)

LOOKING AHEAD 2021-2022

- Additional *WTK Learning Through Play* modules for families, including new cross-curricular activities, themed around family engagement, outdoor play and health and wellbeing
- New options for remote/virtual WTK orientation for families and children who are not able to attend in-person orientation sessions due to COVID-19, including updated materials for educators to run a virtual/tech-free session with families
- Curriculum enhancements that include a stronger focus on global competencies; updated resource guides and other teaching resources; and virtual training and support sessions for educators as they plan their WTK orientations
- Upgraded content and materials in the WTK Resource Bag and other WTK materials with a strong focus on diversity, inclusion and representation



Coding Quest

Digital literacy is as important as traditional literacy to prepare students for the workplaces and careers of the future, and this learning needs to start at younger grades. Experiential, easy-to-teach and fun, Coding Quest opens up the world of coding and computational thinking to students in Grades 1 to 8.

SPOTLIGHT ON

Program Virtualization & Expansion

Amazing program – very easy to use and the students loved creating their own game.

Teacher, Alberta

Lesson plans are very detailed and can be used online or in person. Connects well to many subjects.

Teacher, Ontario

Emphasizes student collaboration, creativity, communication ...and builds on the design thinking model which we refer to throughout the year in all subject areas.

Teacher, Ontario

In mid-2020, Coding Quest was redesigned for all-virtual, hybrid or in-person settings and expanded to Grades 1 through 8. Aligned with provincial curricula for teaching coding starting in Grade 1, Coding Quest puts the focus on ***coding to learn*** more than learning to code.

The new program, available in French and English at no cost to teachers in publicly-funded schools, includes live-streamed training, updated resource materials, and a streamlined set of lessons. Its experiential format engages students and builds global competencies including collaboration, communication, critical thinking and problem-solving.

Coding Quest sparks the interest of students who may not otherwise be exposed to STEM or coding as an academic or career path. This is particularly important for girls and for racialized students. This fun, 'turn-key' program is easily incorporated into the classroom and doesn't require teachers to have any coding skill or expertise.

CODING QUEST Reach & Impact

STUDENTS	EDUCATORS	SCHOOLS	SCHOOL BOARDS / DISTRICTS	PROVINCES / TERRITORIES
75,778	2,432*	1,292	142	11
*Grades 1-3 (42%) and Grades 4-8 (58%)				

Wonderful addition to any teacher toolbox. The online training gave me the confidence to bring these challenges to my students.

Teacher, PEI

I highly recommend registering for this program! My Grade 7s loved the activities ... and they were able to discuss the how's and why's of the programs they created. Thank you so much!

Teacher, Ontario

TEACHERS' EVALUATIONS

- 4.1** / 5 alignment with teaching goals
- 4.6** / 5 quality of training resources/ instructor
- 9** out of **10** teachers are very likely or likely to recommend Coding Quest to their colleagues

- 81% of survey respondents were teaching Coding Quest for the first time
- 89% reported increased knowledge and confidence in their own coding and digital skills
- 97% reported that students gained increased knowledge and confidence in coding and digital skills
- 3 out of 4 teachers noticed an increase in student interest in STEM after Coding Quest
- Ontario teachers reported that Coding Quest supported their delivery of the new math curriculum

Online survey of registered teachers (n=115)

LOOKING AHEAD 2021-2022

The significant curriculum and training revamp along with outreach strategies implemented during the pandemic contributed to the highest level of enrolment in Coding Quest since its inception in 2016. Importantly, there was a significant uptake by early primary grade teachers, especially in Ontario where the new curriculum requirements took effect in 2020.

In the 2021-2022 school year, we will focus on:

- Curriculum review from a diversity, equity and inclusion lens
- Re-introducing national arcades to support student learning based on the 2021 National Invention Convention model
- Increasing corporate volunteer engagement and enriching the experience for students, educators and volunteers
- Outreach to underserved schools, school boards, districts and divisions to increase the relevance to and access by students who face barriers to STEM learning and STEM academic and career paths, including girls and racialized students



Investigate! Invent! Innovate!

The inquiry process was broken down so nicely and was easy for students to understand. The teacher dashboard has every lesson planned out.... It was an all-encompassing project laid out so nicely that I would recommend it for every other teacher to do.

Teacher, Halton Catholic District School Board

It left me hopeful about our world's future. The participants were like a touchstone to see what the next generation of makers and doers will be.

Volunteer Inventor Mentor, CPP Investments

The experience was great...I was happily surprised with the dedication of young Canadians. Our future is bright in their hands.

Volunteer Inventor Mentor, Cadillac Fairview

Cross-curricular, project-based learning, now available for virtual, hybrid or in-person teaching environments, enables students to examine the world around them, identify a problem and invent products or processes to solve them. Teachers are supported with training and lesson plans that align with provincial curricula and develop the STEAM skills and global competencies that prepare students for an ever-changing future.

SPOTLIGHT ON *TLP'S National Invention Convention*

The first-ever, all-virtual TLP National Invention Convention (NIC) was held June 1 to 11, 2021 at the end of an unprecedented and challenging school year. The event showcased close to 100 student projects and engaged more than 60 corporate volunteers.

TLP's National Invention Convention gave students the opportunity to demonstrate their invention and creativity, receive feedback from trained volunteers from the working world, and celebrate their passion for innovation and creative problem-solving with their peers and the public.

Volunteers were trained to evaluate student projects using TLP's Student Success Rubric. They shared their feedback and real-world expertise with students to deepen student learning and enrich the experience of students and educators. These volunteer 'Inventor Mentors' also inspired students on the NIC platform and [TLP's blog](#) with their top tips, advice, ideas and real-life innovations.

INVESTIGATE! INVENT! INNOVATE!

Reach & Impact

STUDENTS	EDUCATORS	SCHOOLS	SCHOOL BOARDS / DISTRICTS	PROVINCES / TERRITORIES
4,768	151	127	36	7

Feedback to students from volunteer Inventor Mentors

I really loved your rendering. It showed how skilled you are with the 3D software. I would recommend trying to provide some more details around how you would create the device and some market research. Your creativity really shines through and can be used every day at work when you try to solve real life problems.

I love the passion you have for your creation and for dogs with disabilities. You provided great insights into how the product can be used. It's a very creative and thoughtful product with many features meeting the needs of the user.

NATIONAL INVENTION CONVENTION

94	student projects showcased
62	# of employee volunteers
92%	volunteers rating their experience as excellent or above average
97%	volunteers very likely or likely to recommend volunteering to a colleague or friend
702k	social media impressions

Corporate volunteers were trained to evaluate students' I³ projects as developing, proficient or exemplary on four global competencies. Students also received written feedback through their teachers on: something they did well; something they could improve on; something applicable to the world of work; and one celebratory remark.

84.5% of student projects rated proficient or exemplary across four global competencies (averaged)

91%	Character Development & Self-Directed Learning
86%	Creativity, Innovation & Entrepreneurship
82%	Communication
79%	Critical Thinking & Problem Solving

LOOKING AHEAD 2021-2022

The I³ curriculum will build on work done in 2020-2021 to expand the program for Grades 1 to 6. We will streamline the current 19-lesson program (and alternate 9-lesson pathway), expand curriculum connections, and further integrate the development of global competencies and the evaluation of outcomes, all in consultation with educators.

Through targeted outreach we will engage more students across Canada and, in particular, increase underserved students' access to this experiential program that supports STEM skills and STEM careers. We are seeking dedicated funding to review and update the curriculum through a diversity, equity and inclusion lens.

With funding from corporate, government and education sector partners, we will expand TLP's National Invention Convention to increase student-to-student learning across Canada and, as possible, globally via [Invent Future Global](#). We will also develop richer opportunities for feedback from corporate volunteers.



Take Our Kids to Work™ 2020

Launched in 1994, Take Our Kids To Work Day is the most recognized career exploration event in Canada. Grade 9 students explore their career options and interests by spending a day in a workplace.

I thought it was a fun experience getting to hear from other people how they got their jobs and the route they took to get there.

A student

It allowed us to...have a deeper discussion about career options and choices, including post-secondary. We heard some common themes which shed some light on possibilities.

A parent

I would like this to continue next year even if we are NOT in a pandemic. Great option to get kids involved. I like the videos from actual workers.

An educator

SPOTLIGHT ON

Bigger, Better, Virtual Take Our Kids to Work Day 2020

In 2020, we couldn't take our kids to work ... so we took work to them! With the support of educators, schools, workplaces, sponsoring organizations, parents and students themselves, we were able to deliver a relevant, inclusive, accessible day of career exploration for Grade 9 students across Canada.

For the first time ever, thanks to funding from lead national partner RBC Future Launch and the direct engagement of other sponsor organizations and hundreds of employee volunteers, we produced all-new resources and digital content to complement the Take Our Kids to Work events being held by workplaces and schools nationwide. This included the cornerstone event *Your Future, Now* hosted by RBC Olympian Erin Latimer and four breakout sessions targeted to various sectors, topics and career interests.

Although the day looked different than in years past, the pivot to virtual enabled us to share a message of hope and resilience to a broader audience of students, parents, educators and employees from coast to coast.

TAKE OUR KIDS TO WORK DAY 2020

Reach & Impact

Student experiences	144,315
Workplaces, parents, educators	6,482
Log-ons to virtual breakout sessions	16,917
YouTube views	20,000+
# of employee volunteer mentors	57 volunteers 17 businesses
Social impressions	7 million
Earned media	24.6 million

75% of educators and

96% of workplaces

agreed that TOKW 2020 was *extremely, very* or *somewhat* helpful preparing students for the future of work

76% of parents agreed that Take Our Kids to Work 2020 helped their child start exploring their career interests in a practical way

74% of students agreed "I feel better prepared for the workforce" after Take Our Kids to Work 2020

One of the best online conferences I've seen in a long while! I had so much fun and was completely blown away by Kathy's grace under fire [and] inspired by Mike's and Maayan's stories.

Panelist, Innovation & Entrepreneurship Breakout Session 2020

Kudos to the team for delivering such a thoughtful and well-organized career exploration experience for Grade 9 students and that too in the midst of COVID-19.

A workplace participant

LOOKING AHEAD 2021-2022

Plans are well underway for Take Our to Kids to Work 2021 on Wednesday, November 3! With the continued support of lead national partner RBC Future Launch, we are developing an exciting range of events including a 20-minute kick-off session called "You Belong Here" celebrating this year's theme of diversity and inclusion. Students will hear from a range of workplaces and professionals who will share messages of purpose and belonging and bring to life the real-world skills that have led to their success.

While we are hopeful that some in-person workplace events will resume, virtual content will also be available to educators, schools and workplaces. There will be more options – and more interactive opportunities – during break-out sessions on:

- Unsung Heroes in Science
- Diversity in the Skilled Trades
- Pathways to Entrepreneurship
- Careers in Technology
- The Coming Creativity Boom (EN&FR)

Each session will be livestreamed and closed captioned in English and French. The Coming Creativity Boom session will also be offered live in French. Download your Educators Resource Guide and plan a day of career exploration with your students by registering today at takeourkidstowork.ca.

Thank you to our supporters

We are deeply grateful to our Partners in Learning – school boards, districts and divisions across Canada that make an annual funding commitment to support The Learning Partnership’s programs and promote them to their schools and educators.

Partners in Learning can take advantage of opportunities to:

- purchase Welcome to Kindergarten Resource Bags at a discounted fee;
- engage in unique virtual experiences with colleagues in Canada and internationally through Invent Future Global and the Global Innovation Field Trip; and
- share success stories via The Learning Partnership’s publications and online platforms.

To learn more about becoming a Partner in Learning, or other ways to support our mission to inspire and equip today’s students to become tomorrow’s problem solvers and change makers, please contact us at: info@thelearningpartnership.ca or 1-800-790-9113.

2020-2021 PARTNERS IN LEARNING

Algoma District School Board

Avon Maitland District School Board

Brandon School Division

Bruce-Grey Catholic District School Board

Conseil scolaire catholique Franco-Nord

Dufferin-Peel Catholic District School Board

Durham District School Board

Edmonton Public School Board

English Montréal School Board

Halifax Regional Centre for Education

Halton District School Board

Hamilton-Wentworth District School Board

Huron-Perth Catholic District School Board

Huron Superior Catholic District School Board

Kelsey School Division

Mystery Lake School Division

Nipissing-Parry Sound Catholic District School Board

Ottawa Catholic School Board

Ottawa-Carleton District School Board

Pembina Trails School Division

Rainy River District School Board

Renfrew County District School Board

School District No. 36 (Surrey)

School District No. 52 (Prince Rupert)

School District No. 60 (Peace River North)

Toronto Catholic District School Board

Toronto District School Board

Upper Canada District School Board

Waterloo Catholic District School Board

Winnipeg School Division

Yellowknife Catholic Schools

York Catholic District School Board

York Region District School Board

And thank you to our corporate, foundation and government partners who help make innovation education accessible to students and educators across Canada!

WELCOME TO KINDERGARTEN™



GENERAL FUNDING



CODING QUEST

Lead National Partner



With additional funding from:



INVESTIGATE!
INVENT! INNOVATE!
& National Invention Convention 2021

Lead Entrepreneur Education Partner



Innovation Sponsors



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TAKE OUR KIDS TO WORK™

Lead National Partner

