



## Powering the Possible Global Application

Dear Ramji,

Dell has a heritage of listening to our customers and developing customized solutions that make technology work harder for people. We apply this same approach to our Dell Powering the Possible program. Dell Powering the Possible focuses on four areas of giving including learning, children's cancer care, disaster relief and social entrepreneurship. Dell Powering the Possible is designed to give others the power to do more through a combination of Dell technology & solutions, resources and know-how.

Our initiatives to support learning empower youth by closing the technology gap and providing training in information & communications technology skills – all focused on improving, enhancing and jumpstarting learning for life. By placing state-of-the-art technology into underserved communities and working with non-profit organizations our action helps young people discover new possibilities, change their lives, and unleash their true potential.

We are seeking qualified partnerships for the year starting June 2012 through May 2013.

### Our Impact for Learning

- **Access:** Getting Dell technology/solutions into the hands of the most needy youth of an underserved population to serve as a catalyst for lifelong learning and job/career readiness. Any Dell technology, solution or service may be used to accomplish the work of your program. Strong consideration will be provided to new organizations who are requesting more than half of their funding for Dell technology, solutions or services.
- **Innovation:** When possible, focusing on breakthrough educational programs that advance next generation learning capabilities
- **Learning:** Providing opportunities to help the most needy youth have access to learning opportunities to acquire, understand and apply ICT skills. ICT skills are defined as:
  - Critical thinking and problem solving
  - Innovation and creativity
  - Communication and collaboration
  - Technology literacy

### Criteria

The following criteria will be considered in the selection of a learning partner:

- Only qualified registered 501(c)3 public charities or international equivalent with high-quality programs and services, well-defined goals, financial stability, a strong model of assessing and determining impact, technology savvy, innovation, educational leadership, a proven record of maximizing available resources, and a reputation for reporting outstanding success metrics.
- Organizations are required to complete the attached application in full by the designated deadline per published guidelines.
- Programs must focus on an underserved population as 70 percent of their total population. An underserved population refers to populations which are disadvantaged because of ability to pay or other disparities for reasons of race, culture, disability, language group, gender or social status.
- Programs must serve the most needy. Most needy may vary by region, but is typically defined by the poorest of an underserved population.
- Organization must provide programs and services to youth up to 23 years of age as 70 percent of their total program population or focus on teacher training to affect youth of which 70 percent are 23 and younger.
- Program must exclusively leverage Dell technology, services and/or technology solutions or Dell Next Generation Learning solutions including, but not limited to, instructional technology (Connected Classroom), professional learning, Assistive Technology solutions and more.
- Organization's program must be in an urban area near significant Dell population for employee engagement. Near is generally defined as it takes a Dell team member approximately an hour to travel to volunteer location.

## GRANT REQUIREMENTS

- Funding requests cannot exceed 20 percent of an organization's total annual operating budget.
- Grants must remain under the financial control of the applying organization and not be re-granted in any way to another charitable organization.
- These are single-year partnership grants for June 2012 through May 2013 and require two reports (mid-year and final) which measure success to objectives.
- Charities must be willing to sign a legal logo license, grant agreement, affirmations & declarations and participate in regular Dell meetings,
- All applications and supporting materials must be in English and it is the responsibility of the charity to do so.

### Dell Giving grants do not extend to:

- Any organization that is not a 501(c)3 public charity or international equivalent including any other 501c status or entities with a 170 status.
- Individuals
- Private foundations or donor-advised funds
- Capital campaigns, endowments, and annual general operations
- Sports events and organizations
- Political activities, causes, candidates, organizations, campaigns and lobbying efforts
- Proposals that fall outside of our stated funding area
- Dell will not provide a charitable gift to any non-profit organization that discriminates on the basis of a person's race, political orientation, religion, gender, sexual orientation, HIV status, age, national origin, ethnicity, ancestry, marital status, veteran status, mental or physical disability, or any other status prohibited by applicable law.
- Charitable donations may not be made to non-profit organizations that promote religion. Faith-based programs may be eligible if beneficiaries are not encouraged to learn about, adhere to, or convert to doctrine and only if the organization can verify through readily available public documents that the program:
  - is open to people of any faith or of no faith
  - does not subject participants to proselytizing
  - requires no participation in religious activities

**Powering the Possible Application for Youth Learning**

**CONTACT INFORMATION**

Are multiple organizations applying? No

If so, please submit separate information where applicable for each organization.

Legal Name of Primary Organization	Address	City	State	Pin Code	Website	Charity registration number (FCRA)
Agastya International Foundation	79/26, 2 <sup>nd</sup> Cross, Ramya Reddy Layout, Benson Town, Off Nandidurga Road,	Bangalore	Karnataka	560046	<a href="http://www.agastya.org">www.agastya.org</a>	94421207

Contacts for Primary Organization	Name	Email Address	Phone w/Country, Area Code
Executive Director	K. Thiagarajan	<a href="mailto:Kthiag.2000@gmail.com">Kthiag.2000@gmail.com</a>	+91-80- 41124132
Grant Coordinator	Krithika Ram	<a href="mailto:Krithika.agastya@gmail.com">Krithika.agastya@gmail.com</a>	+91-80- 41124132
Volunteer Coordinator	Dilip Gowda (if Bangalore) Ramanjee Jha (if Noida)	<a href="mailto:Dilipgowda.agastya@gmail.com">Dilipgowda.agastya@gmail.com</a> <a href="mailto:Raman.agastyadelhi@gmail.com">Raman.agastyadelhi@gmail.com</a>	+91-80- 41124132
Marketing/Communications	Janani Subramanian	<a href="mailto:Janani.agastya@gmail.com">Janani.agastya@gmail.com</a>	+91-80- 41124132
Program Coordinator	Suresh (if Bangalore) K.R.Ranganathan (if Noida)	<a href="mailto:Qa.agastya@gmail.com">Qa.agastya@gmail.com</a> <a href="mailto:krragastya@gmail.com">krragastya@gmail.com</a>	+91-80- 41124132
Dell Team Member/Advocate	None	--	--

**PROGRAM OVERVIEW**

**1. Program title:**

*i-Mobile Science Lab Program*

**2. Provide a concise overview of the program in 100 words or less:**

Agastya International Foundation is on a mission to spark curiosity and creativity in rural and disadvantaged children and teachers of India. The mobile science lab program is a cost-effective, high throughput program that offers child-centric, hands-on, multisensory experiences that engage children’s questioning temper.

The *i-Mobile Science Lab Program* will leverage internet capabilities and educational resources to provide a richer learning environment. Crucially, children will also be equipped to use the internet to access knowledge, to use it creatively and collaboratively and ultimately improve their individual and collective lives, thereby enabling the internet revolution reach disadvantaged communities of India.

**3. What is the learning opportunity your program is addressing?**

The traditional classroom stresses the 3r’s – reading, writing and arithmetic. The 21<sup>st</sup> century is a fast changing world that demands a person to adapt rapidly, to master large amounts of information in order to understand the root and possible solutions to a problem, to creatively respond to a challenge or situation and to collaborate and unite with other members faced with similar problems. In short, awareness of the world and yearning to understand (**curiosity**) and ability to face problems innovatively (**creativity**) is becoming an essential lifeskill.

The world has progressed rapidly to co-opting the internet for accessing knowledge and communication. More recently, it has also become an important mode by which people collaborate, make sense of data and innovate cost-effective and robust solutions to problems ranging from those affecting a unique group of people to those that are of global relevance.

Simply put, using the internet to creatively address problems is becoming a life-skill. In an emerging knowledge economy such as India, most of the 250 million school-going children are in disadvantaged and rural communities where they emerge out of the school system bereft of both creative skills as well as internet proficiency. Rote-based, didactic and uninspiring education in India has deprived over 250 million disadvantaged children of the tools to overcome poverty. Instead, it has produced education apathy, a high dropout rate and youth that lack skills and confidence, creative-thinking and problem-solving abilities. Most schools do not have labs. Opportunities for participative, hands-on learning that sparks curiosity, and stimulates and empowers children and teachers are almost non-existent.

***Agastya's i-Mobile Science Program is an opportunity to bridge the knowledge and creativity gap by blending the internet with the Agastya way of teaching hands-on science.***

The traditional Mobile Science Program that Agastya operates in 9 states of India and reaches over 1 million disadvantaged children a year emphasizes experiential, hands-on, child-centric learning, teacher education and scalable methods, Agastya aims to bring about a shift in five vital behaviours - 'Yes to Why,' 'Looking to Observing,' 'Passiveness to Exploring,' 'Text-book to Hands-on,' and 'Fear to Confidence' – through following highly innovative and effective outreach channels:

- Mobile Science Labs and Lab In a Box take education to the village doorstep.
- Science Fairs promote learning in communities.
- Interactive Science Centers and Teacher Education sustain multiplier effects.
- Youth-led Young Instructor Leader programs promote self-belief and leadership.

Two complimentary approaches motivate the i-Mobile Lab Science Program. The first- Agastya's globally recognized approach of multisensory, interactive teaching is proven to stimulate a child's natural curiosity. Complimentary to this is the approach of using the internet's vast knowledge resources and application tools to provide a "playground" for a child's curiosity and creativity and push him further on a path of enrichment and empowerment.

By blending the Agastya way of hands-on learning with digital resources, Agastya proposes to deliver a "blended classroom". The integrated approach of the i-Mobile Science Program will be a unique, first of a kind initiative in India and will have multifold outcomes.

#### **a) Internet as a lifeskill**

Through the i-Mobile Science Lab, Agastya hopes to improve science comprehension and appreciation while making children internet-proficient. The Lab in a Box program consists of 10 different concept based experimental boxes that reside in 10 different schools for a fixed number of days. The boxes are then rotated between the 10 schools in fixed intervals in a round-robin manner. As the concept based boxes rotate, mobile Labs will conduct multiple live sessions at each of the 10 schools during the academic year.

These live sessions will center around the themes/concepts of the box that is resident in the school that is being visited. During the remainder of the days, the science teacher of the schools use the educational aids of the Lab in A Box to assist her in her classes. As the boxes keep rotating, live mobile lab sessions and traditional teacher delivered sessions are able to cover large portions of the prescribed science curriculum using fun and effective methods.

The live i-Mobile Lab sessions will also introduce internet/digital tools in a graded fashion. Each mobile lab session will be motivated and explained using hands-on, 3d models and internet based multimedia resources. In each session, further intensive learning will be achieved by including a project/group activity that will introduce a new "target" IT tool (for e.g. browsing the web, using productivity software, making presentations, designing artwork, brainstorming project ideas using videoconferencing tools). The group activities will also build on IT tools that were learnt in previous sessions. This approach will achieve the dual outcomes of improving comprehension and appreciation for science in children while making them internet proficient

### **b) Internet as an educational aid**

A growing repository of instructional material, expert curriculum content, and learning experiences are now being hosted on the web. In addition, Agastya has a growing database of teaching learning material, films, interactive videos on low cost models, science applications etc.that have been produced in-house. Live i-Mobile lab sessions will deliver rich and multi-textured learning experiences by blending hands-on, participatory interactive sessions and multimedia resources.

### **c) Internet as a collaborative tool**

The latest advents of videoconferencing abilities allows for the shedding of geographical barriers and enables distant communities to form close virtual communities.. Agastya hopes to leverage these abilities to connect groups of students, instructors and teachers from remote parts of Agastya's operations (for e.g the 170 acre, internet enabled, Creativity campus at Kuppam and the i-Mobile Lab) where they can share and exchange learnings and lessons and even collaborate on projects. Agastya sees enormous benefits in providing live access to Agastya's teaching resources (i.e instructors) but also to experts who may be located anywhere in the world.

The i-Mobile Science Lab will leverage internet to bring connectivity on 3 tiered levels

- a) Connectivity between students within a classroom and the teacher
- b) Connectivity between groups of students within Agastya's operations as well as access to Agastya resource persons who may not be present at the classroom site. Agastya's 170 acre campus at Kuppam is completely internet enabled. Constructions on a large digital library and media lab have also begun.
- c) Connectivity between groups of students within Agastya and elsewhere in the world so that they may collaborate on problems and solutions that unite them together regardless of culture or geography. Agastya will also enable access to experts that may be located anywhere in the world.

Accordingly, Agastya sees the dream of forming a humane and connected society through the communication capabilities the internet provides.

### **d) Internet as a youth-led movement**

Agastya is a strong believer of children-teach-children – the idea that children learn from each other better than learning from adults. Nowhere perhaps is this idea more obvious than internet usage – across the globe, various projects, platforms, tools and resources that spring out of the internet are first adopted by the younger demographic, spread rapidly among these users and only then adopted by the older demographic.

The i-Mobile Lab science program will conduct several science fairs. The Science Fairs will be public platforms that present the blended classroom approach being pioneered by i-Mobile Lab sessions. A unique feature of science fairs will be that the role of the “e-instructor” will be taken on a newly empowered Young Instructor and not an Agastya instructor. These science fairs will involve selected enthusiastic and eager Young Instructors (children aged 12-14) who have had multiple exposures to the i-Mobile Lab sessions and have become competent in using digital tools. During science fairs, Young Instructors will teach close to 500 children and teachers drawn from other neighboring government schools. Championed by Young Instructors, Science Fairs will be powerful forums that enable i-Mobile Lab learnings to penetrate an entire community through rapid, ripple-through effects. Science fairs are also ideal opportunities to conduct scientist-children Q&A where esteemed scientists sitting remotely could participate in panel discussions via videoconferencing.

### **e) Internet as a unifier**

Once children are equipped with basic skills such as using the internet for accessing and making sense of knowledge and collaborating, these skills must nudge them towards using the internet to improve and empower their own lives. Strong volunteer participation by Dell employees who have been witness, beneficiaries and participants of the internet revolution/ knowledge economy could work hand-in-hand with children to create innovative, information-based solutions for relevant local problems. Agastya has practiced one form of this type of mentorship program “Anveshana” where engineering college students mentor and work with government high school students to create applications to improve daily lives. Along similar lines, Dell volunteers could work intensively with Agastya's children at multiple locations to build internet based tools for simple community-based issues.

Via the same benefits of the internet, the i-Mobile Lab science program has the potential to connect Dell employees at multiple operational locations with Agastya's children at multiple locations to work on projects and problems. Dell employees may take on varied responsibilities ranging from mentorship, tutoring and project collaboration as well as conducting training workshops for Agastya's staff and engaged teachers from government schools. In this way, Dell volunteers can be actual grassroots participants Dell can be a grassroots participant of the Dell-Agastya lead rural science and internet revolution.

**4. Please describe how this program serves the most needy and/or an underserved community:**

The target audience for this program are low-income, underprivileged children in government schools. Many of these students are first generation learners whose parents may be engaged in low income professions. These children have no access to science labs, educational resources or knowledge repositories.

Operating one of the largest hands-on science education programs in the world, Agastya offers disadvantaged children access to dynamic hands-on education that makes learning fun, awakens curiosity, encourages questioning, enhances understanding, and fosters creative-thinking, problem-solving and communication skills. Agastya's vision of 'a creative India' - 'tinkerers, creators, solution-seekers, humane, anchored and connected' – is being achieved through its mission to spark the creative temper among millions of disadvantaged children. Using experiential and hands-on, child-centric learning, teacher education and scalable methods.

With the internet, Agastya hopes to increase the richness of the blended classroom. Using quality educational resources and learning activities available on the internet, learning can be made more engaging and exciting. This approach will set up the internet as one of a standard set of tools that children could approach to obtain and access knowledge. Naturally integrated in this approach is also the understanding of how to become internet proficient, whether for feeding a curious mind or to perform targeted, goal-oriented activities with the specific intent of solving a problem. Further, as we employ video-conferencing and other methods where members from remote places are brought into the classroom, children will also begin to understand the ways and means by which they can use the internet to go beyond their geographic locations in order to improve their own lives.

Ultimately, Agastya aims to bring about a shift in five vital behaviours through highly innovative and effective outreach channels.

**5. Why is your organization the most qualified to address this learning opportunity?**

- Agastya has a nationally and internationally recognized track record in addressing the educational needs of disadvantaged children and teachers.
- Founded in 1999, Agastya's operations has grown to include 61 mobile labs, 27 science centers and a 170 acre, internet enabled campus in Kuppam, Andhra Pradesh. These are spread in 9 states in India. Through these outreach channels, we touch over 1 million disadvantaged children every year. Since 1999, Agastya has launched a series of innovations from Mobile Labs, to the children-teach-children Young Instructor Leader program, science fairs, innovation fairs (*Jigyasa* and *Anveshana*) and its capacity for creativity and innovation.
- Agastya's senior management has an established reputation and proven critical leadership and innovation skills. Agastya is known for its track record for managing innovative programs both in-depth and at scale in a professional manner. Agastya is fast becoming a global name. Senior Agastya management has spoken at the London School of Business, Education World Forums and Indian Institute of Science and has collaborations with IISER, Yale, Olin College of Engineering and several other esteemed institutions.
- The institution engages employees that are varied in diversity and consults high caliber scientists. Many of our resource persons volunteer with Agastya and work at the grassroots level hand-in-hand with our ground level staff who are highly motivated, talented and open to new ideas.
- Agastya is a proud member of the [Karnataka State Innovation Council](#) and also an erstwhile member of the [Prime Minister's Knowledge Commission](#).
- Agastya has been working in partnership with well-renowned corporates such as IBM, with whom we have held 6 Mega Science fairs and with Synopsys, who has sponsored *Anveshana*, a State-level Science Competition.

- Over the years, Agastya has built an enormous amount of goodwill with not only the community but also at multiple levels of the government. This credibility is essential for sustaining any program that works closely with government schools.
- Agastya can provide a host of engagement opportunities for DELL employees, which would range from building capacity in Agastya’s instructors, school teachers, children and Young Instructor Leaders. Our Young Instructor Leaders routinely participate in nationally recognized science and research competitions such as IRIS as well as Agastya hosted events such as Jignyasa and Anveshana, where DELL volunteers could make enormous contributions. They can also volunteer to provide IT support, digital learning content for Agastya.
- The proposed i-Mobile Science Lab would be the first of its kind in India. Already, Agastya operates the largest hands-on science program in India (and perhaps anywhere in the world). If successful, the learnings could be effectively used in all of our operational regions making it the single largest i-Mobile Science program in the world.
- The learnings of the program could also be projected at global forums such as AAAS (American Association for the Advancement of Science) where Agastya’s chairman Mr. Ramji Raghavan has been invited to speak on grassroots science initiatives in rural India in 2013.
- We propose that this i-Mobile Science Lab be piloted in the Noida region, where we are already operational and have good relations with the school system, the educational departments and the community. Depending on Dell’s preference, it can also be done in Bangalore or Hyderabad.
- The Mobile Lab program has high visibility in the community and is viewed positively across engaged citizens, media, government and other educational institutions/ NGOs.
- In order to maximize the benefit of the i-Mobile Science Lab, Agastya will consult its esteemed panel of advisors and resources persons who are renowned in their respective fields of technology, education, pedagogy and science and are fully committed to Agastya’s cause.

**6. Primary location(s) for program (List specific name of center/school, including physical addresses and contact information).**

- 1 – Government Schools, Noida
- 2 – Government Schools, Coimbatore

Program Locations			
Program Location	State	Contact Name	Contact Email
Coimbatore	Tamil Nadu	K.R. Ranganathan, Region Head	krragastva@gmail.com
Noida	Uttar Pradesh	K.R Ranganathan, Region Head	krragastva@gmail.com

**7. Please provide us with any additional information that you deem vital to our review of your application (i.e. cover letter, recommendation letters, additional program information, etc)**

Please find more information about Agastya on: <http://agastya.org/albums/albums/spirit.html>  
<http://educationworldonline.net/index.php/page-article-choice-more-id-3091>  
<http://www.youtube.com/watch?v= u-odJKprvU&feature=BFa&list=PL9F7EDFA349B5ADB7>  
<http://www.youtube.com/watch?v=X8nA9KoAWz8&feature=BFa&list=PL9F7EDFA349B5ADB7>

**PRODUCT INFORMATION**

**8. What Dell technology, services and/or Dell solution will you leverage for this program?**

SI #	Product model	Qty Asked	Qty Approved
1	Dell Latitudes 2120	16	16
2	Lati ST	8	7
3	Dell 1430 X LCD DLP projector	2	2
4	Dell AY410 Speaker	2	2

The total cost of products is 22103.60

**\* Please note that the above list is the combined product requirement for both the locations (NOIDA and COIMBATORE)**

**9. What other technology programs are you using for this program and will this grant displace these?**

None

## IMPACT

### 10. Will more than 70% of participants in the program be 23 years or younger or on teacher training to affect youth of which 70 percent are 23 and younger?

Yes

Number of Youth Served	Number of Teachers served
Through i-Mobile Lab/LIB program – 300 per location Total : 600 across both locations	20 per location Total : 40 across both locations
Through Science Fairs – 2500 (through 5 science fairs per location) Total : 5000 across both locations	100 (through 5 science fairs per location) Total : 5000 across both locations

### 11. Will more than 70% of participants in the program be underserved?

Yes

Please quantify the proposed gender, breakdown and ages of the children impacted by the program in the below tables (Use raw numbers)

2012 IMPACT (June 2012 – May 31, 2013) Agastya International foundation							
Total Youth Impact	Girls	Boys	Disabled	(0-5)	(5-10)	(11-14)*	(15-18)*
5600 (combined across both locations)	2800	2800				5600	

\* Note: Age range has been changed to 11-14 (class 5 to 8) from 11 - 15

### 12. Which populations does this program serve (include State/Province, County and/or City names):

1. Coimbatore/ Tamil Nadu
2. Noida/ Uttar Pradesh

### 13. How do you plan to measure your success?

- i. The success of this project would be obvious if we are able to meet the agreed target viz. number of schools, children, teachers etc. within the said time.
- ii. Sample feedbacks will be collected from students, teachers and community members (a minimum of 5 per group) using a questionnaire at the end of each session. The feedback will focus on internet awareness / enhancement, actual content covered and their understanding as well as their ability to access the net in the future for their knowledge needs.
- iii. Every quarter a report will be prepared based on the collected feedback and will be submitted to DELL.
- iv. Long term impact of the program can be assessed by investments and use of internet by schools / communities covered by the Mobile Internet Lab as well as number student projects based on technology/internet research – originated by schools and monitored by teachers.

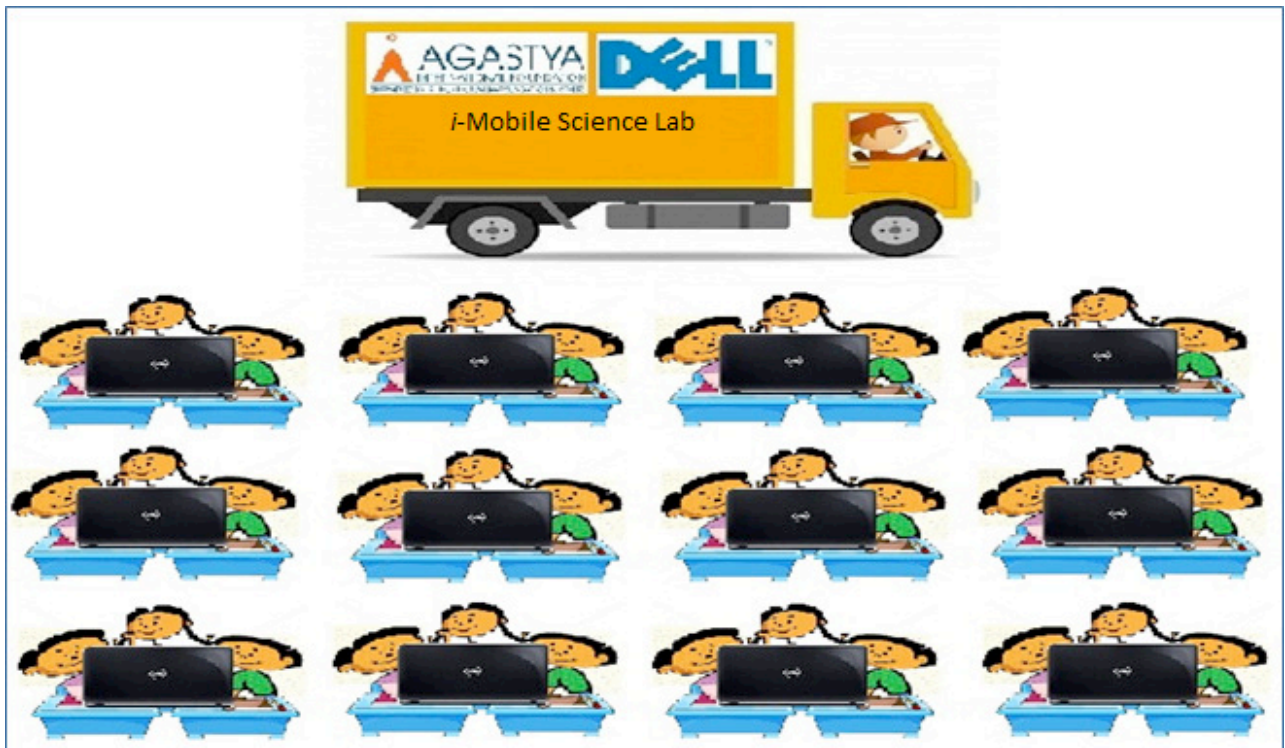


#### 14. Please outline your program's logic model

Activities/Actions	Outputs	Outcomes	Impact
<u>Program timeline-</u> <ul style="list-style-type: none"> <li>Fixing target dates for launching the program</li> <li>Chalking out list of activities to be conducted and a definite schedule for the same</li> </ul>	30 children each from 10 schools to be enrolled in the program from class 5th to 8th p.a.- Total 300 children p.a.	100% of the participants are underserved	Students and teachers have access to remote communities to collaborate on programs on projects
<u>Curriculum building-</u> <ul style="list-style-type: none"> <li>Lab in a box teaching/learning material</li> <li>Internet and digital productivity skills training material</li> <li>Internet enabled project based learning and collaborative learning</li> <li>Activity-based learning to understand a relevant science concept or theme, using an appropriate internet or digital tool.</li> <li>Digital tools will be introduced in a graded fashion over 17 exposures, spread over 35 weeks, during which LIB science curriculum will be covered</li> </ul>	Classes 5th to 8th of the 10 beneficiary schools would get exposure to 10 science concepts over 35 weeks through the Lab in a Box program p.a (1 box containing one concept would remain with one school for 1 whole week, which would be replaced with a box containing a new concept during the next week)	The unique Lab in a Box program coupled with IT enabled science teaching would improve the understanding of basic science concepts in 75% -80% of the target group.	Achievement of two-fold objective of understanding a science concept, while becoming proficient at the target digital/internet tool.
<u>Training</u> <ul style="list-style-type: none"> <li>E-instructor/assistant training</li> <li>IT skills capacity building</li> <li>Training on hands-on learning</li> <li>Training on digital learning integrated with hands-on learning</li> </ul>	The i-Mobile Science Lab would visit 1 school per day, covering 10 schools in two weeks- the cycle will repeat after every two weeks, for 35 weeks.	The english language skills of at least 80% of the target students and teacher would improve due to the usage of IT	Students become confident with spoken english and commonly used IT jargons
<u>Preparing a Timetable</u> <ul style="list-style-type: none"> <li>Identifying 10 target schools in Noida</li> <li>Speaking to the school authorities and working out an elaborate timetable for visit to the schools.</li> </ul>	<ul style="list-style-type: none"> <li>Every 2 weeks each child would be exposed to 10 Hours of in-school science concepts through Lab in a Box (1 hour each for 10 days) + one 5 hours of IT enabled science learning, through one i-Mobile Science Lab session.</li> <li>The program will last for 35 weeks consisting of 17 i-Mobile Lab sessions and 175 days of Lab in a Box exposures per child.</li> <li>The total number of computer hours covered by the i-Mobile lab would be 25,500 hrs p.a.</li> </ul>	The IT skills of at least 80% of the target students and teachers would improve	<ul style="list-style-type: none"> <li>Students become internet proficient to make their own lives more effective and to overcome the feeling of isolation because of the connectivity provided by the internet.</li> <li>They also start to use internet to gain knowledge to learn and to even teach others.</li> </ul>

<p><u>Activities to be undertaken</u></p> <ul style="list-style-type: none"> <li>• Rotating the Lab in the Box once in a week between the 10 schools Mobile Lab visiting one school each day (out of the 10 schools)- the cycle to repeat every two weeks</li> <li>• Identifying Young Instructors (YIs) and training them Collaborative classroom involving instructors and children at Creativity Lab, Kuppam and science centers at Hubli and Bangalore</li> <li>• Organizing Science Fairs where the YIs would involve in peer-to-peer teaching.</li> <li>• Training and empowering the target school teachers to hold IT supported classroom sessions.</li> <li>• Actively involving DELL volunteers in all of the above activities</li> </ul>	<p>20 teachers (@ 2 per school) to be trained on Lab in a Box and IT enabled Science teaching p.a. by strong Dell volunteer participation.</p>	<p>The teacher training program would benefit at least 90% of the teachers</p>	<p>Teachers will learn how to incorporate ICT tools in their teaching methods, thereby making the learning experience more interactive and exciting.</p>
<p><u>Quality control/Monitoring and Evaluation</u></p> <ul style="list-style-type: none"> <li>• Quarterly monitoring and evaluation of the program by Agastya Quality Control team as well as DELL volunteers</li> <li>• The challenges and gaps to be identified and addressed on a priority basis</li> </ul>	<p>100 Young Instructors to be identified in 10 schools p.a.</p>	<p>20% of the target students would be trained as Young Instructors for peer-to-peer teaching at science fairs.</p>	<p>Spurred by the tremendous increase in confidence endowed by the science fair, the Young Instructors will continue to lead the blended classroom approach in their local communities, even after the science fair.</p>
<p><u>Reporting and Documentation</u> Reports to be sent on the progress of the program from the field to Agastya Head office, Bangalore and DELL</p>	<ul style="list-style-type: none"> <li>• 5 one day science fairs (@ 1 fair every 2 months) to be organized p.a.</li> <li>• Each science fair will include 16 Young Instructors teaching and audience of 500 children and teachers.</li> <li>• Therefore in a year 80 YIs will teach an audience of 2500 children and teachers</li> <li>• During the science fair, groups of 2 to 3 children and/or teachers will spend atleast 30 mins with a Young Instructor who will teach him/her science, IT skills through blended classroom approach.</li> </ul>	<p>60% of the target audience of the children and teachers visiting the science fair, will improve in their appreciation for science, become aware of the many uses of IT and would get hands on experience on at least 30% of the range of IT tools presented</p>	<ul style="list-style-type: none"> <li>• The schools attending the science fairs, will be eager to learn science the blended class room way, and thereby will be primed to receive i-Mobile Lab science program for the subsequent academic years.</li> <li>• Science fairs are also high-visibility public platforms to present the DELL-Agastya program and initiate huge interest and support for sustaining the program.</li> </ul>

	<ul style="list-style-type: none"> <li>• A single i-Mobile Lab session will include hands-on learning, multimedia based learning and at least 2 hrs of project based learning centering around a science concept and target IT tool(s).</li> <li>• This will give each child and opportunity to complete 17 distinct projects that increase in complexity during the course of the program</li> </ul>	<ul style="list-style-type: none"> <li>• 75% of the beneficiary students will complete the given project with reasonable competence</li> <li>• At least 2 to 3 of the best projects will be exhibited at the science fair</li> </ul>	<p>Instead of rule based instruction of ICT skills, this project based approach will give children a direct understanding of how and where digital tools can be used to enhance learning.</p>
	<ul style="list-style-type: none"> <li>• At least 3 of the 17 session of the I-Mobile Lab program would include video conferencing with a specific intent of allowing children to connect with other instructors and children either within or outside Agastya.</li> <li>• Apart from these 3 dedicated sessions, other regular sessions will also include video conferencing with expert instructors in Agastya or resource persons abroad</li> </ul>	<ul style="list-style-type: none"> <li>• 100% of children get exposed to the benefits of video conferencing</li> <li>• 50% incorporate idea from these brainstorming sessions into their individual projects</li> </ul>	<p>As Agastya's operation grows, the ability to connect and unite the children around a rallying cause, will help them to collaborate on grand self-empowerment projects.</p>



An illustration of Dell-Agastya i-Mobile Science Classroom

15. Provide project plan including timeline with major milestones.

Weeks from Launch	Key Milestone						
-8	Hiring of E- Instructors complete		i-Mobile Science Lab fitting, equipment procurement & set-up				
-7							
-6							
-5							
-4							
-3		Orientation, set-up and training					
-2				School schedules/permissions			
-1							
LAUNCH 0	i-Mobile Lab sessions	LIB Rounds	Science Fairs	Monitoring&Evaluation	Reporting		
1	E1 E2 E3 E4 E5 E6 E7 E8 E9 E10 E11 E12 E13 E14 E15 E16 E17	1 FULL ROUND LIB COMPLETE					
2							
3							
4						R1	
5							
6							
7					SF1		
8							R2
9							
10							
11							
12					M&E 1	R3	
13							
14				SF2			
15							
16						R4	
17							
18							
19							
20					R5		
21			SF3				
22							
23							
24				M&E2	R6		
25							
26							
27							
28		LIB REBOOT	SF4		R7		
29							
30							
31							
32					R8		
33							
34							
35			SF5	M&E3	R9		

**16. Provide an analysis of the project's risks and limitations, including how these factors will be addressed or minimized.**

<b>Risks/ Limitations</b>	<b>Redressal</b>
Agastya's current instructors may not be equipped with a full range of IT skills.	Agastya will hire suitably skilled IT personnel specifically for this program. Dell employees/volunteers could make a significant impact in supporting this new team.
As with any new program, there may be some reservations on implementing the idea of a blended classroom (Digital learning + hands-on) on the part of school authorities teachers and/or government.	Agastya will leverage its goodwill in school authorities and use constant and consistent liaisoning to ensure that all members are reassured of the importance of the proposed program.
The sudden availability of ample internet resources may de-emphasize learning through hands-on activities.	Although this is a genuine concern, the blended approach of combining hands-on and digital learning technologies places equal emphasis on modes of learning. Importantly, children will also derive pleasure of tactile, tinkering experiences not available on a computing device – thereby promoting a healthy attitude towards all modes of exploring and learning.
Lack of familiarity of laptops Since the i-Mobile Science Program may be the first time that children are exposed to laptops and computing devices, there may be significant lead time in getting the program started.	Previous experience suggests that children do get familiar with computing devices rather quickly. Because we have allotted as many as 17 sessions, the program can absorb the delays due to infamiliarity.
Lack of familiarity of native computing language. While most government schools follow curriculum in a local language, computing devices in English may be somewhat inaccessible to children.	Children are quite eager and aware of the need to learn English language. Often, they prefer to learn in English rather than have curriculum material converted to the local language. English language computing devices may in fact provide an additional push and provide impetus and opportunities for children to become comfortable with spoken English.
Damage of equipment Since children who have not previously used computing equipment will be using it in the program, we must foresee and account for a reasonable amount of damage.	With years of experience in the mobile lab, Agastya has found that children will usually carefully handle equipment if instructed in an appropriate manner. All attempts will be made to teach children safe and appropriate handling of the equipment.
Tracking and feedback Tracking of internet awareness during intra-mobile lab sessions maybe difficult since the Mobile Lab is not permanently housed in the site of operations.	Agastya proposes to engage a teacher/volunteer from the community to track and oversee impact of mobile lab sessions during its absence. A Dell volunteer team is welcome to take on 3 <sup>rd</sup> party evaluation of the program.
Government may consider the catchment size of 10 schools to be too restrictive and require a wider dissemination of the program.	Since this is the first time Agastya is launching an i-Mobile Science Lab, we will explain to the government that it is better to err on the side of intensity to maximize learning for both students and the Agastya team.  Learning inputs from this pilot program will feed into further renewal plans. It is possible that less than 17 visits may be enough to achieve reasonable effectiveness of the program. If not, Agastya proposes to raise the capital required for the intensive program in subsequent years.
Like other Agastya programs, the i-Mobile Science Program may be so successful that there is a huge surge in demand for the program that Agastya is unable to meet.	Given our experience in scaling up with full government cooperation and large private participation, Agastya will continue to invite participation from as many participants as possible to ensure rapid and widespread dissemination of the new i-Mobile Science Lab program.

## EMPLOYEE ENGAGEMENT

17. As far as you're aware, do any Dell employees volunteer with your organization currently?

No

18. List any past or current Dell employees who serve/have served on the organizations board.

No

19. How would you engage Dell team members with your organization and this program?

Agastya can provide a host of engagement opportunities for DELL employees, which would range from building capacity in Agastya's instructors, school teachers, children and Young Instructor Leaders. Our Young Instructor Leaders routinely participate in nationally recognized science and research competitions such as IRIS as well as Agastya hosted events such as Jignyasa and Anveshana, where DELL volunteers could make enormous contributions. They can also volunteer to provide IT support, digital learning content for Agastya.

## FINANCIAL

20. Has this organization received a grant from Dell before? If yes, list date(s) and dollar amounts.

No

21. Total program cost in US dollars - **\$ 50,182 per location**  
**Combined across both locations : \$50,182 \* 2 = \$100,364**

22. Total grant request from Dell, in US dollars?

- a. Amount requested in cash, in US dollars- **\$78422**
- b. Amount requested in Dell product, in US dollars (provide Dell product quote)- **\$ 21,942**
- c. Amount requested in Dell services, in US dollars (provide Dell services quote)- **None**

23. Please include an itemized budget

Below is the itemized budget for the CAPEX and OPEX of 1 i-Mobile Lab.

S No	Particulars	Nos	Amount in INR	Amount in USD
	<b>CAPEX</b>			
1	DELL Latitude 2120 Notebooks	8	3,24,000	6480
2	DELL Latitude ST Tablets	4	1,80,000	3600
3	Logitech HD pro WebCam C910	1	4,950	99
4	High Bandwidth Datacard + Router (Wi-fi Hotspot) + Switch and other accessories		10,000	200
5	Anti-virus	10	20,000	400
6	DELL 1430 X LCD DLP projector	1	41,000	820
7	DELL AY410 Speaker, Mikes (4 Laple Mikes & 5 cordless mikes) and Portable Screen		37,805	756.1
8	One-time training and startup cost		50,000	1000
9	UPS 2 1/2 KVA with batteries		100000	2000
10	Generator 3 KVA		75000	1500
11	Lab in a Box	1 set	1,30,000	2600
12	i-Mobile Science Lab Stickers		15,000	300

13	Foldable Tables	8	24,000	480
14	Stackable chairs	20	12,000	240
	<b>Total CAPEX Cost</b>		<b>10,23,755</b>	<b>20475.1</b>
	<b>OPEX</b>			
1	i- Mobile Science Lab finance charges**		315000	6300
2	E-Instructor	1	204000	4080
3	E- Assistant cum Driver	1	144000	2880
4	Lab in a Box Assistant	1	84000	1680
5	Diesel charges		94500	1890
6	Vehicle repairs/oil etc		60,000	1200
7	Taxes, permit,insurance etc		30000	600
8	Generator Fuel for powering Netbooks and Tablets (Assuming power not available in 70% schools/time)		88830	1776.6
9	Annual Internet access charge		120000	2400
10	IT Support		60000	1200
11	Lab in a Box consumables		30000	600
12	Travel conveyance, phone etc.		40000	800
13	Training & Quality		75000	1500
14	Management Overheads		120000	2400
15	Other Sundries		20000	400
	<b>Total OPEX Cost</b>		<b>1485330</b>	<b>29706.6</b>
	<b>Total Cost CAPEX + OPEX</b>		<b>25,09,085</b>	<b>50,182</b>

\*\* Agastya will dedicate a mobile lab to the program. The total cost of Mobile lab including modifications, fitments comes to approx. 9 Lakhs.

This capital cost entails funding cost (15% p.a.) and depreciation cost(20% p.a.) over the life of the vehicle. Based on this, Agastya will recover a finance charge equal to 35% of this amount every year

♣The rates given for DELL products include VAT and are based on the quotation given by the company to Agastya. If DELL is willing to give us a discount on the products, we would be able to add one or two more DELL Notebooks to the budget.

**Number of i-Mobile Labs requested: 2**

**Total combined cost (CAPEX + OPEX across both locations) = \$ 100,364**

**24. If applicable, list other project funding contributions**

Any expenditure in excess of USD 100,000 will be borne by Agastya International Foundation.



## Overview of ICT skills

Dell Powering the Possible recipients will prioritize the following skills in the development and execution of their programs.

Skill	Description	Activities for Measurement
<b>Creativity &amp; Innovation</b>	<p>Creativity and innovation help drive the development of practical, analytical, creative analysis. Successful individuals are those who have “creative skills, to produce a vision for how they intend to make the world a better place for everyone; analytical intellectual skills, to assess their vision and those of others; practical intellectual skills, to carry out their vision and persuade people of its value. Creativity thrives on freedom and friction and diversity to spark new ideas and gain new perspectives. Innovation keeps the creative spark alive and makes it useful to the wider world by drawing on practical sorts of expertise, such as replication and distribution of, and dissemination of information about the object of creation.</p>	<p><i>Think Creatively</i></p> <ul style="list-style-type: none"> <li>• Use a wide range of idea creation techniques (such as brainstorming)</li> <li>• Create new and worthwhile ideas (both incremental and radical concepts)</li> <li>• Elaborate, refine, analyze and evaluate their own ideas in order to improve and maximize creative efforts</li> </ul> <p><i>Work Creatively with Others</i></p> <ul style="list-style-type: none"> <li>• Develop, implement and communicate new ideas to others effectively</li> <li>• Be open and responsive to new and diverse perspectives; incorporate group input and feedback into the work</li> <li>• Demonstrate originality and inventiveness in work and understand the real world limits to adopting new ideas</li> <li>• View failure as an opportunity to learn; understand that creativity and innovation is a long-term, cyclical process of small successes and frequent mistakes</li> </ul> <p><i>Implement Innovations</i></p> <ul style="list-style-type: none"> <li>• Act on creative ideas to make a tangible and useful contribution to the field in which the innovation will occur</li> </ul>

<p><b>Communication &amp; Collaboration</b></p>	<p>Expressing thoughts clearly, crisply articulating opinions, communicating coherent instructions, motivating others through powerful speech – these skills have always been valued in the workplace and in public life. Communication competencies such as clearly articulating ideas through speaking and writing are related to collaboration skills, such as working effectively with diverse teams, making necessary compromises to accomplish a common goal, and assuming shared responsibility for collaborative work.</p>	<p><i>Communicate Clearly</i></p> <ul style="list-style-type: none"> <li>• Articulate thoughts and ideas effectively using oral, written and nonverbal communication skills in a variety of forms and contexts</li> <li>• Listen effectively to decipher meaning, including knowledge, values, attitudes and intentions</li> <li>• Use communication for a range of purposes (e.g. to inform, instruct, motivate and persuade)</li> <li>• Use multiple media and technologies, and know how to judge their effectiveness a priori as well as assess their impact</li> <li>• Communicate effectively in diverse environments (including multi-lingual)</li> </ul> <p><i>Collaborate with Others</i></p> <ul style="list-style-type: none"> <li>• Demonstrate ability to work effectively and respectfully with diverse teams</li> <li>• Exercise flexibility and willingness to be helpful in making necessary compromises to accomplish a common goal</li> <li>• Assume shared responsibility for collaborative work, and value the individual contributions made by each team member</li> </ul>
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<p><b>Critical Thinking &amp; Problem Solving</b></p>	<p>To successfully solve a problem, we must first be able to formulate it as a problem – that is, understand what makes up its essential elements. Thus, critical thinking skills are key. Critical thinking and problem solving draws on a classic learning model, known as Blooms taxonomy, which classifies intellectual activity into six levels of successively greater cognitive complexity: knowledge, understanding, application, analysis, synthesis, and evaluation. Problem solving is generally understood to be the process of applying scientific and engineering methods of defining and describing a problem, generating potential solutions, and implementing, monitoring, and evaluating the effectiveness of the selected intervention.</p>	<p><i>Reason Effectively</i></p> <ul style="list-style-type: none"> <li>• Use various types of reasoning (inductive, deductive, etc.) as appropriate to the situation</li> </ul> <p><i>Use Systems Thinking</i></p> <ul style="list-style-type: none"> <li>• Analyze how parts of a whole interact with each other to produce overall outcomes in complex systems</li> </ul> <p><i>Make Judgments and Decisions</i></p> <ul style="list-style-type: none"> <li>• Effectively analyze and evaluate evidence, arguments, claims and beliefs</li> <li>• Analyze and evaluate major alternative points of view</li> <li>• Synthesize and make connections between information and arguments</li> <li>• Interpret information and draw conclusions based on the best analysis</li> <li>• Reflect critically on learning experiences and processes</li> </ul> <p><i>Solve Problems</i></p> <ul style="list-style-type: none"> <li>• Solve different kinds of non-familiar problems in both conventional and innovative ways</li> <li>• Identify and ask significant questions that clarify various points of view and lead to better solutions</li> </ul>
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<p><b>Technology Literacy</b></p>	<p>People in the 21st century live in a technology and media-suffused environment, marked by various characteristics, including: 1) access to an abundance of information, 2) rapid changes in technology tools, and 3) the ability to collaborate and make individual contributions on an unprecedented scale. To be effective in the 21st century, citizens and workers must be able to exhibit a range of functional and critical thinking skills related to technology literacy. It's important, though, to realize that this does not mean teaching technology for its own sake – but rather applying appropriate technologies to instructional tasks in order to enrich the learning of both traditional and 21st century content. Information communication and technology (ICT) literacy centers on the skillful use of information resources, but is also built around a deep understanding of the “grammar” of technology. Just as a traditionally literate person can fluently incorporate a new vocabulary into her speech, so an ICT-literate person can fluidly master new technologies to enhance her work and personal life.</p>	<p><b>INFORMATION LITERACY</b>  <i>Access and Evaluate Information</i></p> <ul style="list-style-type: none"> <li>• Access information efficiently (time) and effectively (sources)</li> <li>• Evaluate information critically and competently</li> </ul> <p><i>Use and Manage Information</i></p> <ul style="list-style-type: none"> <li>• Use information accurately and creatively for the issue or problem at hand</li> <li>• Manage the flow of information from a wide variety of sources</li> <li>• Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of information</li> </ul> <p><b>MEDIA LITERACY</b>  <i>Analyze Media</i></p> <ul style="list-style-type: none"> <li>• Understand both how and why media messages are constructed, and for what purposes</li> <li>• Examine how individuals interpret messages differently, how values and points of view are included or excluded, and how media can influence beliefs and behaviors</li> <li>• Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of media</li> </ul> <p><i>Create Media Products</i></p> <ul style="list-style-type: none"> <li>• Understand and utilize the most appropriate media creation tools, characteristics and conventions</li> <li>• Understand and effectively utilize the most appropriate expressions and interpretations in diverse, multi-cultural environments</li> </ul> <p><b>ICT (Information, Communications and Technology) LITERACY</b>  <i>Apply Technology Effectively</i></p> <ul style="list-style-type: none"> <li>• Use technology as a tool to research, organize, evaluate and communicate information</li> <li>• Use digital technologies (computers, PDAs, media players, GPS, etc.), communication/networking tools and social networks appropriately to access, manage, integrate, evaluate and create information to successfully function in a knowledge economy</li> <li>• Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of information technologies</li> </ul>
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**Sample Logic Model**

Resources: [Description](#), [WH Kellogg template](#)

<b>Resources/Inputs</b>	<b>Activities/Actions</b>	<b>Outputs</b>	<b>Outcomes</b>	<b>Impact</b>
<b>Personnel</b> <b>Supportive Board</b> <b>Class Materials</b> <b>Technology: hardware &amp; software</b> <b>Volunteers/Coaches</b> <b>Youth Clients</b> <b>Financial capacity</b> <b>Occupancy</b>	<b>Construct Calendar/Timeline of classes, workshops, seminars</b>  <b>Train staff and teachers</b>  <b>Develop/Enhance Curriculum</b>  <b>Develop/print classroom materials</b>  <b>Deliver technology training to clients</b>  <b>Provide tech support for classrooms and staff</b>  <b>Capture metrics for beginning of program (i.e. pre-tests and demographics)</b>  <b>Measure program success (i.e. post-test, interviews, self-reports)</b>	<b>100 students enrolled in classes</b>  <b>10 classes provided, meets 2 hr/wk/10 weeks</b>  <b>25 hours avg. time each child is involved in learning activities</b>  <b>35 collaborative groups formed to address projects</b>  <b>15 hours spend by each team in project collaboration</b>  <b>55 team and individual final presentations</b>  <b>55 products/products created by teams and individuals</b>	<b>100% of program participants are underserved</b>  <b>90 % of students complete program/learning specific activities</b>  <b>90% of students participate in and lead team projects</b>  <b>85% of students who make team or individual presentations using technology</b>  <b>85% of students who successfully complete class based on project presentation and exit testing</b>  <b>85% of students who meet objectives designed to challenge problem-solving skills</b>  <b>85% of students self-report how project has evoked an innovative and/or creative approach to solve</b>	<b>Youth have Access to Technology/Solutions</b>  <b>Youth acquire Technology Literacy Skills, and Critical Thinking/Problem Solving</b>  <b>Youth acquire Communication and Collaboration skills</b>  <b>Youth acquire ICT skills</b>  <b>Youth acquire ICT skills</b>  <b>Youth acquire Critical Thinking &amp; Problem-Solving Skills</b>  <b>Youth acquire Innovation and Creativity Skills</b>