



THE CHALLENGE

The school environment is rapidly changing, starting already from nursery. Digitization is becoming all encompassing with 1:1 computers, the possibility of individualized study plans, digital tools that encourage and facilitate collaboration and adaptations, not to mention AI based services.

The challenge is that neither teachers nor students have sufficient knowledge and understanding of the digital tools' possibilities, areas of use and how to approach them. The fundamentals to be able to start the journey from EdTech to PedTech.

To address this challenge for the millions of teachers and students around the globe, we need a new way of learning and measuring practical knowledge skills. Ideally linked to a standardized framework.

This is why we developed Howdou and then Workspace Skills together with Canopy, Google for Education and pilot schools like LEO Academy.



THE SOLUTION

Howdou has revolutionized the way of learning by its situation based learning by doing approach, providing a fast, personal and gamified way of learning.

The very same Howdou object can be used to measure pre-knowledge, increase understanding, usage and benefit as well as to assess knowledge and practical skills.

The purpose of Howdou is to encourage extended use of both functionality and solution methods.

Our go-to-market product **Workspace Skills** was developed for Google Workspace based schools, but has since been extended to other platforms and tools.

The learners collect their digital credentials (OpenBadges) in an engaging way in their personal **Digital Skills passport** or backpack. They are easy to share and celebrate.



OVERALL STATS



50 countries



+1M Badges



3 languages



4 Play modes



LEARNING IMPACT

Howdou has proven to achieve significant behavioral change via its practical micro learning objects.

As Howdou is data-driven and practical, it is easy to demonstrate pre-knowledge, skill enhancement, efficiency improvement and in the next stage, the actual behavioral change over time.

Through data analysis, Google for Education has seen an increased use of applications and functions in a large majority of all workplaces that underwent Howdou microlearning!



RESULTS AT LEO ACADEMY TRUST

9 Schools	Students trained: +3400
10 Sites	Staff trained: +500
4500 Students	Applications trained: 12
600 Staff	Skills sets trained: 238
1 Digital Strategy	

User average per Howdou object:

Students with fully requested skills at start: 6%
 Students with fully requested skills after one play: 54.00%
 Students with fully requested skills after additional play: 86.50%
 Average time spent per learning object (first play): 3.46 minutes

Competence increase:

Students with proven competence increase: 97%
 Students who learned a more efficient solution to the task: 97%
 Average efficiency improvement per object: 10%

+19 000 Digital skills badges are earned by LEO children, signifying their dedication and accomplishment.

75% of staff are certified in digital skills, showcasing a commitment to professional development.



RETURN ON INVESTMENT

Howdou has been a highly contributing partner in our journey From Edtech to PedTech. A game changer in digital learning!

- Graham Macaulay - Director of Strategic Partnerships LEO

The Digital skills progression is the launchpad - it creates a set of skills and capabilities that go into every classroom that teachers can rely on that children have done in previous years. It's consistent across schools, consistent across year groups. It makes that launchpad for what's possible within everyday teaching and learning.

- Dr Fiona Aubrey-Smith

Link to The Impact Report from Dr Fiona Aubrey-Smith in the footer.

