



**WANT TO CHANGE
THE WORLD
TOGETHER?**



Decades of armed conflict and violence
have silenced the people of Colombia



**... and we need a place
to talk and learn again!**



What for?

SOLECOLOMBIA

Learn and talk to change the world together!



What do we want?

A more equitable and connected world to live well together, where people unleash their potential for self-organized learning, dialogue and action.

We are

SOLE Colombia



Our purpose
is designing
the future of
learning

*"We switch from
'telling' the learners,
to 'asking' them if
they can find it out
on their own"*

SUGATA MITRA

And we do it through SOLE

(Self-Organised Learning Environments)

SOLE is a disruptive education methodology that empowers the community to develop:

Autonomy, collaboration,
deep learning
And most important of all,
solving real life problems!



What is a SOLE?

WELCOME



ASK



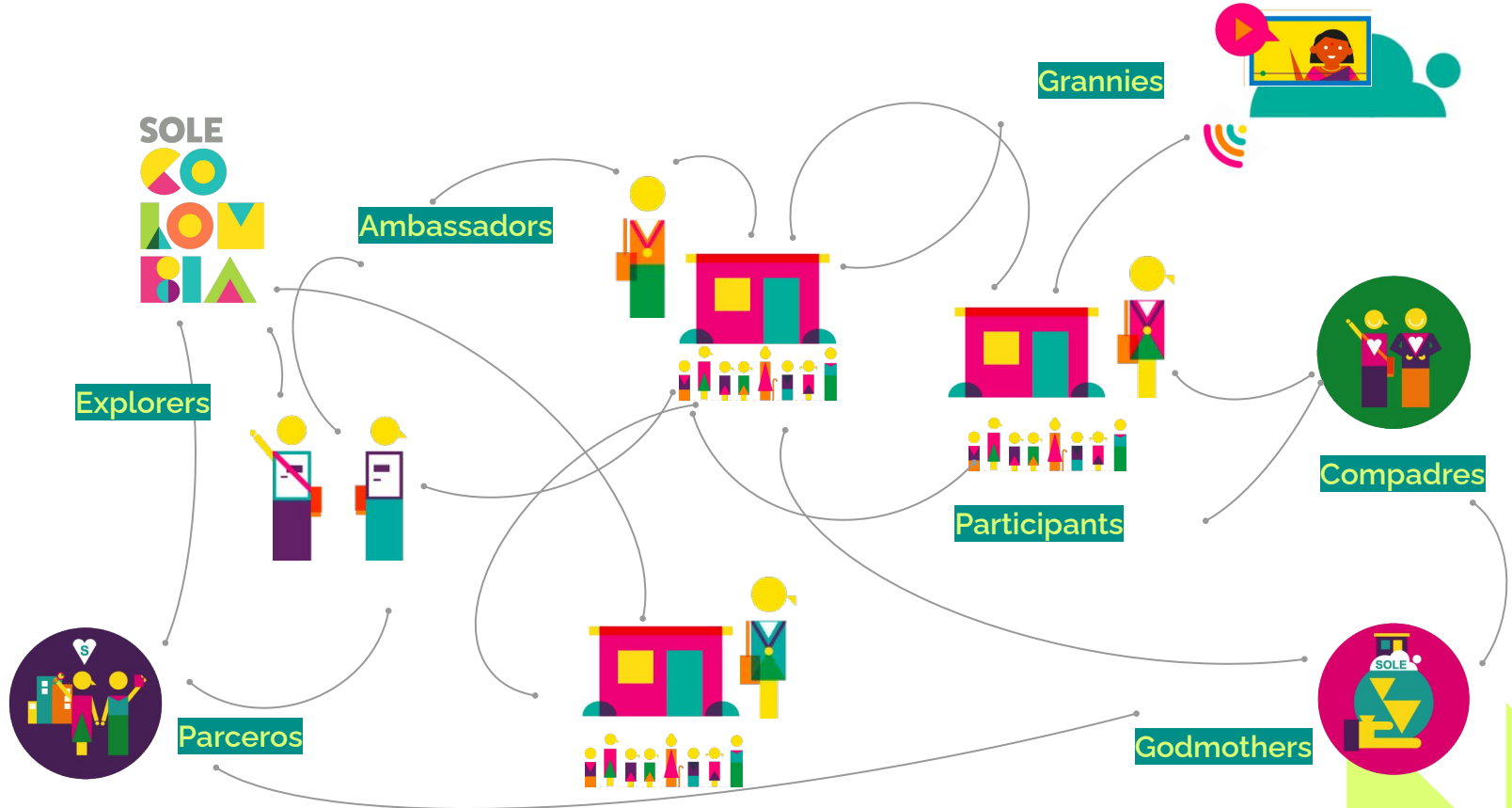
LET GO



HARVEST



This is our **SOLE Colombia Community** ... and our strategy to **change the world together!**



SOLE Colombia in numbers

SINCE 2014

419,739

participants

4,250 ambassadors

2,313 public spaces
(libraries and schools)

265 explorers

2 SOLE Labs

50 spanish-speaking Grannies

32 provinces



Who have we collaborated with?





PROJECT

Empowering communities to close the digital divide

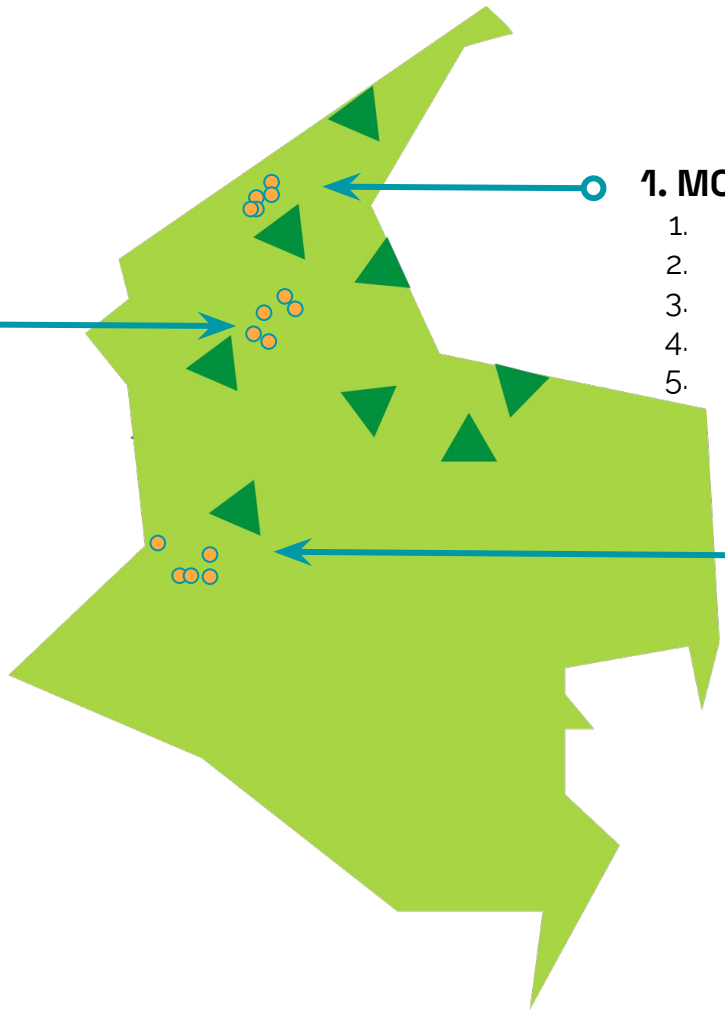
WANT TO CHANGE THE WORLD TOGETHER ?

Main objective



Accompany the development and strengthening of skills to close the digital divide in communities of survivors of the conflict, providing them with skills in technology applicable to their personal, family and community life; contributing to the improvement of mental health, strengthening of the social fabric and to economic empowerment.

Communities



2. LOWER CAUCA AND NORTHEASTERN ANTIOQUÍA

6. Anorí
7. Valdivia
8. Cáceres
9. Nechí
10. El Bagre

1. MONTES DE MARÍA

1. San Jacinto
2. San Juan Nepomuceno
3. Tolú viejo
4. Colosó
5. Chalán

3. MIDDLE PACIFIC, HIGH PATÍA AND NORTHERN CAUCA

11. Buenaventura
12. Pradera
13. Buenos Aires
14. Toribío
15. Santander de Quilichao

General Summary

Design

(Month 1- 3)

Jointly design SOLE strategy to take along the deployment in 15 pilot communities on each one of the prioritized municipalities.

1. **SOLE Design workshop**
2. **Adaptation of SOLE Methodology** for the specific project
3. **Training definition and implementation plan** adapted to the project needs
4. **Analysis and evaluation methodology definition** for first deployment (year 1)

Implementation

(Month 3- 10)

Train explorers (Trainers of trainers), Ambassadors (Facilitators) and Grannies SOLE (Remote Volunteers) and accompany the set up of SOLEs in 15 communities.

1. **Open call** to select Explorers, Ambassadors and Grannies
2. **1 Virtual workshop for Explorers**
3. **1 Virtual workshop for Grannies**
4. **15 Inspiration in-person workshops** for Explorers, Ambassadors and Grannies
5. **1st Round of SOLEs**, facilitated by Ambassadors and Grannies (3 months): 1 virtual meeting with Explorers and Ambassadors per month
6. **3 Recharge Your SOLE virtual workshops** for Ambassadors and Grannies
7. **2nd Round of SOLEs**, facilitated by Ambassadors and Grannies (3 months): 1 virtual meeting with Explorers and Ambassadors per month
8. **15 SOLE Fest**, in-person, for Ambassadors, Explorers, Grannies and Community

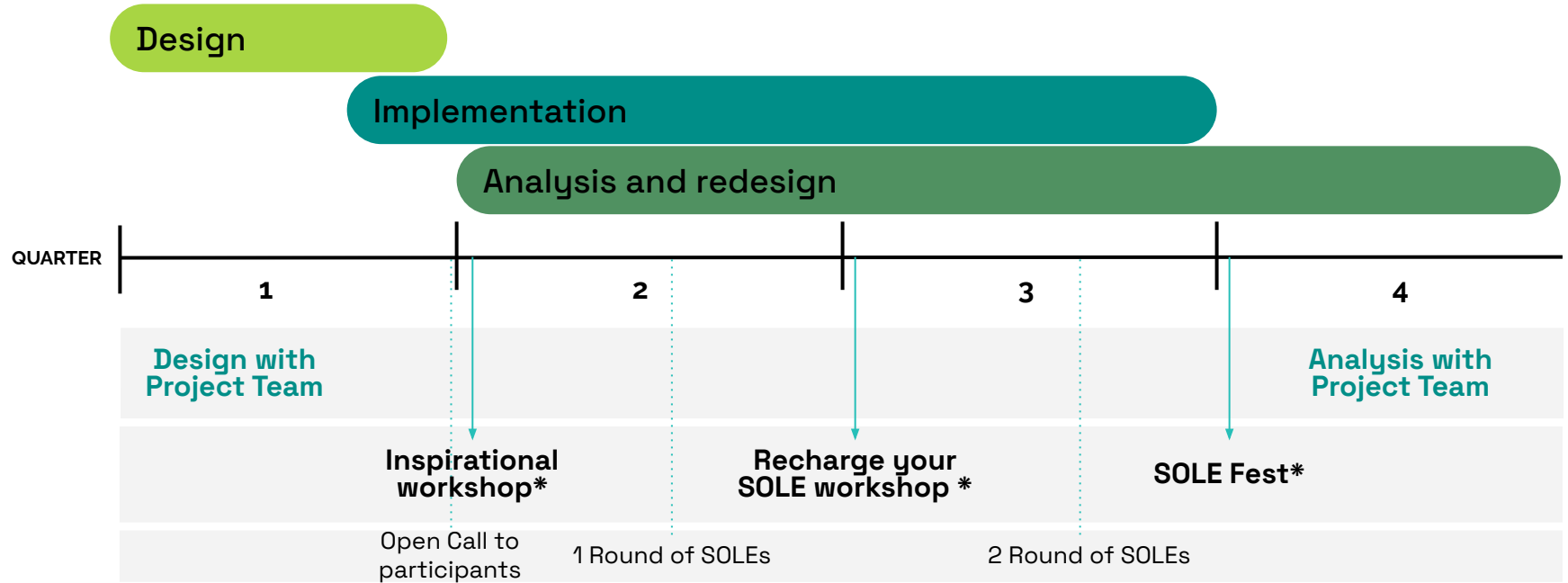
Analysis and redesign

(Month 4 - 12)

Analyze data of interactions with Ambassadors and Grannies and the documentation in StartSOLE, present them to the collaborators receiving inputs for innovation in the strategy to close the digital divide.

1. **1 Virtual analysis session**, of SOLE Colombia and Community teams, in order to analyze implementation data once both rounds of SOLEs ,facilitated by Ambassadors and Grannies, are finished
2. **Sharing and socialization of testimonies and stories** collected during the different phases of the project.

Timeline



* Workshops could be done face-to-face according to COVID-19 restrictions

Goals and Outcomes

Goals

6 trained Explorers
45 trained Ambassadors
15 trained Grannies

3 connected Explorers
30 Ambassadors leading SOLEs
10 Grannies joining SOLEs

900 Participants

Outcomes

Skills development

- Collaboration
- Communication
- Creativity
- Self-direction
- Critical thinking
- Tech fluency

Global and local connections

Community empowerment for peacebuilding



Social Investment : USD 50,000

¿Quiénes somos?



**Sanjay
Fernandes**

Economist,
Interaction
designer,
Digital
consultant,
Electronic
musician and
Dad



**Belén
Sevilla**

Psychologist,
Coach, Skill
Trainer and
Mother



**Enny
Rodriguez**

Graphic
designer,
Data
photographer,
Doodle
Illustrator



**Lizeth
Naranjo**

Financial
advisor
Data
researcher
Feminist



**Sugata
Mitra**

SOLE's Creator,
Researcher and
PhD Physics



**Suneeta
Kulkarni**

Granny Cloud
Director and
PhD
Psychologist

SOLE Colombia's team, with **SOLE Central's** and **The Granny Cloud** backing,
and hundreds of volunteers' trust from the **SOLE Colombia's Community**..

We have been nominated and finalists in the following recognitions:



Best Leaders of Colombia Awards 2017



3rd National Award to Digital Social Mobilization 2017



PwC Cintel Award to Digital Transformation with Social Impact

A group of children in a classroom setting, smiling and looking at something they are working on together. A boy in a purple and white checkered shirt is in the center, smiling broadly. A girl with a white flower in her hair is on the left, and another girl is on the right, also smiling. They appear to be engaged in a collaborative activity.

Let's talk!

www.solecolombia.org

IG: @sole_colombia

TW: @sole_colombia

FB: soleencolombia

+57 3164714650