

One Laptop per Child

Poverty

One billion people in the world today live on less than one dollar per day.

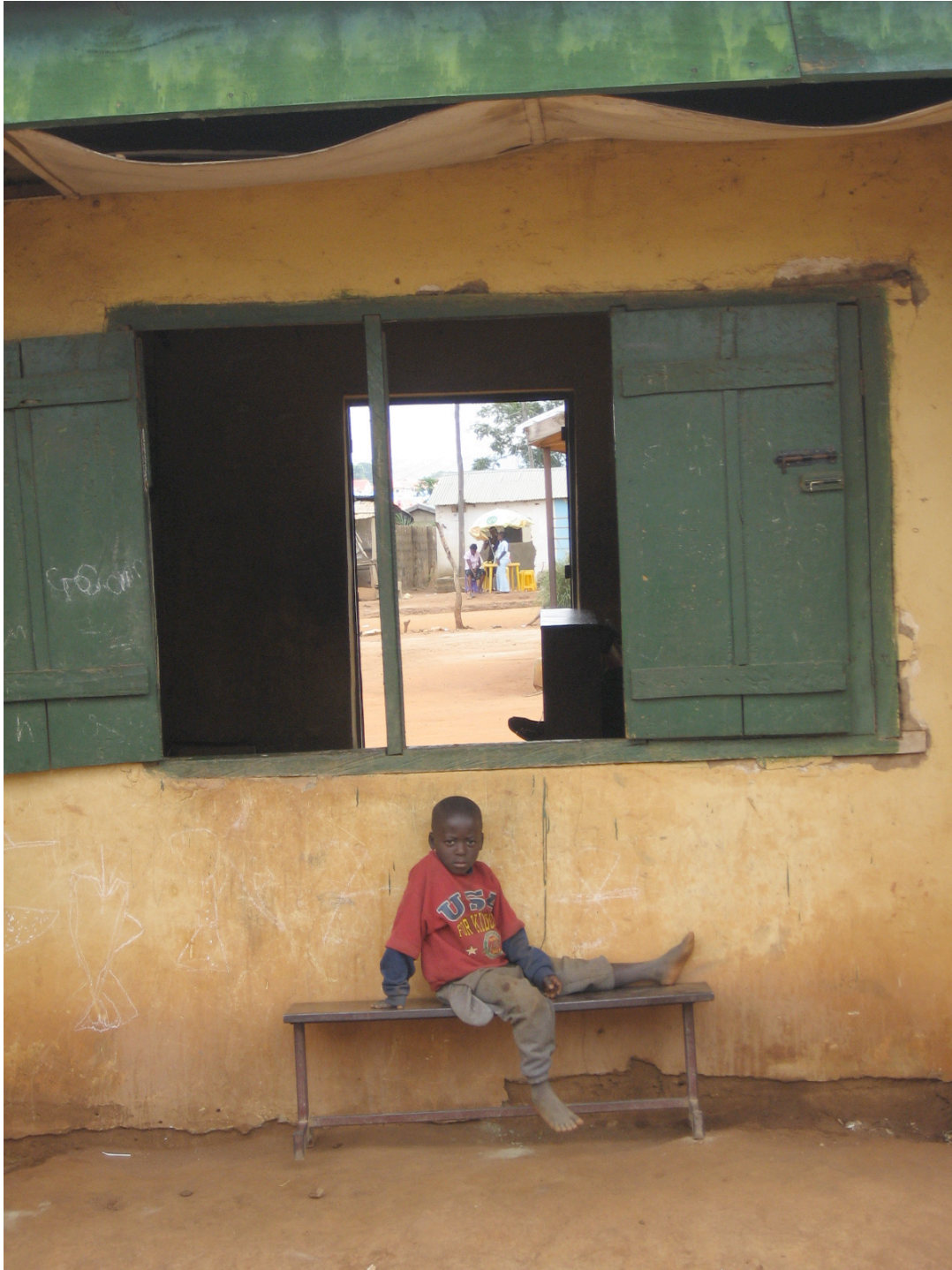
18,000 million children die each day due to malnutrition

150 million children – mostly girls – have never been to school



UN Millennium Goal Two: Achieve Universal Primary Education

- Sub-Saharan Africa still trails behind other regions, with only 70% of children attending school.
- The UN says the number of children not attending school is unacceptably high and the true figure is higher as the statistics do not reveal how many children attend regularly;
- Figures available for countries in areas of conflict where school attendance is also likely to be low.
- Often school is nothing more than rote learning, offering no opportunity to develop critical thinking skills



Sometimes the riskiest path is the status quo.



One Laptop per Child

The Vision

Children lack opportunity, not capability

Access to quality education is essential
for a fair, equitable, sustainable society.





MISSION:
develop
a low-cost laptop
that could
revolutionize
how we educate
the world's
children







For children to own, take home, and use



- Created expressly for the world's poorest children, living in its most remote environments;
- Suitable for all children, with utility for all families, and features that will be useful for all communities;



OLPC: five principles

- child ownership
- low ages
- saturation
- connection
- free and open source



http://wiki.laptop.org/go/Core_principles



child ownership

- low cost, robust & powerful & friendly
- designed explicitly for elementary classes
- ownership of the XO is a basic right of the child
- mobile school
- a portable learning and teaching environment
- free use of the laptop at home



low ages

- children don't need to write or read in order to play with the XO
- BUT digital activities will help the acquisition of the writing and reading skills
- every year a new cohort will be incorporated
- every student will keep an individual journal



saturation

- “digital saturation” in a given population (country, region, municipality or village)
As with vaccination a digital saturation implies the continuous intervention on the successive cohorts at the proper ages.
- whole community will become responsible of the OLPC program ;
- different communities will grow together.



connection

- laptops are connected to each other
- Internet allows for a “expanded school”
- connectivity ensures a dialogue among generations, nations and cultures
- every language will be spoken in the network



free and open source

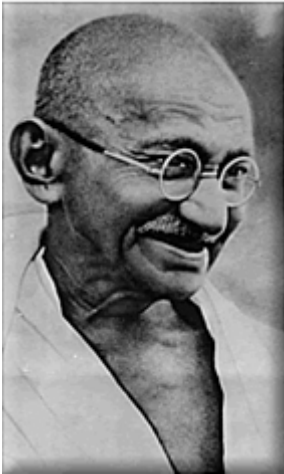
- child is not just a passive consumer of knowledge, but an active participant in a learning community
- as the children grow tools should be able to grow with them
- content is driven locally by the children themselves
- child can leverage the learning of every other child
- children are learners and teachers.



Education and Beyond

- What else could the XO be used for?
- A way to communicate over long-distances
- Repository of information for subsistence farmers
- Access to Health Information





A Movement to Educate Children

