

Can't Wait to Learn — adaptive tablet game for out-of-school children in Sudan

AI in Education · Good practice · Sudan

Quality score: 80/100

Evidence strength: Quasi-experimental

Summary

A solar-powered tablet game teaches literacy and numeracy to out-of-school children in conflict-affected Sudan. A 2020 peer-reviewed study found significantly greater maths/literacy gains than government alternative schooling, but also a negative effect on self-esteem.

Key dimensions

Dimension	Score
Evidence of learning impact	2/3
Equity & inclusion	3/3
Transparency, ethics & data protection	3/3
Teacher capability & pedagogy	1/3
Scalability & sustainability	3/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-07-06

[War Child Holland / UNICEF Sudan](#) — accessed 2026-07-06

[Journal of Development Effectiveness \(2020\) peer-reviewed evaluation](#) — accessed 2026-07-06

[UNICEF Sudan: "Smile, we can't wait to learn"](#) — accessed 2026-07-06

[UNESCO: game-based learning tool wins innovation-in-education prize](#) — accessed 2026-07-06

[War Child Holland: Can't Wait to Learn program page](#) — accessed 2026-07-06

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