

Can't Wait to Learn: Digital Game-Based Learning for Out-of-School Children in Sudan

Digital Inclusion · Good practice · Sudan

Quality score: 96/100

Evidence strength: Quasi-experimental

Summary

Since 2014, War Child Holland, UNICEF and Ahfad University have run tablet-based learning games for out-of-school children in three Sudanese states. A peer-reviewed evaluation found much larger numeracy and literacy gains than the government's alternative programme.

Key dimensions

Dimension	Score
Innovation level	4/5
Sustainability (ongoing)	1/1
Evaluation evidence	1/1
Demonstrated reach	1/1
Documented learning	1/1

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-07-09

[War Child Holland](#) — accessed 2026-07-09

[Peer-reviewed evaluation \(Journal of Development Effectiveness, 2020\)](#) — accessed 2026-07-09

[UNICEF Sudan: Can't Wait to Learn](#) — accessed 2026-07-09

[War Child: Can't Wait to Learn intervention page](#) — accessed 2026-07-09

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