

Can't Wait to Learn — First Cluster-Randomised Trial of War Child's Adaptive Learning Game, Isingiro, Uganda

AI in Education · Good practice · Uganda

Quality score: 60/100

Evidence strength: Randomised controlled trial

Summary

An 18-month cluster-randomised trial across 30 primary schools and 1,507 children in Uganda's Isingiro District tested the adaptive tablet game Can't Wait to Learn against standard teaching — the first RCT to validate War Child's flagship digital-learning programme.

Key dimensions

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

Evaluated by C-NAPSE

Data sources

C-NAPSE web research — accessed 2026-07-12

War Child Holland / Ministry of Education and Sports (Uganda) / GPE Knowledge and Innovation Exchange — accessed 2026-07-12

War Child: Digital Education Programme Becomes Evidence-Based — accessed 2026-07-12

GPE KIX: Value for Money Analysis of Can't Wait to Learn in Uganda (Sept 2024) — accessed 2026-07-12

Scaling Community of Practice: Can't Wait to Learn Hits the Ground Running in Uganda — accessed 2026-07-12

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