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| **Scope of Work:**  UNICEF in Kazakhstan is seeking for a consultant to lead the schools’ connectivity to good quality internet (Giga), DPG, and space technologies.  **The objective and major tasks of the consultancy:**  GIGA coordination and implementation   * Act as primary focal point for Giga coordination and implementation with the participating central and national level state and private sector representatives, International Telecommunication Unit, local authorities and UNICEF Kazakhstan, especially the components on 2023-2024 plans, update on school connectivity, business models, internet speed monitoring and re-distribution model.   DPGs sustainability and scale up   * Support country office in updating on DPG agenda in consultation with HQ, implementing the developed concept on sustaining the DPGs, documenting the cases, scaling up the approach in partnership with the Ministry of digital development, innovations and aerospace industry, academia, NGOs and other partners (standards, roster, certification of emerging DPGs, capacity building programme for government and digital product developers)   STEAM, space technologies and children   * Support country office in scale up of STEAM (UniSat+GameDev) nano-satellite programme for girls, strengthening the partnership with space community partners by making its focus on children more participatory and co-creative, and initiate the application of environment study data science generated through space technologies.   **Deliverables:**   1. **GIGA coordination and implementation**     1. Support Giga and DPG implementation throughout the workplan with non-government organisations, academia and research institutes and other Implementing Partners governed by the updated 5-year workplan for Giga activities in Kazakhstan and MOU with Ministry of innovation, digital development and aerospace industry.   1.2. Support and facilitate the process of preparation of technical documentation required for scale up of internet monitoring tools in schools, in-school infrastructure, sustaining the DPG acceleration function in the Ministry of Digital development, innovations and aerospace industry, vetting of newly published DPGs for validation by Digital Public Goods Alliance in accordance with technical and functional criteria.  1.3. Guide the development or improvement of technical solution for redistribution of internet connection by schools or organizations and accompany the testing of several options within the regulatory sandbox of the designated by the organizations defined together with the Ministry of Digital development, innovations and aerospace industry, to ensure it aligns with DPG standards and UNICEF business needs and conforms to UNICEF’s overall IT business strategy.  1.4. Validate within the Steering committee meeting and build the vision for satellite-based sustainable business models of connectivity and prepare for testing in selected regions.  1.5. Document Kazakhstan’s experience on Giga initiative and DPG work, using Country Office’s communication channels to promote Kazakhstan’s initiatives and contributions as a pathfinder country as well as engage UNICEF’s audience to support the creation and use of Digital Public Goods  2. **DPGs sustainability and scale up**  2.1. work with academia, NGOs and Ministry of Digital development, innovations and aerospace industry to sustain the function on DPG certification and development of the roster of potential and certified DPG candidates  2.2. develop, finalise and provide support in delivery of the mapping the capacity of the staff in the Ministry of digital development and its sub-structures to perform the functions  2.3. organise and contribute to building the capacity of the designated staff identified in consultation with the Ministry of Digital Development, Innovations and Aerospace Industry  2.4. liaise with HQ for the validation of the tested DPGs guides and cases through implementation with selected partners  2.5. support two potential partner organisations to become as DPGA certified and contribute to the development of marketing plans.  2.6. contribute to co-creation of a national DPG strategy to align DPGs and DPI with the government’s broader priorities/goals of national development  2.7. develop the TOR, identification of the best suitable expertise and participate in the development, testing of a training course on co-creation of DPGs with girls (DPG acceleration aligned to DPG standards)  2.8. contribute to preparation of one workshop using a training course on co-creation of DPGs with the participation of 50 girls  3. **STEAM, space technologies and children**  3.1. maintain communication with KAZNU and KBTU to scale up and sustain nano-satellite programme and seek for funding opportunities and cross-country exchange  3.2. conduct at least one hackathon on GameDev with a group of 50 girls for gamifying two modules of the UniSat+ nano-sat programme  3.3. contribute to communication under Game Changer Coalition and verify the approach on country level vis-à-vis engagement with gaming industries and STEAM curriculum  3.4. facilitate the interaction with Space industry community on taking forward the Mars model packaging for STEAM development and data science  3.5. conduct at least one hackathon on data science and space with children 14-17 age in partnership with Space industry community  3.6. contribute to visibility and development of communication and information materials, informing about the results of the programme and documenting |