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| **Work Assignment Overview** | | | |
| Tasks/Milestone: | Deliverables/Outputs: | Timeline |  |
| 1. **GIGA coordination and implementation** | | | |
| * 1. Support Giga and DPG implementation throughout the WP with the implementing partner, Programme Document with Implementing Partners from academia, NGOs, businesses governed by updated 5-year workplan for Giga activities in Kazakhstan and MOU with Ministry of innovation, digital development and aerospace industry.   15 days | * Recommendations for scale up of daily check software deployed for real time internet connectivity monitoring is in partnership with implementing partner and Giga team are available and approved by UNICEF and inform policies and practices of schools Adapted DPG toolkit and guide are presented to the relevant department in MDDIAI and serve as a baseline for the development of the national strategy on DPGs * At least two steering committee meetings are held with regular updates around the committee’s work, including agendas, goals, procedures, members and timeline * The 5-year country plan is updated to reflect the priorities, M&E and presented to the Giga steering committee | July -November 2023 | |
| * 1. 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   12 days | * the scale up strategy is available and approved by UNICEF to support daily check software deployed for real time internet connectivity monitoring by national partner and Giga team * At least 1 business model with school infrastructure is proposed and approved by UNICEF for testing | December 2023 | |
| * 1. 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.   15 days | * external technical expertise is identified and guided to develop or improve internet re-distribution model; software is adapted for testing in selected locations; testing strategy is ready for implementation; regular check ins are conducted with Giga team and T4D regional focal point * Roadmap and scale up strategy, alternative vision for smart contract, available and validated by UNICEF * Reports from the implementing organisation are reviewed and validated with Giga team describing the lessons learned and challenges of the smart contract development | July 2023-March 2024 | |
| * 1. 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   20 days | * Maintained communication with Giga team on market shaping strategy with country specific inputs * Inputs are provided to fundraising proposals and briefs about the connectivity of schools * Contribution is made to building the vision for the satellite-based sustainable business models of connectivity * Testing plan is developed and discussed with the relevant counterparts | February 2024 | |
| * 1. 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   20 days | * 6th months reports to HQ on Giga and DPGs are drafted and comments are addressed * Presentations are drafted to inform countries pathfinder community about the progress and lessons learnt | July 2023  December 2023  April 2024 | |
| **2. DPGs sustainability and scale up** | | | |
| 2.1. Work with Academia 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  20 days | * Ensure that DPG roster is operational and updated to monitor the acceleration process in Kazakhstan * At least two technical meetings are arranged to monitor the progress with DPG acceleration * 2 local DPGs are vetted and validated by DPGA in line with technical and functional criteria * Self-submission guidance developed for potential DPG candidates, validated by UNICEF | October 2023 | |
| 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 DPG functions  15 days | * Drafted relevant TORs and supported implementation of the mapping of capacity of the staff in the Ministry of digital development and its sub-structures to perform the DPG functions * Support is provided in finalizing, validation and dissemination of the report, infographics | December 2023 | |
| 2.3. organise and contribute to capacity building of the designated DPG staff identified in consultation with the Ministry of Digital Development, Innovations and Aerospace Industry  15 days | * At least two sessions are conducted for the designed staff on DPG acceleration * Roles, functions and accountability are defined and clarified for the DPG staff based on the recommendations of the capacity assessment | April 2024 | |
| 2.4. liaise with HQ for the validation of the tested DPGs guides and cases through implementation with selected partners  17 days | * Communication is maintained with the potential DPG candidates and verification is made against the key standards * At least two new DPGs are certified * Marketing plan is available to promote DPG cases and acceleration | November 2023 | |
| 2.5. support two potential partner organisations to become as DPGA certified and contribute to the development of a marketing plan  20 days | * Mapped shortcomings of two platforms and recommendations for improvement, validated by UNICEF * Forms for certification are timely completed and submitted, status of DPG is granted * Progress reports from partners are available and validated | July 2023 and March 2024 | |
| 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  10 days | * DPG strategy is drafted and presented to the steering committee based on the national priorities, DPG toolkit, results of capacity needs assessment, documented cases and lessons learnt | April 2024 | |
| 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)  20 days | * TOR and relevant expertise are available to develop, test a training course on co-creation of DPGs with girls (DPG acceleration aligned to DPG standards) * The structure of the course is developed and approved by UNICEF using the DPG toolkit and consultation with product developers (e.g. girls) * The plan for testing is available and approved by UNICEF; communication is maintained with the partners to prepare for testing, recruitment of participants (criteria), visibility and delivery | September 2023 | |
| 2.8. contribute to preparation of one workshop using a training course on co-creation of DPGs with the participation of 50 girls  6 days | * The modality of delivery is clear * Logistics, agenda and participation are discussed * The workshop is delivered | February 2024 | |
| **3. STEAM, space technologies and children** | | | |
| 3.1. Maintain communication with academia to scale up and sustain nano-satellite programme for girls and seek for funding opportunities and cross-country exchange  20 days | * Implementing partner’s actions provide for sustainability solution including costing of the programme for regular delivery at university level in partnership with space agency community * Implementing partner provides the access to completed and tested GameDev on-line course * At least two UniSat programme modules are gamified * At least one programme session is conducted during school holidays covering at least 150 girls from Central Asian countries and environment studies data analysis | August 2023 – March 2024 | |
| 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  10 days | * Agenda, logistics and recruitment for one hackathon on GameDev with a group of 50 girls * Delivery and pre- and post-course assessment reports, U-report results on GameDev are available | August 2023 | |
| 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  10 days | * Support is provided in preparation for participation and follow up of girl from Kazakhstan to the global ideation and wrap up workshops on gaming curriculum * Communication is maintained with implementing partner and Game changers coalition to align the curriculum, document lessons learnt, marketing and complete the gamification of UniSat+ modules * Explore the opportunities of engaging with gaming industries for internship of girls, role models and visibility | July – December 2023 | |
| 3.4. Facilitate the interaction with space industry community on taking forward the Mars model packaging for STEAM development and data science  10 days | * Communication is maintained with space industry community, UniSat+ programme girl participants and Mars group on taking forward environment studies data analytics forward * At least three consultations are held * Vision is built on the Mars verses Earth challenge and simulation delivery | July 2023 – April 2024 | |
| 3.5. Conduct at least one hackathon on data science and space with children 14-17 age in partnership with space industry community  10 days | * One hackathon organized, focusing on data science ideas generation to support children’s wellbeing using space technologies * At least two ideas are brought to the attention of the space specialists for further exploration | November 2023 | |
| 3.6. Contribute to visibility and development of communication and information materials, informing about the results of the programme and documenting  6 days | * Social media materials are verified with regard to technical knowledge * Short narratives (advocacy briefs) are prepared to inform public about progress * At least two HIS are organised and verified with Communication teams to facilitate HIS preparation * Participate in thematic forums and sessions | July 2023 – May 2024 | |
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