

Activities	2023				2024				2025				2026				2027			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Mass Media (Video Content)																				
1. Content Development	X	X	X	X	X	X	X	X	X	X	X	X								
2. Formative Testing			X		X		X		X											
3. Distribution through Direct Services and mass media channels								X	X	X	X	X	X	X	X	X	X	X	X	X
Direct Services																				
1. 0 - 3 content development (Educators, Caregivers and Government Officials)	X	X	X	X																
2. Digitization of new and existing Play to Learn Content	X	X	X	X																
3. Setting up online platforms and recruitment of participants	X	X	X	X																
4. Maintenance and hosting of online platforms	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
5. Adjustments to online platform as needed from Research findings									X	X	X	X								
6. Content Development Workshop for educators and caregivers for 0 – 3 contents		X																		
7. Content Development Workshops for government officials (DOH and Arts and Culture Content)		X																		

8. Onboard existing Toy Libraries and setting up additional Toy Libraries	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
9. Implementation of Educator Capacity Building (face to face vs online vs hybrid model)					X	X	X	X													
10. Implementation of Play Workshops for Caregivers (face to face vs online vs hybrid model)					X	X	X	X													
11. Implementation of Government Officials Capacity Building (hybrid model)					X	X	X	X													
12. Scale implementation of Educator Capacity Building (using the best tested model)									X	X	X	X	X	X	X	X	X	X	X	X	X
13. Scale implementation of Play Workshops for Caregivers (using the best tested model)									X	X	X	X	X	X	X	X	X	X	X	X	X
14. Scale implementation of Government Officials Capacity Building (hybrid model)									X	X	X	X	X	X	X	X	X	X	X	X	X
Research																					
1. Needs Assessment (Online/Hybrid delivery model)		X	X																		
2. Needs Assessment (Toy Library model)		X	X																		

3. Implementation Research					X	X	X	X													
4. Formative Research (New Content)					X	X	X	X													
5. Formative Research (Toy Library implementation)					X	X	X	X													
6. Experimental or quasi-experimental impact evaluation x 3 (educators, caregivers, government officials)									X	X	X	X	X	X	X	X	X	X	X	X	
Monitoring and Evaluation																					
1. M&E					X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X