

PlayMatters achievements to date

PlayMatters 3.0



Grant
overview

Duration: 4 years
Start: July 1, 2026
End: June 30, 2030



Consortium
partners

International Rescue
Committee

Plan International

War Child Alliance

working with the
Ministries of General
Education and
Instruction

in partnership with the
LEGO Foundation and
the UBS Optimus
Foundation



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www.playmatters.org

984,108
children reached

934
schools supported

across
Uganda, Ethiopia & Tanzania

Initial phase of PlayMatters (Sep 2020 – March 2026)

- Reached 984,108 children aged 3-12+ with learning through play, against a target of 800,000
- Supported 934 schools through the PlayMatters core package
- Generated evidence showing learning through play achieved gains in holistic learning among children and improved teacher wellbeing
- Established viable pathways for integrating learning through play into national education systems

PlayMatters Phase 3.0 (July 2026 – June 2030)

- Builds on more than five years of implementation to support sustainable scale of learning through play into national education systems
- Deepens work with national implementing partners, and expands to South Sudan
- Prioritizes systems integration, crisis responsiveness, and continuity of learning through play in fragile contexts
- Integrates psychosocial wellbeing, gender, disability inclusion, and multimedia as cross cutting thematic areas

PlayMatters 3.0 Project Framework



Goal: Pre-primary and primary children, including those affected by crisis, have improved wellbeing and holistic learning outcomes

Outcome 1: Education systems have increased capacity, uptake, and coordination of learning through play

Outcome 2: School aged children access quality learning in safe and inclusive environments

Outcome 3: Children's holistic development protected during crisis

What's new in PlayMatters 3.0?

National partner led implementation

Learning through play content adaptations

Learning through play integration into systems at scale

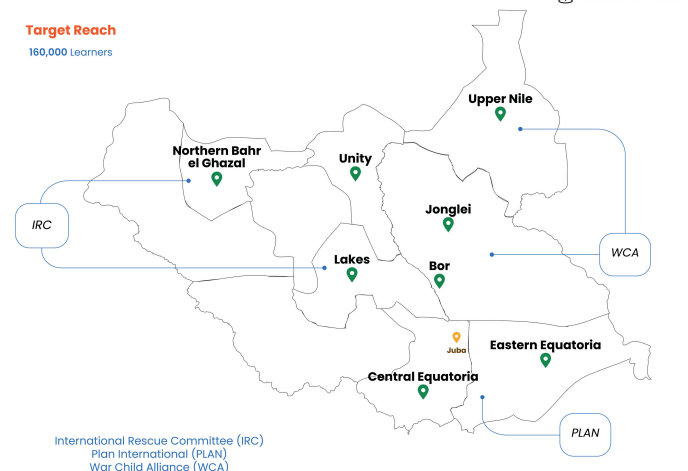
Crisis modifier & anticipatory action

Impact & Scale focused research

Integrated disability
Inclusion in programing

Areas of implementation

Target Reach
160,000 Learners



Implemented in partnership with



LEGO Foundation

UBS Optimus
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