

Achievements to date

984,108
children reached

934
schools supported

across
Uganda, Ethiopia & Tanzania

PlayMatters 3.0



Grant
overview

Duration: 4.25 years
Start: July 1, 2026
End: September 30, 2030



Consortium
partners

International Rescue
Committee

Plan International

War Child Alliance

working with Ministries
of Education

in partnership with the
LEGO Foundation



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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–August 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 adds South Sudan as a new country to the project
- 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 programming

Implementation countries



PlayMatters 3.0 target reach

Uganda: 195,000 children

Ethiopia: 145,000 children

South Sudan: 160,000 children

In partnership with



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