



COMMUNITY EDUCATION PROGRAM



1. Inputs:

- Financial resources
- Human resources (staff, volunteers)
- Partnerships with educational technology providers
- Chromebooks
- BrainPOP software licenses
- Training materials
- Networking infrastructure
- Social media platforms



2. Activities:

- Procure Chromebooks and BrainPOP software licenses
- Conduct teacher training and capacity building
- Implement educational programs in selected schools
- Develop and disseminate Maya language educational materials
- Establish internet connectivity in schools
- Create and manage social media platforms for awareness



3. Outputs:

- Number of Chromebooks distributed
- Number of BrainPOP software licenses acquired
- Number of teachers trained
- Number of students reached
- Number of Maya language educational materials developed
- Number of schools with improved internet connectivity
- Number of social media platforms created



4. Outcomes:

- Improved literacy, science, and math proficiency among students
- Increased engagement and interest in education
- Enhanced teacher effectiveness and confidence
- Preservation and promotion of Maya language and culture
- Greater awareness of educational challenges in Maya communities
- Strengthened community ties and collaboration



5. Impacts:

- Long-term improvement in educational outcomes in Maya communities
- Empowered students with essential literacy and educational skills
- Strengthened cultural identity and heritage preservation
- Enhanced community development and prosperity
- Reduction in educational inequalities
- Positive perception and recognition of the Maya Heritage Center's role



6. Assumptions and External Factors:

- Adequate funding and resources for program activities
- Availability and willingness of expert presenters
- Successful promotion and outreach efforts
- Reliable technology and internet connectivity
- Positive feedback loop for continuous improvement
- Adaptability to changes in social media algorithms and policies