

**Challenge Partner:**

MIT Solve

**Challenge title:**

Equitable Classrooms

**Challenge question:**

How can all young learners have access to quality, safe, and equitable learning environments?

**Challenge overview:**

The pandemic has upended entire education systems, with an estimated [1.5 billion](#) primary and secondary learners' (ages 5-18) education disrupted. Some schools have shifted to distance learning, while others shut down completely. Many have had limited operations for months. These disruptions exacerbate pre-existing [education inequalities](#) along wealth, gender, ethnicity, linguistic, and geographical lines. Primary and secondary school students have shown incredible resilience in the face of these challenges, yet if not addressed, unfinished learning could represent a [\\$10 trillion loss in lifetime earnings](#).

Even before the Covid-19 crisis, learning environments—whether physical classrooms or remote and hybrid settings—were in need of significant reimagining to support young learners to develop the skills and competencies they need to thrive in the 21st century. Proven interventions, including early career exploration and self-directed, experiential, and social-emotional learning show promise, but will need to be adapted and scaled to benefit the most underserved and to ensure equality of opportunity for all.

The MIT Solve community is looking for technology-based solutions that ensure all primary and secondary school learners have access to quality, safe, and equitable learning environments. To that end, Solve seeks solutions that:

- Increase the inclusive engagement of learners including strategies and tools for parental support, peer interaction, and guided independent work.
- Enable access to quality learning experiences in low-connectivity settings—including imaginative play, collaborative projects, and hands-on experiments.
- Ensure the physical safety and mental health of learners—for example, through tools for crisis support, reporting violence, and mitigating cyberbullying.
- Support teachers to adapt their pedagogy, facilitate personalized instruction, and communicate with students and their families in remote and hybrid settings

**About MIT Solve:**

[Solve](#) is an initiative of the Massachusetts Institute of Technology (MIT) with a mission to solve world challenges. Solve is a marketplace for social impact innovation. Through open innovation Challenges, Solve finds incredible tech-based social entrepreneurs all around the world. Solve then brings together MIT's innovation ecosystem and a community of Members to fund and support these entrepreneurs to help them drive lasting, transformational impact.