Using insights from girls to design effective programming

RURAL SCHOOL PROGRAM DESIGN

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Current Yegna Product Mix (2019)









TV Drama

- Storytelling
- Role modelling

Music

- Reinforce message
- Emotional connection

Campaign PSAs

Messaging around Nutrition,
Covid 19 prevention, MHM and mental health during Covid

Rural School Program

- TV Series watching and discussion groups
- · Confidence and voice

Digital (Facebook, SMS); Roadshows, Promotions



Girl Effect's model of getting girl insights:

TEGA

Qualitative research conducted via girls with girls using technology enabled phones.

CO CREATION

Design programs with the target audience.

YOUTH CREATOR NETWORK

Work with young women to create our demand creation content, including an element of skill building.

And more recently, YOUTH PANELS

A team of 12 youngsters, 6 under 18 and 6 over 18 from different backgrounds working alongside our team. This includes tasks ranging from participating in decision making processes, strategy to day to day research or content related support.



CHALLENGES AND LEARNINGS

Learnings

• Engage girls from the start but also throughout the process: Hearing from the target group themselves at initial/design stage is more effective than creating something and testing with them. Involving them at design stage gives an insight of what they like and how it would resonate with them as opposed to coming with preconceived ideas.

Challenges

Timing and infrastructure related challenges
 often limit how often programs engage with girls:
 As Yegna is creating content for every adolescent
 in country, it would have been super helpful to
 hear from a reasonably representative sample at
 the co-creation or planing stage but due to
 infrastructural limitations we are obliged to do
 this activities with a sample from urban and periurban location. We often also have to adhere with

