2015 YEAR IN REVIEW

From 4,962 to 54,943 Youth Activities. In 2016 to 26,269!

87,719 Badges Earned

54,665 Badge Earners

Source: The Sprout Fund
Pittsburg
City of Learning

Recognizing learning and achievement anytime, anywhere with digital badges and enriching summer experiences.
This Is Your Platform

LRNG enables you to access both local and national opportunities from your computer, smartphone, or tablet. Here you can pursue your interests with mentors and peers, building new skills and habits wherever you are, whenever you want.

SINCE 2015
$25 Million Seed Investment
From 5 to 15 to 10 Cities of Learning (+3 Networks)
500 Participating Organizations
50,000 Youth
150,000 Learning XPs
333 Playlists
30,000 Badges Issued

Sources: MacArthur Foundation, LRNG, Big Change
Cities of Learning helps people find new learning opportunities near them. Our digital platform lets learners transform what they’ve studied into new skills, qualifications and careers. We work with local leaders, learning providers, and employers to find untapped sources of community education and transform local lifelong learning opportunities.

Sources: RSA Cities of Learning, Credly Acclaim
SINCE 2013

173 Learning Cities

4 international conferences

UNESCO Global Network of Learning Cities

What is the UNESCO Global Network of Learning Cities (GNLC)?

The UNESCO Global Network of Learning Cities is an international policy-oriented network providing inspiration, know-how and best practice. Learning cities at all stages of development can benefit greatly from sharing ideas with other cities, as solutions for issues that arise as one learning city develops may already exist in other cities. The Network supports the achievement of all seventeen Sustainable Development Goals (SDGs).
USE OF THE PLATFORM

as of 15 April 2020

1579 activities offered
5035 joins by 1630 learners
250 organisers registered
127 playlists created
1583 badges issued

Source: Global platform for Cities of Learning, 15.04.2020
### CITIES OF LEARNING: LIFE CYCLE

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**STAGE 1 DEVELOPMENT**
This is when you first start introducing Cities of Learning concept, before there is a proved demand for it, and often before it has been fully proved out to work for your city. Interest is low and creep along slowly.

**STAGE 2 GROWTH**
Demand begins to accelerate and the size of the total network of learning providers and financial supporters expands rapidly. Some young people get to know the platform and try it out. It might also be called the “Take-off Stage.”

**STAGE 3 MATURITY**
Demand levels off and grows, for the most part. Young people join the platform and start using it, feedback is needed. The number of learning providers and playlists grow, bigger variety of activities appear.

**STAGE 4 DECLINE**
The product begins to lose youth and learning provider appeal and offered activities drift downward. It’s time when you need to bring your activities and promotion strategy to a new level.
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<td>CREATE SYNERGIES</td>
<td>ENSURE QUALITY</td>
<td>PROMOTE EXPERTISE</td>
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LESSON'S LEARNT BY COL PARTNERS

1. INVOLVE YOUNG PEOPLE
2. CREATE COOPERATION BETWEEN STAKEHOLDERS
3. DEFINE FOCUS OF THE PLATFORM
4. CONNECT ONLINE AND OFFLINE

5. SUPPORT NEW PROVIDERS
6. ALIGN ACTIVITIES WITH COMPETENCES
7. ESTABLISH SUPPORT AND COMMUNICATION CHANNELS
8. DON'T GIVE UP!

Sources: CitiesOfLearning.eu, visualmind lt
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