



Game Changer

Newsletter

Changing the game to enrich communities

From the editor

Premier Zille, in her recent State of the Province address highlighted the many successes we have achieved over the past 5 years under our game changers.

This month, we share two stories with you which show how these achievements have resulted in visible, positive impact on the ground.





The eLearning Game Changer has ensured that 1245 schools across the province now enjoy access to free internet and ICT technology.

Touwsranten Primary School, a no-fee school in Hoekwil, George, is one of 16 Model schools benefitting from the Game Changer. All 13 classrooms at the school were converted into SMART classrooms, linked to the internet and capacitated with mobile technology including a laptop for the teacher, a data projector, and other devices.

eLearning has changed the mindsets of the teachers at the school and has fundamentally altered the way the learners engage with content.

"School has never been as enjoyable as now. I am excited every day to come to school because I know I'm going to learn and discover many new things. I especially enjoy doing research for my tasks and talking about it afterwards. Maths games are my favourite "Lizelle Ngola, Grade 6A Touwsranten learner.

You can click here to watch a video that provides more information on how eLearning has transformed teaching at Touwsranten Primary.



Alcohol Harms Reduction walkabout in Khayelitsha, Town 2



On Sunday, February 24, Premier Helen Zille, Community Safety Minister Alan Winde and Cultural Affairs and Sport Minister Anroux Marais lead an alcohol harms reduction walkabout in Khayelitsha, Town 2.

They were joined by Mayco member for Community Services and Health, Councillor Zahid Badroodien, city and provincial officials, the SAPs, city law enforcement officers, provincial liquor inspectors and the 13 alcohol harms reduction advocates from the community.

A number of interventions have rolled out under the Alcohol Harms Reduction Game Changer in Town 2, which has resulted in liquor outlets becoming more compliant and 74% of community members saying they feel safer than a year ago. This includes the installation of surveillance cameras, the deployment of more law enforcemnt officers, increased liquor outlet inspections and more recreational alternatives in the area.

Premier Zille thanked the community, in particular, the advocates for their commitment to fighting alcohol abuse and making Town 2 safer. We are pleased that many of the game changer interventions will continue in the area over the next 12 months.



Get better prepared for load shedding

As we all know, load shedding has started again, and given the supply constraints being experienced by Eskom, it is expected to continue for some time.

The Energy Security Game Changer has therefore put together some practical ideas that can help a home or business to limit the impact, depending on their budget availability, and become more energy resilient in the longer term.

The ideas include some cheaper and easy things you can do first, like buying a small gas cooker, solar powered cellphone charger, rechargeable lights and a surge protector plug to protect your appliances when the power comes back on.

The list also includes more expensive options such as battery back-up systems or Rooftop Solar PV to generate electricity for your home or business.

To find out more visit: https://www.westerncape.gov.za/energy-security-game-changer/news/what-you-can-do-prepare-load-shedding.



Career Awareness competition in 71 schools



The Apprenticeship team recently launched new Career Awareness posters in our 71 Technical High & Maths and Science schools.

These have been linked to a competition incentivising learners to engage with the information on the posters.

Prizes include ICT equipment for schools, bursaries and apprenticeships for Grade 12s and tablets for lower grades. Winners will be announced in March. Our new website also provides more career information www. westerncape.gov.za/apprenticeship-careerawareness.











