# KUEGNZA

#### Motivating teachers to improve early grade learning

## Cash on Delivery: Motivating teachers to improve early grade learning

#### Part I | What's the problem?

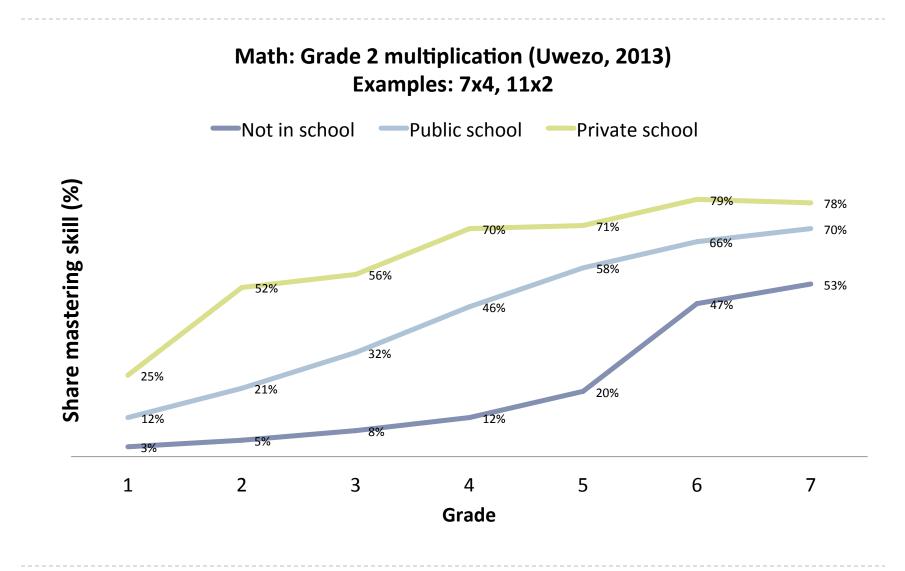
| 1          |                   | States of Street, or other |                                       |
|------------|-------------------|----------------------------|---------------------------------------|
| the states | turks.            |                            |                                       |
|            |                   |                            | Territor and the second second        |
|            |                   |                            |                                       |
|            |                   |                            |                                       |
|            |                   |                            |                                       |
|            |                   | (The second                |                                       |
|            |                   | And in case of             |                                       |
|            |                   |                            | - 186 m. m.                           |
| R. T.      |                   | The second                 |                                       |
|            | The second second |                            |                                       |
|            |                   | 111, 10                    | A A A A A A A A A A A A A A A A A A A |

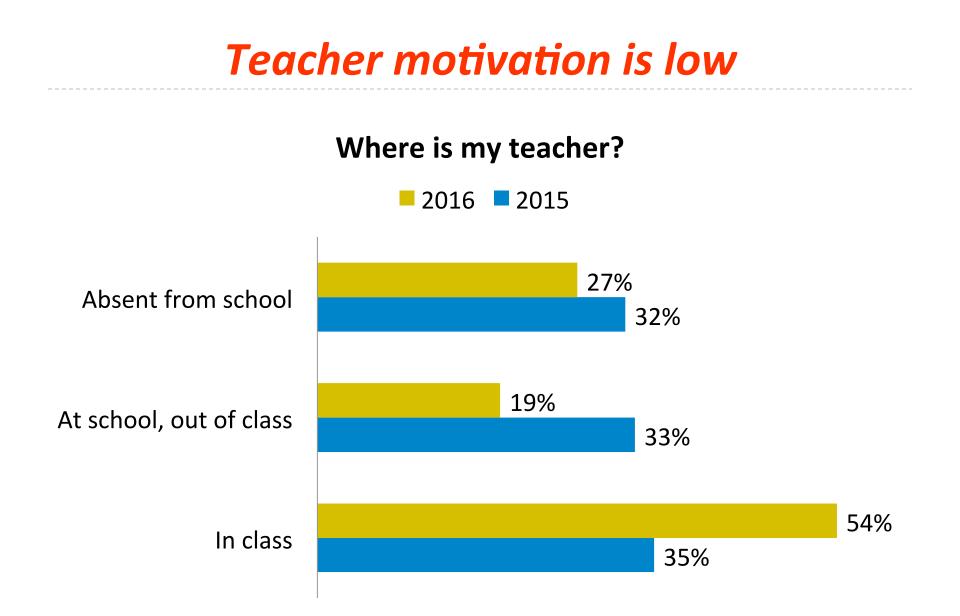




evidence | voice | engagement

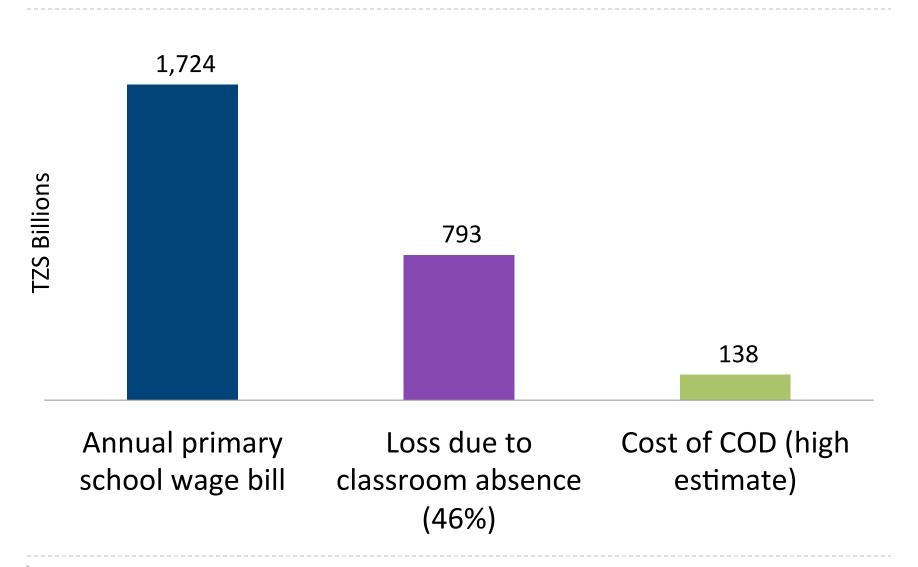
## Too little learning is happening in early grades





(Data from KiuFunza surprise visits, 2016)

## **Cost: Teaching, Absence and Motivation**



**Sources**: BEST data; KiuFunza surveys and implementation data.

## **Triple Challenge in Education**

#### **Government faces the triple challenge of:**

Improving learning in schools Learning is too slow

Spending the education budget more effectively Growing school populations and budget requirements

Ensuring teachers are motivated They are the key actors

## Cash on Delivery: Motivating teachers to improve early grade learning Part 2 | What can we do?





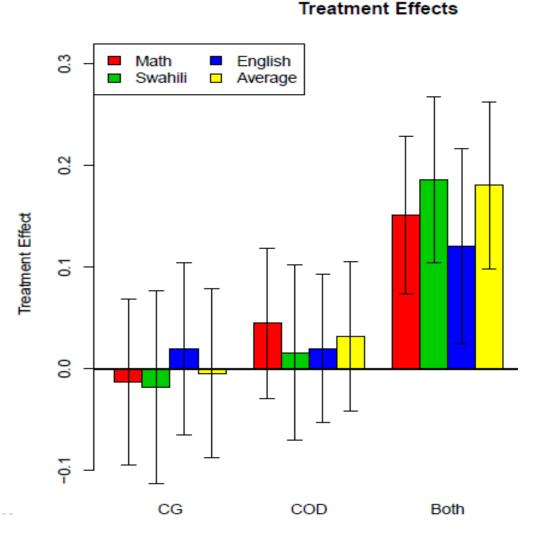
evidence | voice | engagement

# Cash on Delivery addresses the three challenges

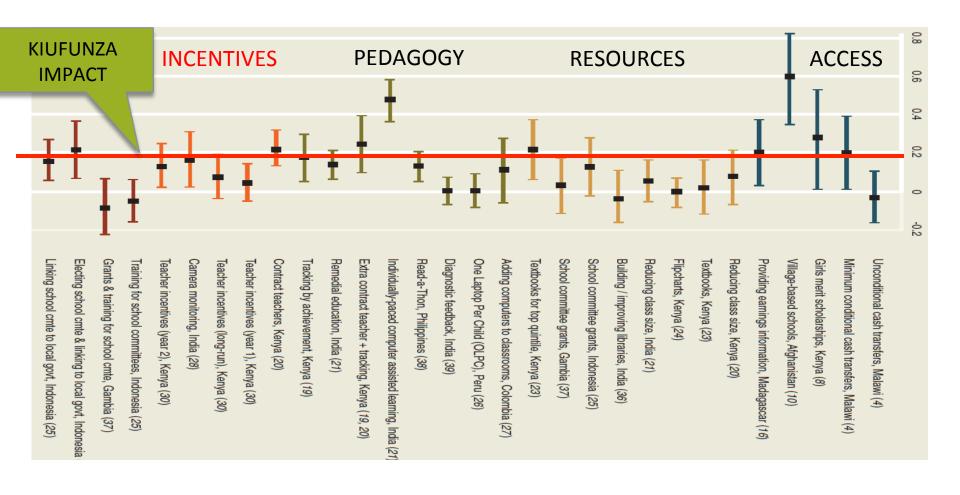
- Cash on Delivery (COD) is an incentive system that links teachers bonus payments to the skills learned by the children they teach.
- It communicates to all teachers that learning is valuable and that learning progress is rewarded.
- Cash on Delivery
  - Improves learning (impact evidence KiuFunza)
  - Reduces cost per passer
  - Is appreciated by teachers

## **Cash on Delivery improves learning outcomes**

- Yes! The CG-COD combination treatment: 20% increase in the pass rates for both Kiswahili and Math
  - Incentives improve effectiveness of input financing



## The power of KiuFunza incentives



## Teacher incentives work in other countries

| COUNTRY                                 | KEY FEATURES   | IMPACT (SD)    | IMPACT compared<br>with rural-urban test<br>score difference |
|---|--|----------------|--|
| Tanzania<br>(Experiment)                | 140 COD schools  | +0.18          | 21%  |
| Brasil<br>(Pernambuco)<br>(Large scale) | 950 schools; prim & sec                                      | +0.12          | 14%  |
| Chile<br>(Large scale)                  | All 6,500 basic education schools                            | +0.16 to +0.25 | 19—30%   |
| Kenya<br>(Experiment)                   | 50 Schools, primary  | +0.14          | 17%  |
| India<br>(Experiment)                   | Group incentive<br>Individual incentive<br>100 schools total | +0.16<br>+0.27 | 19%<br>32%   |

# Cash on Delivery: Motivating teachers to improve early grade learning

Part 3 | Why is it worth doing?





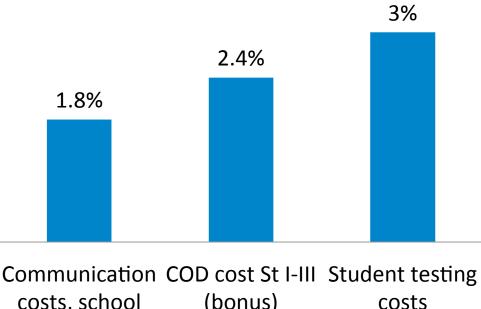
evidence | voice | engagement

## Value for money

- Large skill impact (pass rates +20%)
- Cost low relative to existing budget
- Excludes CG (now sent directly)
- Government intervention:
  - School visits cheaper
  - Testing data NECTA

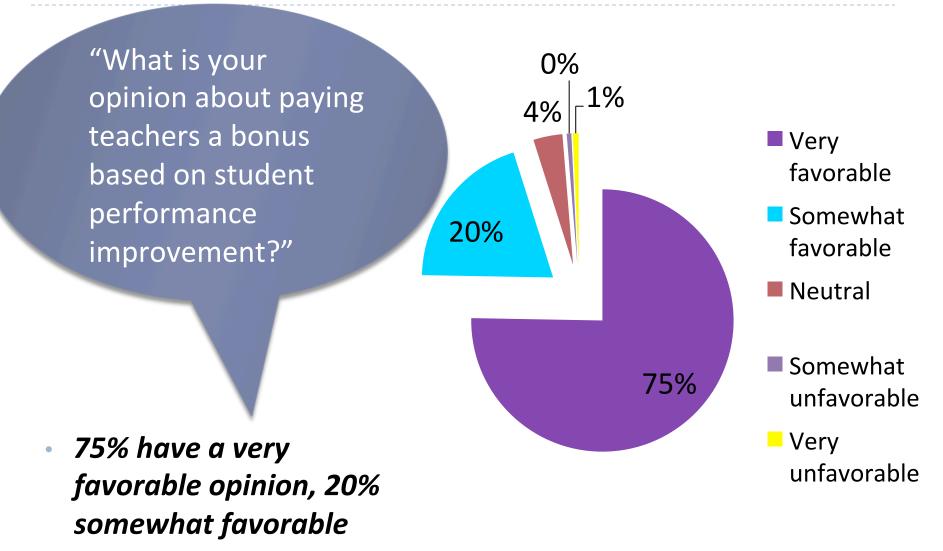
## KiuFunza 2013-14 intervention costs

% of Business as Usual Budget



costs, school (bonus) visits

## **Teachers like incentive pay**



## Performance incentives are not new in Tanzania

- School Incentive Grant (SIG) in 2014
  - Based on learning improvements
  - SIG bonus paid to school
  - Only small number of schools can win
- KiuFunza's design
  - a) all teachers can earn, more students benefit
  - b) the bonus is paid to teachers directly
  - c) the bonus represents a significant value (e.g., 1 month salary)
  - d) the incentive is communicated clearly

## Cash on Delivery: Motivating teachers to improve early grade learning

Part 4 | How do we do it?





evidence | voice | engagement

## Must-haves to start a Cash on Delivery scale pilot

- Ministerial commitment and a COD fund to pay the incentives
- Agreement on incentive design and performance measure
- Clear and engaging communication to teachers
  - at the start of the year to ensure the incentive offer is known and understood
  - after the payments are sent to provide feedback
- Access to teacher and test data
- Efficient structure to manage incentive implementation

## **Execution: How to implement Cash on Delivery?**

- 1. Start of school year
  - Quality communication: incentive offer, FAQ flyer
  - Organize COD teacher database: teacher assignment and bank account data
- 2. End of school year
  - Student test data and audits
  - Create pay sheets
  - Pay bonuses

## Key Cash on Delivery design decisions (1)

- What': the target indicator that is measured and paid for
- Value added learning: the difference between what a student can do before and after a year of schooling
  - Measure: increase in pass rate
  - Risk: weak students excluded to boost pass rate
  - Solution: combined score-flow measure (penalizes exclusion)
    - Brasil uses this as key education indicator and target at all levels (IDEB)
- Equity of opportunity: pay for progress towards school specific target

## Key Cash on Delivery design decisions (2)

- Who': whose performance is measured, individual teachers or groups of teachers?
- National exam data: performance of teams
  - Standard IV national assessment: measures performance of teachers in Standard I-IV
  - PSLE: measures performance of teachers in Standard V-VII
- Standards:
  - Early grades only: I-IV

## Key Cash on Delivery design decisions (3)

- Size of expected bonus
  - Not too small
  - Cost example: if max bonus is one month of basic salary then we need a COD fund of 8% (1/12) of annual personnel expense in incentivized grades (I-IV)
- Schools: all schools or a sub-set of schools
  - e.g. lowest ranked schools; or rural schools
  - Equity
  - Focus puts budget at acceptable level

#### Equity: Cash on Delivery can reduce learning inequality

- Equity of opportunity: pay for progress towards school specific target
  - Targets are based on past school performance
  - A poorly performing school gets a target just above past performance
  - Minister decides how ambitious target is each year
- Focus on most disadvantaged schools
  - Will reduce learning gap with high performers
  - Help to attract teachers to these schools
  - Can reduce budget requirement

## **Summary**

- Too little learning is happening in early grades, partly because,
- Teacher motivation is low
- Cash-on-Delivery improves teacher motivation
- Cash-on-Delivery improves learning outcomes
- Performance incentives are not new in Tanzania
- Teachers like performance-based pay
- Cash-on-Delivery concept is ready for Government to pilot it
- A teacher incentive policy is a big investment; we should try it and test impact before full adoption

## KiuFunza team

- Tanzania team
  - Twaweza
  - COSTECH
  - TAMISEMI
  - District Implementing Partners
  - District Offices
  - EDI (Bukoba, implementation management)
- Global team
  - Principal Investigators
    - Isaac Mbiti, University of Virginia
    - Karthik Muralidharan, UC San Diego
  - Innovations for Poverty Action (survey management)

## Ahsanteni sana