

Project-Based Civic Learning Platform

for 25,000+ Learners

25,000+

direct beneficiaries by end of 2027

2,000+

schools targeted for promotion

5,000

users/day - minimum performance
target

October 2026 - April 2027

01

Project Snapshot

SOLUTION

Digital Platform

PROGRAMMES

Young People Vote / Civic Education

DELIVERY

Online

DEVICES

Desktop/laptop. Tablets and smartphones - nice to have.

TIMEFRAME

01.10.2026 - 30.04.2027

LOW-BONO DEVELOPMENT BUDGET

10 000 USD

IMPACT

25,000 direct / up to 100,000 indirect beneficiaries

SCALE

Minimum 5,000 users/day

DESIGN STATUS

Designs needed

EXISTING INTEGRATIONS

Yes - CEO registration, library and external civic tools

IMPACT ALIGNMENT

Sustainable Development Goals: SDG 4 • SDG 10 • SDG 16

02

The Challenge We Need to Solve

In this project at the Centre for Citizenship Education (in Polish: Centrum Edukacji Obywatelskiej / “CEO”), we are addressing two interconnected problems:

The practice gap: civic and electoral education in Poland remains highly theoretical, focusing primarily on knowledge rather than on developing practical social and civic competencies.

The support gap: teachers who want to introduce more practical, action-oriented learning are often left without systemic support and overwhelmed by successive curriculum reforms, a challenge worsened by the lack of a scalable, intuitive digital infrastructure capable of streamlining modern, action-oriented teaching methods nationwide.

Together, the practice gap and the support gap limit both the quality and the scalability of civic education. Addressing them contributes directly to the UN Sustainable Development Goals: ensuring inclusive and effective education under SDG 4, reducing inequalities in access to meaningful learning opportunities under SDG 10, and strengthening democratic participation and institutions under SDG 16. A student who cannot see the point of a 45-minute lesson on the executive branch is unlikely to become an adult who shows up at the ballot box.

These challenges are confirmed by our comprehensive research conducted in partnership with SWPS University, as part of the Strategy for a Platform Supporting Civic Education in Polish Schools, a deep-dive study where we went straight to the source, combining analysis of school trends with direct interviews and focus groups with active teachers and students across Poland to thoroughly understand their everyday challenges and practical needs. Teachers describe the practice gap and students who struggle to see the relevance of what they are learning:

TEACHER VOICE

"Why are we even talking about this? When will I use this in real life, and why do I need to know it at all? I have students who need to see, tangibly, what the point of this lesson is. If we're talking about the legislative branch - what do I need that for? If we're talking about the executive branch - what use is that knowledge to me? If we're talking about central government administration - why am I sitting here for 45 minutes, covering something, looking for something, when I have no idea how I can actually use any of this in my future life?"

What the research means for delivery

The support gap is equally visible in teachers' own assessments of their preparedness. According to the SOS dla Edukacji survey *The New Civic Education Through the Eyes of Teachers*, 33% of respondents had not participated in any professional development related to the new Civic Education subject. At the same time, teachers clearly indicated a need for practical support: 80% selected need for ready-to-use teaching materials, 48% workshops and training, and 42% support from social organisations and NGOs.

These findings show that teachers need more than isolated resources: they need a practical structure for turning project-based civic education into day-to-day classroom practice. At the Centrum Edukacji Obywatelskiej, we have long used project-based learning (PBL) to address the practice gap by enabling students to develop civic competencies through action. The introduction of compulsory Civic Education in 2025, including a project component, creates an important opportunity to bring this approach into schools at scale. However, this opportunity can only be realised if teachers receive sufficient support in implementing it - and so far, that support has been uneven. In practice, teachers must often coordinate several student projects at once, preserve student autonomy, monitor the learning process, provide feedback and assess progress rather than only final outputs. Without practical tools, successful implementation still depends too heavily on individual teachers' time, confidence and prior experience.

CEO already operates a digital platform created to support our long-running electoral education programme and school mock elections. However, the platform was designed around periodic election campaigns and has gradually become outdated and difficult to adapt to current needs. It does not support year-round or multi-programme project work, provide a flexible project workflow, give teachers sufficient visibility into student progress, or integrate feedback, reporting and data management. Student access is also cumbersome, which limits their direct engagement with the programme. As a result, teachers and CEO coordinators continue to rely on fragmented processes involving email, spreadsheets and PDF files, while much of CEO's methodology remains outside the digital experience.

Now we see that to close the practice gap and the support gap, we must also close a delivery gap - the gap between having a proven methodology and being able to implement it consistently, accessibly and at scale. We need a new platform that can fill this gap by translating CEO's approach into a structured and repeatable process that supports teachers, gives students meaningful ownership of their work and enables coordinators to monitor progress in real time. Without such infrastructure, the quality of practical civic education will continue to depend on the resources and initiative of individual schools and teachers, reinforcing both existing gaps rather than closing them.

03

Product Vision & Objectives

We are looking for a technology partner to build from scratch a digital platform that will enable teachers to guide student groups through social projects following CEO's proven methodology, and students to carry them out independently, developing decision-making skills, a sense of agency and responsibility, and the ability to learn from experience and from one another. The platform will serve multiple user groups simultaneously: teachers, student groups and programme coordinators, with different access levels and views tailored to each role. It must be built on a template basis, so that it can support different CEO programmes without the need to build separate solutions for each of them.

At launch, the platform will support two CEO programmes: “Young People Vote” (in polish: “Młodzi głosują”), our flagship electoral education initiative, and “Civic Education” (in polish: “Edukacja obywatelska”), a new programme rooted in the 2025 curriculum reform. Both are built on the same underlying logic, students learn by doing, but different in structure, timeline and deliverables, and each requires its own dedicated workflow within the platform.

Three core product objectives

1

First, to standardise and embed project-based learning in schools. Teachers receive a ready-made tool that guides them and their students through each stage of the project step by step: from planning actions, through monitoring group progress, to generating a final report. Teachers do not need to build the project workflow themselves. The platform provides it, while ensuring that implementation follows CEO's methodological standards.

2

Second, to give the CEO real visibility into what is happening in schools. Coordinators gain access to real-time data instead of collecting it manually by email and in files. The platform delivers clear indicators ready for donor reports and programme evaluations.

3

Third, to be flexible enough to support multiple CEO programmes simultaneously. The platform is built on a template basis, meaning project modules, user roles and content can be configured by coordinators for different programmes, without the need to build a separate tool for each one.

Delivery roadmap

Milestone 1: Discovery and specification - October/November 2026	Refined MVP scope, user roles and permissions matrix, user journeys, exception scenarios, data model, data retention rules and integration requirements finalised together with CEO.
Milestone 2: UX/UI design - November/December 2026	Accessible, intuitive interface designs completed for all user roles, ready for development.
Milestone 3: Core platform development - January/February 2027	Front-end and back-end development of all MVP features: user accounts and authentication, project workflow engine, dashboards, communication and notifications, reporting and exports, integrations, security and compliance. We prefer the platform to be built using WordPress, as this aligns with our existing infrastructure and internal IT support ecosystem, but we are also open to other technology proposals.
Milestone 4: Testing and user acceptance - March 2027	QA, accessibility testing and user acceptance testing with teachers, students and coordinators completed. Issues resolved.
Milestone 5: Launch and training - April 2027	Platform deployed, CEO staff trained, documentation delivered. Platform ready for the 2027/2028 school year.

The list of key features is provided below.

04

Functional Scope: MVP & Extended Features

The functional scope below preserves the original MVP / Nice to Have prioritisation from the project application.

Teacher

Feature	MVP	Nice to have	Notes
Login pulled from programme registration system	✓		
Login on the platform	✓		
Teacher creates student subaccounts	✓		
Teacher reviews modules completed by students	✓		
Teacher approves completed modules for the public project gallery	✓		
Teacher provides feedback on each module	✓		
Teacher downloads report for a single group		✓	
Teacher downloads report for all groups	✓		Export to PDF or PPTX; option to select projects (e.g. as portfolio for professional development)
Teacher completes a short course on the project method	✓		
Teacher provides notes/comments to groups per module (with email notifications)		✓	
Teacher sets deadlines in the group calendar	✓		
Teacher receives email notification when a group completes a module		✓	Or dashboard view: groups completed modules, user not logged in for 2 weeks, etc.
Teacher monitors group progress (progress bar, last login)	✓		
Teacher completes final report		✓	

Feature	MVP	Nice to have	Notes
Teacher approves group project completion		✓	
Teacher browses other schools' projects in the gallery	✓		
Teacher may use 2 interactive educational games (no login required)	✓		Games to be produced by the CEO and simply embedded or linked on the platform.
Teacher and student watch a tutorial video on how to use the platform		✓	

Student / student groups

Feature	MVP	Nice to have	Notes
Student logs in to their group subaccount	✓		
Student plays 2 interactive educational games (no login required)	✓		
Student completes a short course on the project method		✓	Progress bar
Student completes project modules	✓		Progress bar. Short checklist as part of each module. All modules = project portfolio
Student contacts the teacher		✓	May be sufficient via feedback
Student receives feedback from teacher	✓		
Student receives feedback from coordinator	✓		
Student receives deadline notification in the project calendar	✓		
Student browses other schools' projects in the gallery	✓		
Student leaves a positive reaction on other schools' projects (heart, lightbulb - similar to LinkedIn)		✓	
Student adds photos and files to modules	✓		
Student downloads their group report		✓	

Coordinator

Feature	MVP	Nice to have	Notes
Coordinator logs in to the platform	✓		
Coordinator reviews group modules	✓		
Coordinator reviews teacher and group activity history (logins, entries)	✓		Dashboard: schools overview, activity overview, who is active vs inactive, option to remove inactive participants, number of students, completed projects. Segmentation by voivodeship and school type.
Coordinator configures the layout and content of project modules	✓		
Coordinator adds or removes materials across the platform (content and files)	✓		
Coordinator adds files with materials for students	✓		May be a link to the library
Coordinator provides feedback to groups	✓		
Teacher downloads photos and files added by students	✓		
Student accesses educational materials under each module	✓		May be a link to the library

05

Users & Experience Model

The solution will serve several user groups with different access levels and needs:

Unauthenticated users

1. Unauthenticated users: Visitors seeking information about the initiative without logging in.

They can: access the public homepage, information about the “Young People Vote” programme and “Civic Education” programme (access to an extended sections about programmes after logging in); free access to project-based learning section, news, contact details, selected public materials, lesson scenarios and two educational games available without logging in (all materials and games will be provided by CEO, to be agreed together either embed or link to the games).

WHY IT MATTERS

Why: By providing frictionless, open access to interactive resources and educational games, we directly address the problem of overly theoretical civic education before a user even logs in. This public gateway serves as a first touchpoint that engages young citizens instantly while showing teachers the practical, modern value of CEO's educational methodology and invites them to join our programmes.

Teachers participating in CEO programmes

2. Teachers participating in CEO programmes: Aims to efficiently guide student groups through the civic project, monitor their engagement, and generate completion reports.

They can: log in to accounts created automatically from the programme registration system (integration with our registration system needed). Depending on the programme they registered for, teachers will receive access to an extended section of the platform: either “Young People Vote” or “Civic Education” (and potentially other future programmes added to the platform utilizing the same underlying mechanisms); create student/group subaccounts; access programme materials, lesson scenarios, a short course on project-based learning, and an interactive project guide (different for different sections); set deadlines for student groups; monitor group progress; review student uploaded

modules, files and photos; provide feedback to students; approve student completed tasks; publish selected projects in the public gallery; and download individual or collective project reports; completing evaluation reports provided by the CEO directly through the platform.

WHY IT MATTERS

Why: These functionalities alleviate the burden on overwhelmed teachers by eliminating manual administrative setup and providing a clear, ready-made roadmap for classroom execution. By structuring the workflow and automating the reporting process, the platform ensures teachers are never left to navigate complex project-based learning entirely on their own.

Additionally: due to the specific nature of the “Young People Vote” programme, a dedicated functionality is required to allow teachers to input the mock election results from their respective schools (including votes cast for each candidate/party, the number of valid and invalid ballots, and the school-wide turnout). The platform must then automatically process this data to display localized voting statistics for each individual school, as well as aggregated national voting statistics encompassing all participating schools across Poland.

Students / student groups

3. Students/student groups: Logs into a shared group sub-account to independently complete civic projects and collaborate with peers.

They can: log in to a group account created by the teacher; complete project modules step-by-step via interactive forms and checklists, tracking progress with a visual progress bar; add files and photos; use checklists and supporting materials; receive deadlines, notifications and feedback (from teacher and from programme coordinator); contact the teacher where enabled; browse the gallery of projects from other schools; react positively to selected projects (short comments or likes, hearts etc.); and download their group report.

WHY IT MATTERS

Why: This step-by-step framework shifts the student experience away from rote memorization and toward the active development of practical social and civic competencies. By collaborating on project modules with highly visual progress tracking, student groups receive structured validation that reinforces continuous real-world engagement and democratic peer dialogue.

CEO programme coordinators

4. CEO programme coordinators: Manages and monitors the overall execution of the educational programs.

They can: access an administrative dashboard to track school participation and detect inactive groups ("dead souls"); use an integrated CMS to dynamically modify project modules; configure programmes, project modules and materials, manage flexible widgets; monitor schools, teachers and groups; view logins, activity history and project completion status; provide feedback; publish or moderate selected materials; deploy and manage evaluation reports/forms for teachers; generate aggregate reports and export data for evaluation, donor reporting and certification.

WHY IT MATTERS

Why: This centralized system solves our internal operational challenges by replacing fragmented, manual data collection with immediate, real-time visibility into teachers and student groups engagement. Additionally, the underlying template-driven architecture allows coordinators to seamlessly manage multiple CEO programs under one roof, achieving our goal of flexibility without redundant development costs.

Platform administrator

5. [Platform administrator: manage users, roles, permissions, content, moderation settings, integrations, data retention and platform security.]

Key functionalities

- public programme pages;
- user authentication and role-based permissions;
- project workflow modules;
- dashboards for teachers and coordinators;
- mock election results system for "Young People Vote" programme
- feedback and approval mechanisms;
- calendar and deadline notifications;
- project gallery;
- reporting and export;
- integration points with existing CEO tools (programme registration platform);
- and accessibility features for users with special educational needs and low vision.

06

Build Scope & Technical Requirements

We need a technology partner to design, specify and develop a responsive digital platform that can become the year-round version of “Young People Vote” and a scalable tool for Civic Education and project-based learning. The work should include:

1

Product discovery and technical specification (partially done by CEO): refining the MVP, user roles (Student, Teacher, Coordinator, Admin, Guest), permissions matrix, user journeys, exception scenarios, data model, data retention rules and integration requirements.

2

UX/UI design: creating an accessible, intuitive interface for teachers, students and coordinators, with simple navigation, clear project progress, low cognitive load and design adapted to users with special educational needs, including low-vision users.

3

Front-end and back-end development of a responsive web platform: public pages, user accounts, teacher and student/group areas, coordinator dashboard, programme pages, project modules, materials sections, news, project gallery and administration panel. CEO's existing infrastructure and internal IT capacity are based on WordPress. We are open to WordPress-based solutions, hybrid (headless WordPress with a separate application) or alternative architectures, provided the proposed solution can be maintained by CEO's internal team long-term. The final technical stack should be recommended by the technology partner during the discovery phase, based on the functional requirements, performance targets and maintainability considerations.

4

The platform must feature high scalability and performance, capable of seamlessly handling a minimum of 5,000 users per day.

4.a-4.e Core technical capabilities

The following capabilities are subpoints of requirement 4 and define the core technical behaviour of the platform.

4.a

Authentication and access management: teacher accounts connected and synced to programme registration, student/group subaccounts (TBD: logins for all students from one school linked to one school account without requiring individual student emails or individual subaccounts requiring each student's email), role-based access, school/programme segmentation and administrator permissions.

4.b

Project workflow engine: editable step-by-step modules for different programmes, with tasks, checklists, supporting materials, uploads, status tracking, teacher/coordinator feedback, approval, publication options and downloadable reports. It must allow students to input texts, check off tasks, and upload media files. It should feature real-time progress bars, and enable a nested multi-tier feedback loop (comments and inline validation) from teachers and coordinators.

4.c

Dashboards (for teachers, students and coordinators) and analytics: progress bars, last login, group activity, number of students, completed modules/projects, inactive users, school segmentation (user segmentation by voivodeship/school type, activity tracking, filtering inactive users, submission rates of teacher reports), aggregate programme statistics and exportable data for evaluation, donor reporting and certificates.

4.d

Communication and notifications: structured module-level communication (teacher notes, comments/feedback per module, and group replies), deadline reminders, notifications about submitted modules, and possible bi-/weekly email summaries

4.e

Reporting and exports: individual group reports, collective teacher reports, coordinator-level programme reports, and export to PDF, .xlsx or .csv and, if feasible, PPTX or other editable formats.

5

Integrations and links: (I) CEO Registration System (zapisy.ceo.org.pl): Two-way integration using CEO's existing API (fetching teacher/school data and returning project completion data for certificate generation); (II) CEO Library (biblioteka.ceo.org.pl): Structured links to specific library resources selected by the coordinator per module (no API integration or embedded sections required).

6

Security, privacy and compliance: safe handling of student data (and minimizing the personal data we will collect through the platform), moderation tools (TBD what fits best), restrictions on unnecessary personal data and image uploads where needed, GDPR-compliant data retention/deletion (built-in functionality allowing for easy control of personal data and its manual or automated deletion, including a mechanism for automated data erasure/purging after a specified timeframe), audit logs and basic cybersecurity standards.

7

Testing, deployment and training: QA, accessibility testing, user acceptance testing with teachers/students/coordinators, deployment support, documentation and training for CEO staff who will maintain the platform.

8

Handover and Intellectual Property (IP) transfer: Formal handover process of the fully functional ecosystem, including the transfer of exclusive intellectual property rights (all source codes, custom modules, database structures, UI/UX graphic design assets, and administrative documentation) to CEO without any future licensing fees. This must include the final deployment to CEO-controlled server environments, transfer of source repositories (e.g., GitHub/GitLab access), and clean handover documentation ensuring full operational independence for our internal IT support team.

07

Existing Assets & Delivery Readiness

Technical and Production Readiness

Technical and Production Readiness: our assets include a well-defined functional specification document categorizing features into Core (MVP) and Extended (Nice to Have) scopes, initial functional requirements, and comprehensively mapped User Journeys for all four primary user roles (Unauthenticated Users, Teachers, Students and Program Coordinators). Furthermore, we have compiled preliminary, basic UI layout concepts and workflow visualizations. This technical readiness is additionally supported by our current, simpler legacy version of the "Young People Vote" platform. While it provides a basic functional baseline, it serves primarily as a case study of structural and architectural limitations that the new platform is explicitly designed to transcend and reimagine. All the above documents not provided in this proposal will be provided once contact has been established with the technology partner. The CEO will grant access to the legacy version of the "Young People Vote" platform once the cooperation agreement has been signed.

Internal IT Support, Hosting, and Infrastructure

Internal IT Support, Hosting, and Infrastructure: To guarantee smooth project execution and long-term sustainability, the CEO has a dedicated in-house Internet Tools Department. This ensures high operational responsiveness, active collaboration, and technical alignment from our side during all stages of the platform's development and subsequent maintenance. Regarding infrastructure, the CEO manages its own extensive domain ecosystem; for this project, we will either utilize the existing domain of the legacy "Young People Vote" platform or launch a dedicated new subdomain within the official CEO structure. Furthermore, we maintain a hybrid hosting architecture: while everyday web resources are handled internally, our larger, scalable software solutions are hosted on advanced cloud server environments, fully ensuring that we have the optimized server capacity and infrastructure ready to accommodate this new platform.

Substantive, Educational, and Programmatic Assets

Substantive, Educational, and Programmatic Assets: The platform will be built upon our organization's decades of experience in running large-scale educational programs; our flagship "Young People Vote" (Młodzi głosują) programme has been operating since 1996, and while "Civic Education" (Edukacja Obywatelska) is a new programme, it is deeply rooted in our extensive, long-standing expertise in this subject. As a highly professionalized institution with a long history of systemic impact, the CEO operates with a robust team of over 70 permanent staff members and runs a wide array of high-quality national programs. Our organizational structure ensures that we always have dedicated in-house substantive experts readily available to quickly answer any content-related question or provide instant methodological guidance during development. Our existing substantive assets include a comprehensive CEO materials library, established educational scenarios, lessons, and resources, as well as a proven school network and recruitment processes. Furthermore, the solution will leverage our existing civic tools, such as Latarnik Wyborczy and Mewa, while the new interactive educational games are being developed by CEO in parallel to seamlessly complement the platform's core launch.

Product design & accessibility

Design status: Designs needed.

While our team has established foundational workflow visualizations, preliminary concepts, functional requirements, user journeys and brand/context materials, we need a technology partner to deliver complete product design services. This includes building the information architecture, creating interactive wireframes, and delivering a production-ready UI/UX design that strictly adheres to WCAG accessibility guidelines for users with special educational needs.

08

Integrations & Platform Environment

Existing applications/platforms to integrate with: Yes.

The new platform should integrate or connect with existing CEO tools and programme infrastructure, including:

- the CEO registration/enrolment system (<https://zapisy.ceo.org.pl/>): to ensure a seamless onboarding experience, teacher and school accounts must be automatically provisioned by pulling data from our external registration database. Upon project completion, the platform must send performance data back to the registration system to trigger automated evaluation and certificate generation (both via our existing registration API);
- the CEO materials and library resources (<https://biblioteka.ceo.org.pl/>): through structured links to specific library resources selected by the coordinator per module;
- External Educational Tools and sites: The platform needs to provide access points to our ecosystem's existing civic tools, such as the Mewa application, the Latarnik Wyborczy (Electoral Lighthouse) platform (<https://latarnikwyborczy.pl/>), and main CEO websites (<https://ceo.org.pl/>; <https://angazuj.ceo.org.pl/>). Please note that these can be implemented simply as direct external hyperlinks and simple navigational shortcuts, without requiring any complex data migration or deep backend integration.

The exact form of each integration should be determined during the discovery and technical specification stage, depending on available APIs, security requirements, maintenance capacity and budget.

DEVICES

Desktop and laptop computers. Tablets and smartphones - nice to have.

CONNECTION

Online.

09

Expected Reach & Impact

The platform will expand both the reach and the quality of CEO's civic education programmes. Within the initiatives directly relevant to this project, CEO currently works with approximately 800 schools during election periods through Young People Vote and around 200 schools annually through project-based programmes. The new platform will replace this largely periodic and programme-specific model with a year-round solution that can support Young People Vote, Civic Education and, in the future, other CEO programmes through the same reusable infrastructure.

2027 IMPACT TARGET

By the end of 2027, we aim to promote the platform in more than 2,000 schools, train at least 1,000 teachers and engage 25,000 direct and up to 100,000 indirect beneficiaries. Direct beneficiaries will primarily include teachers and students actively using the platform. Indirect beneficiaries will include other members of school communities and local communities reached through student-led civic projects, published project results and openly accessible educational resources. These targets are consistent with the commitments already made for the wider "Young People Vote" initiative.

Impact on students

For students, the platform will improve the learning experience by turning civic education from a largely theoretical subject into a structured process of learning through action. Student groups will be guided through successive project stages, while retaining responsibility for decisions and the direction of their work. Clear tasks, progress indicators, deadlines, supporting materials and feedback will help them understand what to do next, document their work and reflect on the process. Access to projects created by other schools will also allow students to learn from their peers and see different forms of civic action in practice. The expected result is greater independence, agency and engagement, as well as stronger skills in collaboration, planning, decision-making and shared responsibility.

Impact on teachers

For teachers, the platform will provide practical support for implementing project-based learning, particularly when they are responsible for several student groups at the same time. Instead of creating workflows and monitoring systems independently, teachers will receive a ready-to-use structure for setting deadlines, reviewing progress, providing feedback and collecting project documentation. This will reduce the time and cognitive burden associated with project work, make it easier to identify groups that need additional support and help teachers assess the learning process rather than only the final outcome.

Impact at school level

At school level, the platform will reduce inequalities in access to high-quality civic education by supporting schools with different levels of experience, institutional backing and digital confidence. Clear workflows, simple navigation and accessible design will help both experienced teachers and those running civic projects for the first time. This will make the quality of students' learning less dependent on their school's resources, location or prior connection with CEO. Overall, the platform will allow us to reach more diverse schools without lowering the quality of support.