

Statistics for the SDGs - indicators for regional priorities



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| Name of the indicator | 4.G.2 Percentage of participants in computer classes in out-of-school educational institutions |
| Sustainable Development Goal | Goal 4. Quality education |
| Priority | Acquiring key skills at all stages of education |
| Definition | Share of the number of participants in IT classes in out-of-school education institutions in the number of participants in total classes in out-of-school education institutions. |
| Unit | percent |
| Available dimentions | total |
| Methodological explanations | <p>The task of extracurricular education is to create conditions for children and young people conducive to the development of interests and talents, as well as to shape social activity and leisure skills.</p> <p>An out-of-school education institutions is an educational and educational institution for pre-school children and school-age children and adolescents. It aims to shape and develop the talents of children and young people, deepen their knowledge and skills and organize recreation. Out-of-school facilities include: youth palaces, youth cultural centres, out-of-school work centres, Jordanian gardens, inter-school sports centres and other specialised establishments such as young technician stations, planetariums, etc.</p> <p>A participant of classes in an out-of-school education institution is a student who takes part in permanent or periodic forms of classes in out-of-school educational institutions.</p> |
| Data source | Ministry of National Education |
| Data availability | Annual data, since 2019 |
| Notes | |
| Data updated on | |
| Metadata updated on | |