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UNICEF

2020 High Level Political Forum exhibitions

1. Name of the approach/ tool/project

Child and Youth Education and Engagement to Accelerate SDG Action

Through various partnerships to educate and engage children and youth on the SDGs, efforts aim to inspire children and young people to take action on the goals and hold leaders to account on the commitments made in the SDGs.

2. Description of the approach/tool/project description (methodology, techniques and strategies used)

Through various partnerships such as World's Largest Lesson UNICEF, Project Everyone, UNESCO, Nord Anglia Education, and Comics Uniting Nations, over 10-million children from around the globe are annually learning about the SDGs and designing community projects for action. The contents produced and disseminated through these partnerships, use both education and entertainment to reach and activate young audiences. The World's Largest Lesson has created an online repository of lesson plans, activities, comic books, animations, videos and other learning resources translated in up to 40 languages for educators and students to freely use for SDG education. The resources encourage students to align their talents and interests (activism, art, invention, etc) to the goals.

3. Implementation methodologies

Partners collaborate on high-caliber learning materials and disseminate through Ministries of Education as well as global, national, local education and child engagement networks (civil society organizations and private companies).

4. How does this approach/tool/project directly relate to the achievement of the 2030 Agenda for Sustainable Development

The SDGs highlight the importance of sustainable development education through a number of goal-areas, including SDGs 4 and 12 that underscore how fostering global citizenship is a means to achieve the goals. The partnerships across UNICEF, the World's Largest Lesson, Comics Uniting Nations, and other child and youth networks bring the messages of the SDGs





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to children and young people through educational and entertaining means so that the future generation can help shape a better future where achieving the SDGs is possible.

5. Evidence of results and impact

These partnerships reached 10 million children last year, a growing number since the creation in 2015. Surveyed students report an increase in individual and community actions taken towards the goals.

6. Costs associated with the development of the approach/ tool/project and/or its implementation

It is of utmost importance to the partnership that the resources remain free for public consumption and use. Exhibition participants will therefore incur NO COSTS by using the promoted approaches and tools in their schools or student networks. All materials are free and translated.

7. Contacts and links to the approach/ tool/project

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- UNICEF: https://www.unicef.org/sdgs/how-achieve-sdgs-for-with-children
- World's Largest Lesson
- Comics Uniting Nations

