

A REVIEW OF THE GLOBAL WORLD CHALLENGE AT KIJ22



BASE #01: SDG GOAL 1 - No Poverty. (Target 1.3: Implement nationally appropriate social protection systems)

For this base we partnered with Kent Homelessness charity Porchlight. The key activity was for the participants to produce creative constructions with cardboard.

This was an extremely popular base, and the young people were very engaged. It gave the charity a captive audience to discuss the social issue of homelessness and promote our October 2022 Big Cardboard Sleepout for Porchlight event.



BASE #02: SDG GOAL 2 - Zero Hunger. (Target 2.3: Double the productivity and incomes of small-scale food producers)

We had a Fairtrade quiz and some questions based upon Fairtrade products. There was a steady flow of participants doing both the quiz and the questions. The base could work unmanned but when it was manned it worked even better.



BASE #03: SDG GOAL 3 - Good Health and Well-being. (Target 3.3: Fight communicable diseases)

The Explorers from Strood did a great job of running the Scouts Against Malaria quiz and pipe cleaner mosquito activity. The pre-erected malaria net was popular for photos.



BASE #04: SDG GOAL 4 - Quality Education. (Target 4.6: Universal literacy and numeracy)

Andrea's base had lots of small groups of twos and threes sitting down and enjoying learning a different game from around the world. Leaders and young people were also able to interact.

Quite a number also produced poems using the fridge magnets. The Bocci was less popular especially as some of the balls went missing. The base was self-running and needed very little supervision.



BASE #05: SDG GOAL 5 - Gender Equality. (Target 5.b: Promote empowerment of women through technology)

Lots of ideas were recorded as part of the Women in Technology drawing activity. The Da Vinci Bridge task proved extremely popular and involved some good team building skills.



The base was far more effective when Darcey and Abbie were present earlier in the week. However Tom did his best to keep it all going once they were not available.

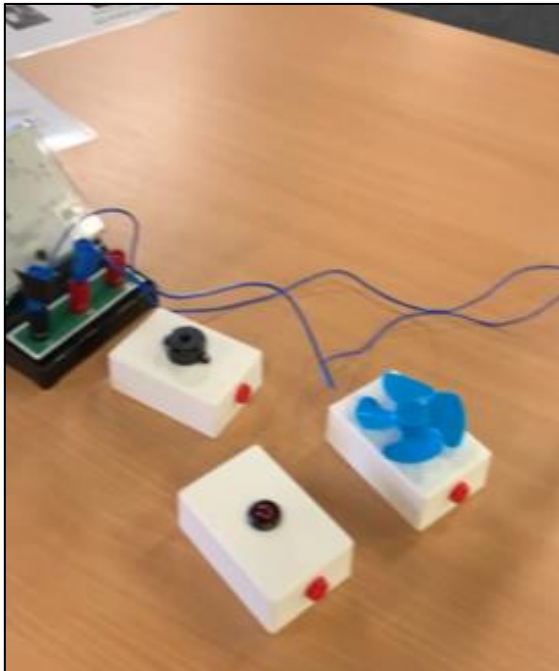
BASE #06: SDG GOAL 6 - Clean Water and Sanitation. (Target 6.a: Expand water and sanitation support to developing countries)

Megan's water filtering activity always had a captive audience. It did depend on her being present to explain the activity. The video was less effective, and we dropped it after day 1.



BASE #07: SDG GOAL 7 - Affordable and Clean Energy. (Target 7.A: Promote access to research, technology and investments in clean energy)

Matt's Sustainable Energy Wind Turbine Activity worked better on the days when Matt was present to explain it in more detail, but earlier in the week it did work as an unmanned base to a certain extent. What did work well unsupervised was the "row enough power to boil a kettle activity."



BASE #08: SDG GOAL 8 - Decent Work and Economic Growth. (Target 8.6: Promote youth employment, education and training)

We partnered with Harambee For Kenya who had lots of staff on the base explaining their activity and what they do as a charity to help the Kenyan street children with education and training.

They had some fantastic photo displays. Once we locked down the technology exploring Kisii, the Kenyan town where one of the charity's safehouses are, in Google Streetview on one of the VR headsets was relatively successful.



BASE #09: SDG GOAL 9 - Industry, Innovation and Infrastructure. (Target 9.1: Develop sustainable, resilient and inclusive infrastructures)

A very easy based to be unmanned for 95% of the time. The Materials Hunter Game on three PCs were constantly in use. Quite a few participants also completed the Advance Materials Matching Cards Activity.



BASE #10: SDG GOAL 10 - Reduced Inequality. (Target 10.7: Responsible and well-managed migration policies)

We partnered with Save The Children who staffed the base for 2 out of the 4 days. Our Refugee Suitcase Game was used a lot. We managed to find a few willing volunteers to keep the base going for the other 2 days but did drop one of the activities as a result.

The young people writing messages to refugees worked very well and Save The Children will be compiling all the messages and sharing them with refugees in the field.



BASE #11: SDG GOAL 11 - Sustainable Cities and Communities. (Target 11.6: By 2030, reduce the adverse per capita environmental impact of cities)

We had to drag some participants away from the 5 Cities Lego Skyline Builds at the end of daily sessions. Rachael from BSO was amazing at running this base and keeping the Lego builders on track.

Rachael also ran the activity matching key facts to cities. Only twenty-nine people entered the SKYLINE DESIGN COMPETITION but some of the entries were fantastic - see YouTube video: <https://youtu.be/y9Hm1bZ5e5Q>



BASE #12: SDG GOAL 12 - Responsible Consumption and Production. (Target 12.5: Substantially reduce waste generation)

Helen's excellent Materials Breakdown Flash Cards only really worked well when the base was properly manned later in the week. Prior to that only a few groups did it without supervision.

The same was true of the Yes/No Quiz. The recycling plant VR Headset experience didn't work well - again due to lack of staffing to supervise it.



BASE #13: SDG GOAL 13 - Climate Action. (Target 13.3: Build knowledge and capacity to meet climate change)

The long climate change artwork worked well. The paper cup stacking into "icebergs" was very popular and participants seem to really enjoy it.



The interactive artwork freezer with climate change posters, colourful fridge letters and ice poles worked very well when Lucy was there to explain the concepts and lead discussions.

We are grateful to the others who stepped up to keep the base running later in the week when Lucy was no longer available.

BASE #14: SDG GOAL 14 - Life Below Water. (Target 14.5: Conserve coastal and marine areas)

The Ocean Rift application on the VR Headsets was hugely popular generated long queues to participate. The headsets needed a lot a support and supervision but overall were a resounding success.



The sea creature origami worked well as an unsupervised activity with laminated instruction sheets.



BASE #15: SDG GOAL 15 - Life on Land. (Target 15.c: Combat global poaching and trafficking)

Unfortunately, LionAid our partner charity for this base were away on a sponsored climb of Kilimanjaro but Tom did an incredible job of running the base for them.

The Maasai Jumping Competition went well, and one girl did a free-standing jump of 1.5 metres! Some great photos were also taken with the Large Lion Cut-out.



The Giant Tangram of a Lion worked well although many turned over the question card to reveal the answer too early.



The VR Headset experience with lions only worked well if someone was around to reset the 360-degree video each time.

BASE #16: SDG GOAL 16 - Peace and Justice Strong Institutions. (Target 16.1: Reduce violence everywhere)

Partnered with the Royal British Legion Alison and Matt did an incredible job of getting the participants producing painted pebbles and hundreds of peace cranes.



It would have been good to have planned a “home” for the pebbles and peace cranes after the event. It was a real shame to have to throw them away due to lack of storage space however the photos and images remain as a legacy of these wonderful creations.

Once locked down the VR Headset with the Anne Frank house experience seemed to go very well. A couple of dozen young people and some leaders came along the veterans talk on the Thursday evening.

BASE #17: SDG GOAL 17 - Partnerships to Achieve the Goals. (Target 17.6: Knowledge sharing and cooperation for access to science, technology and innovation)

The large United Nations Go Goals Board Game was in regular use. The questions were possibly too hard for the target audience.



The Magnetic Whiteboard for capturing ideas didn't really engage the participants. Again, it really needed extra staff to be leading the activity.

The **GLOBAL MARKETPLACE** was very successful and lots of funds were raised for Harambee and REQUEST2021. Some other small level funds were raised for Scouts Against Malaria and RBL.

The **CHILLOUT ZONE** with SDG related reference books and beanbags was constantly used. The selfie boards were also constantly used and after day 1 displayed on a large TV screen. (The data projector didn't work in the bright room.)



CHIEF JOSEPH did not make it to KIJ because of Travel/Visa issues so his Kenyan Beadwork Sessions will be run in Kent during the first few weeks of October 2022 instead.

HARAMBEE also ran some evening Soapstone Carving Sessions with groups who booked in advanced which they seemed to really enjoy.

SHELTERBOX ended up as a static display of the ShelterBox Tent Pop-ups and sample box in the village.

To justify the high hire cost of the headsets we also ran additional **EVENING VR SESSIONS** so that participants could also play games.



USB STICKS: The electronic resources given out to leaders who requested one were very warmly received and offered a way for the issues and discussions to continue as part of normal Scouting programme nights.



SOUVENIR ECO-COINS: The eco-coins generated a lot a debate as many people thought they were plastic when they were in fact made out of potato starch!



FINAL THOUGHTS & CONCLUSIONS

The overall budget of £10,000 allowed us to deliver a fantastic variety of different activities. Key expenditure items included the hire of the VR Headsets which proved to be well worth the outlay. Especially by utilising them in the evening too as a separate fun activity. Investing in the postcards to track progress and the large SDG cubes also proved effective to help engagement. The economies of scale meant that per participant some of these larger “high ticket” items were very achievable and worthwhile.

General feedback received from both participants and leaders was extremely positive indeed. Many commented on how well structured the bases were and on how it had all kept them engaged for many hours.

The biggest challenge was staffing the bases. The team we had were incredible, but many were manning more than one base at once which wasn't ideal. Having more dedicated staff would have allowed us to deliver an even better high-quality experience of the SDGs.

I think we can safely assume that the primary objective of giving the participants an appreciation of each of the SDGs in a fun and engaging way was definitely achieved.



What an amazing team!
Global World Challenge 2022.
Kent International Jamboree