

# SDG School

**Make** things that matter



## Program Report April 2023



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MAKER'S  
ASYLUM

In partnership with



# Co hosts



**UNDP works in about 170 countries and territories**, helping to eradicate poverty, reduce inequalities and exclusion, and build resilience so countries can sustain progress. As the UN's development agency, UNDP plays a critical role in helping countries achieve the Sustainable Development Goals. UNDP associates with the program to focus on knowledge sharing and curation.

In partnership with



**Unesco** has been a long standing partner of Makers Asylum and has been leading the global agenda to ensure inclusive and equitable quality education, promote lifelong learning opportunities for all by 2030 as part of the SDG 4.



**The Better India** is the world's largest impact-driven, positive stories platform. Its solutions-oriented reporting features stories of changemakers and innovators, with a highlight on small enterprises, grassroots innovations and sustainability initiatives.



**2000+**

Alumni

Nations

**40+**



**200+**

Social  
Innovations

Partnerships  
for goals

**50+**



**20+**

Startups



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# Director's Note



## OVERVIEW

SDG School is a program focused on engaging young people to drive solutions towards the United Nations' Sustainable Development Goals (SDGs). The program was started in 2016 as an Indo-French collaboration and has since expanded to include alumni in over 40 countries.



## OBJECTIVES

The primary objective of SDG School is to engage young people in the work of achieving the SDGs, which include goals such as quality education, reducing inequalities, partnerships for goals, responsible consumption & production & combating climate change. The program aims to inspire and empower young people to take action towards these goals, and to provide them with the knowledge, skills, and resources they need to make a difference.



## ACTIVITIES

The SDG School program includes a range of activities and initiatives aimed at achieving its objectives. These include:

- **Workshops and training sessions** focused on the SDGs and related topics, such as sustainable design, social entrepreneurship, and environmental conservation.
- **Mentorship and networking opportunities**, including access to a global alumni network of young change-makers.



## IMPACT

Since its launch in 2016, SDG School has had a significant impact on young people around the world. Here are some key statistics and achievements:

- The program has engaged over 2000 young people in workshops, hackathons, and other events focused on the SDGs.
- SDG School alumni have gone on to pursue over 100 social impact projects, many of which have received recognition and support from national and international organizations.
- The program has been recognized by reputed developmental agencies like UNDP, UNESCO & European Union (EU)



## FUTURE PLANS

Achieve grassroot impact in the following areas by running the program year round for scale

- Youth development & Capacity building
- Social Innovations & Fostering student leadership
- Partnerships for Goals
- Citizen led action & Research

Annual exhibit of the program outcomes & community engagement at the Make Break Create Summit



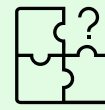
## Program objective



Global youth development & capacity building



Hands on learning



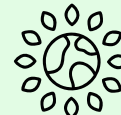
Exposure to diverse perspectives & problem statements



Behavioral change



Social Innovation



Social & environmental impact

## Circular Socio Economic Ecosystem

### Multi Stakeholder Value Chain

Stakeholder	Value addition	Impact	Outcome
Participants	Skill building & Citizen action	Hands on learning & application towards micro problem statements	Social innovation projects & open research community
Community of change-makers	Youth development & open research	Global resilient agile education & community	Network of like minded Individuals
Development agencies	Program development & growth	Grassroot reach & capacity building towards development	Empowerment through education, community & innovation
Corporations	Program sponsorship & funding	Climate action & youth development	CSR, Up skilled manpower, portfolio expansion via specific problem statements
Knowledge partners	Research papers & data	Practical application of research towards	Concrete data collection on how collective intelligence & problem solving can realise the SDGs faster
Incubation partners	Facilitate social enterprises	Access to resources for grassroot innovations	Funnel for social innovation projects & enterprises
Universities	Student exchange, agile innovation	Student body think tanks, open research	SDG awareness and credits for social entrepreneurship/ international exchange

# Conscious positive impact towards the development ecosystem

## Collaborative network of



Our partners & community play a critical role in creating grassroot change by providing financial support, resources, problem statements and expertise towards capacity building for the Youth to focus on sustainable development goals (SDGs) & drive social innovation

## Partners and collaborators of the program



## Unique opportunity for corporations & partners:



Skill development for youth



Capacity building for social innovation



Resilient skilled changemakers joining the workforce

- Demonstrate commitment to social responsibility
- Invest in talent development
- Foster innovation
- Enhance their brand image
- Build a network towards sustainable development goals & Green economy

Stand for #openinnovation4sdg and support students, graduates, and program leaders around the world to make opportunity a reality for all young people.

**Join our partner network & support citizen led social innovations**



# Participant profile

Designed for individuals interested in sustainability and impact through practical hands-on learning.



## The Ideal participant profile for the SDG School



### Passionate about sustainability:

Strong interest in sustainability and a desire to make a positive impact



### Creative and curious:

Willingness to think outside the box and experiment with new ideas and technologies.



### Collaborative:

Working in teams and sharing skills and knowledge with others



### Committed to learning:

Open to learning new skills and concepts



### Open-minded:

Challenge their assumptions and be open to different perspectives and approaches.



### Entrepreneurial:

Desire to create new solutions and ventures that address sustainability challenges.



### Resilient:

Will to persevere through challenges and setbacks, while learning from failures.

50%

Students

35%

Entrepreneur

15%

Working Professionals

Age Range : 18 - 50 years

Average Age : 27 years

Changemakers | Dreamers | Doers | Makers

Design, Science, Economics, Engineering,  
Law, Governance & Policy, Human  
Resources, Technology, Architecture, Art,  
Commerce, Fashion & others



# Curriculum & process

## Theory

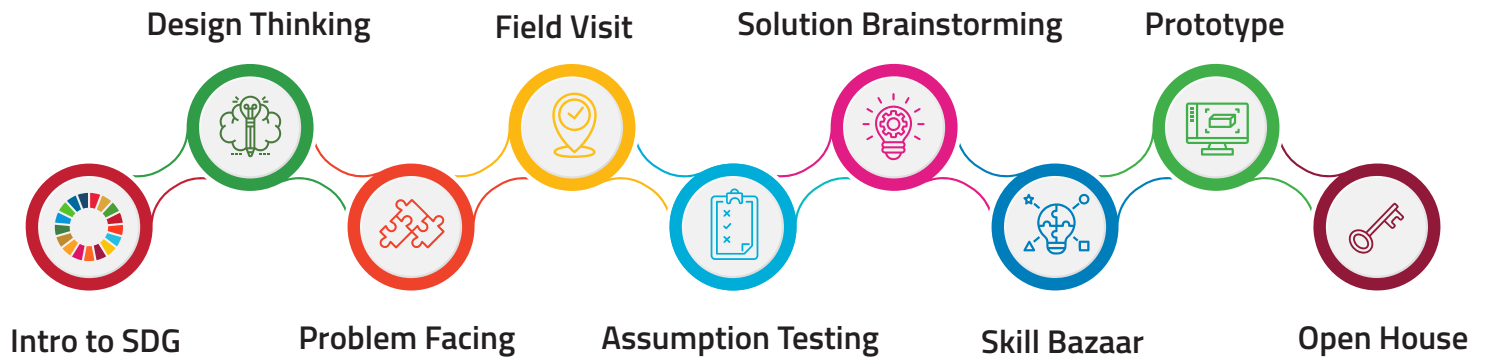
Design Thinking &  
Skill Bazaar

## Practicals

Rapid Prototyping  
& Documentation

## Presentations

Open source  
Innovation



Orientation



Hands of  
learning



Research &  
Field visit



Applications of  
Acquired skills



Presentations,  
Review, Demos

## Focus Areas

- Sustainable Development Goals
- Environmental, social & economic sustainability
- Social Entrepreneurship
- Design Thinking
- Rapid Prototyping
- Climate change mitigation and adaptation
- Green technologies and innovations
- Collaborations & community for sustainable development

## Methodology

The SDG school believes that everyone has a role to play in achieving the SDGs and encourages individuals and organizations as equal stakeholders to take action towards building a better world.

- **Macro Issues translated to micro problem statements**
- **Agile sprints to development**
- **Iterative & open source solution building**
- **Industry derived problem statements**
- **Acceleration & incubation network**

# Social innovation projects



4 QUALITY EDUCATION



**Project concept :** low-cost augmented reality device to help children learn simple geometry and trigonometry targeted at rural areas

**Project status :** Seed fund



4 QUALITY EDUCATION



**Project concept :** an educational toy which can be used to teach English alphabets to the kids in a fun and interactive way.

**Project status :** Seed fund



3 GOOD HEALTH AND WELL-BEING



**Project concept :** An initiative to improve hygiene, agency and safety among women labour workers through DIY women-only bath houses

**Project status :** Incubation



**Project concept :** A wearable insole for diabetic patients suffering from T2D to give dynamic feedback of the patients' plantar pressure.

**Project status :** Research



4 QUALITY EDUCATION



**Project concept :** Interactive game to increase awareness for food wastage mitigation among school kids

**Project status :** MVP for waste recovery



**Project concept :** Awareness & impact focussed on financial literacy and independence

**Project status :** MVP for financial literacy (steam 2019)



4 QUALITY EDUCATION



**Project concept :** A workshop designed to help Primary School kids know more about bullying and how to get out of it

**Project status :** Career advancement



10 REDUCED INEQUALITIES



**Project concept :** Augmented notepad which helps the disabled to communicate their thoughts comfortably and conveniently

**Project status :** Career advancement (steam 2017)



10 REDUCED INEQUALITIES



**Project concept :** Create a guitar accessory that includes single-hand amputees in the user-base of guitar players and shoppers.

**Project status :** Media Coverage



12 RESPONSIBLE CONSUMPTION AND PRODUCTION

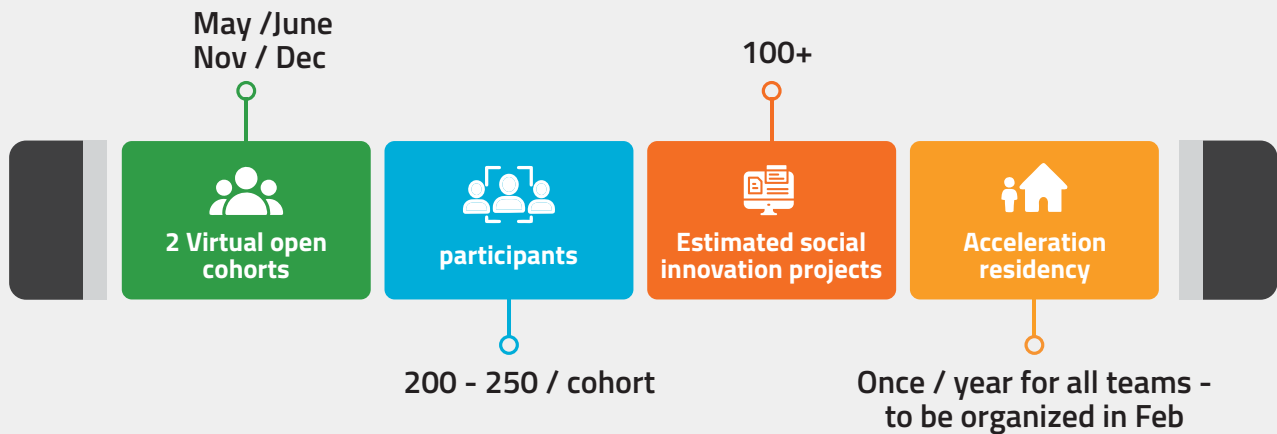


**Project concept :** A device indicative of power consumption in a household aimed to create awareness on power usage patterns.

**Project status :** MVP for Behavioral change

# Yearly Plan of Action, Impact & Engagement

## Program Timeline



## Annual Impact

**Process & prototypes**  
Capacity building - 500+ Youth

**Community & resource access**  
Acceleration - 20 + projects

**Partners & collaborators**  
Exposure towards social entrepreneurship





## About Makers Asylum

**Maker's Asylum is India's first community makerspace focussed on fostering innovation through purpose based learning focussed on the United Nations Sustainable Development Goals.**

Over the years it has graduated from being a "DIY" space to working at the intersection of education and open innovation through its programs and social impact work. With alumni and partners in over 40 countries, Maker's Asylum has enabled a plethora of open source projects and even startups in the areas of hardware, design and sustainability. Nurturing the culture of innovation it has been on the forefront of creating a culture of hands-on learning and making in India.

**Makers Asylum, Goa, India**

 [www.makersasylum.com](http://www.makersasylum.com)