



Verwendungsnachweis

Liebe Frau El-Khodary,
Sehr geehrte Frau Kuhl,
Sehr geehrte Damen und Herren,

wir freuen uns Ihnen den Verwendungsnachweis zu dem Projekt **Y-LEAD – Creating Civic Spaces for Active Citizenship** zu übersenden.

Anbei finden Sie den Sachbericht und den zahlenmäßigen Nachweis, ebenso wie die entsprechende Belegliste. Aufgrund des Projektumfangs werden wir an verschiedenen Stellen innerhalb des Sachberichts an weiterführende Dokumente verweisen. Insbesondere im Arbeitspaket-1 „Awareness Raising“, mit ca. 3.200 Teilnehmenden schien es uns der Übersichtlichkeit wegen notwendig ein zusätzliches Dokument zu nutzen.

Hier eine Übersicht der beigefügten Dokumente:

- Anlage-1: Übersicht durchgeführter Aktivitäten
- Anlage-2: Vergleich geplanter und durchgeführter Aktivitäten
- Anlage-3: Erreichen der angestrebten Projektziele

Die folgenden Dokumente habe ich Ihnen nicht als hard-copy beigefügt, sondern lediglich digital per Email übersendet.

- Anlage-4: Durchführung A.1.4.
- Anlage-5: Local Initiatives Fact-Sheets
- Anlage-6: Durchführung A.5.4.
- Anlage-7: Final Programme Report
- Anlage-8: External Evaluation Report

Außerdem haben wir Ihnen Kopien der im Projektzeitraum entstandenen Druckerzeugnisse beigefügt. Nach Rücksprache mit Frau Deutges, haben wir eine Kopie an S-03 (Frau El-Khodary) und eine Kopie an das BfAA (Frau Kuhl) geschickt.

Es freut uns als durchführende Organisationen sehr, dass wir Ihnen von einer erfolgreichen Projektdurchführung berichten können. Wir sind sehr zuversichtlich die bereits erreichten Projektziele im Rahmen eines Folgeprojekts zu verfestigen und zu verstetigen.

Vor allem durch die geplante Kooperation mit dem MoYS erweitert sich nicht nur die Reichweite des Projekts, sondern vor allem wird es uns dadurch möglich sein direkt mit den Local

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Youth Centers in allen Gouvernaraten zusammenzuarbeiten. Außerdem bekommen die geplanten Projektaktivitäten durch die Kooperation mit dem MoYS einen offiziellen Rahmen und die Hürden zur Teilnahme vieler Jugendlicher und insbesondere die für Frauen werden reduziert.

Für Rückfragen stehen wir selbstverständlich jederzeit zur Verfügung.

Wir hoffen Ihnen und Ihrem Team geht es gut und alle sind gesund.

Mit freundlichen Grüßen

Andreas Muckenfuß

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Sachbericht

1.1 Projektdurchführung

Die Maßnahmen, die im Rahmen des Bewilligungszeitraumes durchgeführt werden sollten, sind den Maßnahmen gegenüberzustellen, die tatsächlich durchgeführt wurden.

Eine detaillierte Gegenüberstellung finden Sie in Anlage-2: Vergleich geplanter und durchgeführter Aktivitäten. Dort finden Sie außerdem das Datum der Durchführung der Aktivität.

Die folgenden Aktivitäten konnten leider nicht wie geplant durchgeführt werden.

- A.4.7. Activity Establishing an Advisory Board
- A.5.7. Activity Networks run their own events/activities/meetings

Bedingt durch die weltweite COVID-19-Pandemie und die damit verbundenen Einschränkungen des öffentlichen Lebens haben auch die Durchführung dieses Projekts beeinflusst. Wir sind froh, dass wir trotz der Umstände einen Großteil der geplanten Aktivitäten tatsächlich umsetzen konnten. Wir bedauern jedoch sehr, dass uns dies bei den genannten Aktivitäten leider nicht gelungen ist.

Die Begründung ist für alle Aktivitäten identisch. Alle Aktivitäten waren für den Zeitraum am Ende des Projekts geplant. Durch die lokalen Bestimmungen war es uns im Zeitraum April bis August kaum möglich die anderen geplanten Aktivitäten wie vorgesehen als Präsenzveranstaltungen durchzuführen. Zwar haben wir es geschafft einige Aktivitäten in den digitalen Raum zu transferieren, aufgrund der Zielgruppe in ländlichen Teilen Ägyptens mit kaum geeigneter Hardware und eingeschränkten Internetverbindungen war dies leider nur teilweise möglich. Deswegen mussten Aktivitäten an das Projektende verschoben werden. Hier kam es dann zu einem Engpass, so dass die genannten Aktivitäten nicht mehr durchgeführt werden konnten.

Die genannten Aktivitäten waren bereits ursprünglich zum Projektende hin geplant. Durch die beschriebenen Verschiebungen war es uns allerdings nicht mehr möglich diese innerhalb des Projektzeitraumes durchzuführen.

Auf die wichtigsten Positionen des zahlenmäßigen Nachweises ist einzugehen. Insbesondere sind Abweichungen vom bewilligten Finanzierungsplan zu erläutern. Angemessenheit und Notwendigkeit der durchgeführten Maßnahmen sind darzulegen.

Es kam zu Minderausgaben in Höhe von 40.689,80 € gegenüber der im Finanzplan bewilligten Summe. Diese ergaben sich durch die Einsparungen bei nicht durchführbaren Aktivitäten, siehe oben. Außerdem wurden einzelne Aktivitäten in online Formate überführt, wodurch es

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zu Einsparungen bei Reise- und Unterbringungskosten kam. Ebenso kam es zu Minderausgaben bei den Evaluationskosten, da diese nicht wie geplant physisch durchgeführt werden konnten, sondern ebenfalls Großenteils in den digitalen Raum verlagert wurden. Im Weiteren finden Sie die einzelnen Abweichungen erläutert.

Von den insgesamt bis 31.12.2020 abgerufenen **953.754,11 €** waren jedoch lediglich **937.646,46 €** für die Projektdurchführung notwendig. Die Minderausgaben i.H.v. **16.107,65 €** wurden am 20.01.2021 zurücküberwiesen. Siehe auch „Zahlenmäßiger Nachweis“.

1) **Salaries and remunerations - Projektteam**

Wie beschrieben stellte die COVID-19-Pandemie auch dieses Projekt vor unerwartete Herausforderungen. Aufgrund lokaler Beschränkungen konnten bereits geplante Präsenzveranstaltungen auf nichtabsehbare Zeit nicht länger durchgeführt werden. Dadurch entstand ein enormer kurzfristiger Bedarf die bestehenden Projektplanungen anzupassen. Dieser wurde vor allem durch Mehrarbeit des Projektteams aufgefangen. Der Mehraufwand ist bei dem ägyptischen Co-Antragsteller CDS aufgetreten.

Als Projektteam haben wir uns Gedanken gemacht, wie wir mit dieser Herausforderung am besten umgehen. Aufgrund der Zielgruppe in ländlichen Teilen Ägyptens mit kaum geeigneter Hardware und eingeschränkten Internetverbindungen war ein schneller Wechsel in den digitalen Raum nicht ohne weiteres möglich. Aber trotzdem wollten wir schnell reagieren.

Unter dem bestehenden Zeitdruck und aufgrund der hohen Komplexität des Projekts, haben wir entschieden weniger Honorarkräfte mit der Durchführung einzelner Aktivitäten zu beauftragen, sondern stattdessen Mitglieder des Projektteams einzusetzen. Auch aus Datenschutzgründen wollten wir bei dem Transfer in den digitalen Raum nicht überstürzt personenbezogene Daten mit Dritten teilen. Dadurch kam es bei **1) salaries and remunerations** zu einer Überschreitung der beantragten Summe um 6,25%. Dem gegenüber stehen die Minderausgaben unter **2) fees (freelance contracts)** um 20%.

Der Mehraufwand bestand vor allen Dingen darin bereits geplante Präsenzveranstaltungen umzuplanen und dies sogar mehrmals nach 04/2020, gebuchte Veranstaltungsorte abzusagen, neue zu finden, die Teilnehmenden und Partner*innen zu informieren, die Durchführbarkeit in 22 verschiedenen Gouvernarataten im Auge zu behalten und vieles mehr.

Weiter wurden Online-Formate für einzelne Aktivitäten entwickelt. Dafür wurde das Projektteam fortgebildet und führte anschließend Schulungen für die im Projekt involvierten Multiplikator*innen durch und führten diese in online Programme wie Zoom, MS-Teams, Slack, Miro, und weitere ein. So war zumindest mit den Teilnehmenden in urbaneren Zonen eine weitere Zusammenarbeit möglich. Bevor die Multiplikator*innen jedoch in der Lage waren die Aktivitäten selbständig durchzuführen, hat zunächst das Projektteam die Aktivitäten durchgeführt.

2) **Fees (freelance contracts)**

Die veranschlagten Ausgaben wurden um 20% unterschritten. Gründe hierfür sind die Reduzierung der Aktivitäten, siehe oben, sowie die Durchführung von online Trainings durch das Projektteam, siehe hierzu Absatz 1) *Salaries and remunerations - Projektteam*.

3) **Training Measures**

Die veranschlagten Ausgaben wurden um 9,11% überschritten. Insbesondere die schwer kalkulierbaren lokalen Initiativen sind hierfür verantwortlich. Die lokalen Initiativen wurden im Laufe des Projekts entwickelt und unterliegen einer lokalen Analyse, wodurch sich der Charakter und

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die notwendigen Materialien jeder Initiative sehr unterscheiden. Wir sind begeistert von den Ergebnissen der Initiativen und freuen uns, dass die Teilnehmenden ihre tollen Ideen für Veränderung praktisch im Rahmen des Projekts umsetzen konnten.

4) **lease rental charges**

Die veranschlagten Ausgaben wurden um 14,02% unterschritten. Die Gründe hierfür sind die Reduzierung der Aktivitäten insgesamt, sowie die Verlagerung einzelner Aktivitäten in den digitalen Raum. Durch die online Durchführungen waren Raummieten nicht länger notwendig.

5) **travel, accomodation & transportation**

Die veranschlagten Ausgaben wurden um 16,79% unterschritten. Durch die weltweiten und lokalen Reisebeschränkungen mussten als Präsenzveranstaltungen geplante Aktivitäten in den digitalen Raum verschoben werden. Dadurch wurden sowohl Unterbringungs- sowie auch Reisekosten nicht länger benötigt.

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6) **Catering/meals**

Die veranschlagten Kosten für Verpflegung wurden um 2,02% überschritten. Dass die Ausgaben hier, nicht wie bei 4) und 5), gesunken sind, liegt an dem Anstieg lokaler Preise. Die COVID-19-Pandemie hatte Auswirkungen auf den weltweiten Handel und hat zu Preisanstiege geführt.

7) **printing and translation**

Die veranschlagten Kosten wurden um 14,68% überschritten. Verantwortlich hierfür sind vor allem die hohe Auflage der „Policy Papers“ aus Arbeitspaket-2. Aufgrund der sehr guten Ergebnisse haben wir uns entschieden die drei finalen Policy-Papers zu drucken, um diese bei der A.2.7. Conference on Enhancing the Role of Youth in the Public Sphere auszulegen und zu verbreiten. Ebenso wie den Online Survey.

Um die Nachhaltigkeit des entwickelten Planspiels „Magadif“ aus Arbeitspaket-5 zu gewährleisten wurden außerdem die Planspielmaterialien auf qualitativ hochwertigen und vor allem robusten Materialien gedruckt, so dass diese auch nach Beendigung des Projekts weiterhin von den lokalen Trainer*innen genutzt werden können. Insbesondere aufgrund des Ausfalls von A.5.7. war dies den Teilnehmenden ein großes Anliegen.

8) **Evaluation (internal / external)**

Die veranschlagten Ausgaben wurden um 33,42% unterschritten. Die weltweiten Reisebeschränkungen in 2020 zwangen uns die Evaluationen in den digitalen Raum zu verlegen. Dadurch wurden geplante Ausgaben hinfällig.

9) **Other expenditures**

Die veranschlagten Kosten wurden um -8,05% überschritten. Bei der technischen Umsetzung des Online-Surveys A.2.2. waren die Kosten leicht höher als ursprünglich geplant. Ebenso kam es zu Preiserhöhungen seitens der gewählten Dienstleister.

1.1 Erreichen der angestrebten Projektziele:

Es ist zu beschreiben, ob und inwieweit die Projektziele erreicht wurden. Dabei sind die angestrebten und eingetretenen Auswirkungen des Projektes quantitativ und qualitativ darzustellen.

Y-LEAD ist ein Social-Leadership-Programm, das die inklusive Beteiligung von Jugendlichen im öffentlichen Raum fördert. Das Programm zielte darauf ab, die lokale Jugend und insbesondere





Frauen zu befähigen, durch innovative und nicht-formale Lernmethoden Führungsrollen in ihren lokalen Gemeinschaften zu übernehmen. Bei der Umsetzung des Projekts wurden insbesondere Planspiele und die Entwicklung und Durchführung lokaler Initiativen als Werkzeug zur Förderung des Engagements von Jugendlichen und Frauen in der Gemeinschaft und der aktiven Bürgerbeteiligung genutzt. Die Planspiele sind so konzipiert, dass sie Aktivitäten der realen Welt für verschiedene Zwecke wie Training, Analyse oder Vorhersage genau simulieren. Dank Y-LEAD wurden viele junge Menschen, insbesondere auch junge Frauen, für die politische Partizipation im Allgemeinen und für Gemeinderäte (Local Councils) im Besonderen sensibilisiert, motiviert und mit den grundlegenden Fähigkeiten für eine aktive politische Teilhabe ausgerüstet.

Zusätzlich wurden im Rahmen der fünf Arbeitspakete des Projekts die Fähigkeiten der Teilnehmenden Verantwortung zu übernehmen und sich aktiv im politischen Leben ihrer jeweiligen Kommune zu engagieren gezielt ausgebaut bzw. verfestigt. Darüber hinaus gelang es dem Projekt, die Jugendlichen in die Lage zu versetzen, sichere Räume und Möglichkeiten zu schaffen, indem sie mit verschiedenen Schlüsselakteuren und Interessenvertretern zusammenarbeiteten, darunter zivilgesellschaftliche Organisationen, lokale Behörden, Medien und der Privatsektor, insbesondere bei der Entwicklung und Umsetzung von gemeinschaftsbasierten Initiativen, die zu einem nachhaltigen Wandel in ihren Gemeinden beitragen. Dies hat dementsprechend Fähigkeiten wie Networking, Kommunikation und den Aufbau sektorübergreifender Partnerschaften gefördert. Dies bildet im Idealfall eine solide Basis für alle weiteren Bemühungen um ein offeneres Umfeld für Veränderungen und eine zusammenhängende Gesellschaft.

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Das Y-Lead-Programm bestand aus fünf Arbeitspaketen (WPs):

WP1: Bewusstseinskampagne, die darauf abzielte, das Verständnis junger Menschen für das politische System in Ägypten zu erhöhen, insbesondere für die Rolle und die Verantwortlichkeiten der Gemeinderäte, die als die direkteste Verbindung zwischen den Bürgern und ihrer Regierung angesehen werden. Durch die Entwicklung und Umsetzung eines Planspiels mit dem Titel "Helios" (Stadt der Sonne), das sich um die Gemeinderäte in Ägypten dreht, wollte WP1 die Bedeutung der Gemeinderäte hervorheben, indem es ihre Rolle und Funktionalität betonte. Das Planspiel ermöglichte es den Teilnehmern, in die Rolle von lokalen Entscheidungsträgern zu schlüpfen. Der Entscheidungsfindungsprozess im Planspiel spiegelte die ägyptische Verfassung vollständig wider und ermöglichte es den Teilnehmern so, die Prozesse und die Dynamik der Gemeinderäte besser zu verstehen. Dieses Planspiel ermutigte die Jugendlichen, sich mehr über das politische System in Ägypten bewusst zu werden. Außerdem ermutigte es sie, sich politisch im öffentlichen Raum zu beteiligen. Für die fiktive Stadt "Helios" fanden die Teilnehmer kreative Lösungen für alltägliche Herausforderungen im Zusammenhang mit dem Zugang und der Verfügbarkeit von wichtigen öffentlichen Dienstleistungen finden mussten. Die fiktiven Ereignisse von "Helios" legten den Schwerpunkt auf die Gemeinderäte und die entscheidende Rolle, die sie innerhalb einer Gemeinde spielen. Durch dieses Planspiel konnten sich die Teilnehmer als Bürger von "Helios" treffen und die wichtigsten Herausforderungen ihres täglichen Lebens in Bezug auf Gesundheit, Bildung und öffentliche Versorgungseinrichtungen diskutieren. Außerdem konnten sie mögliche und pragmatische Lösungen für die Probleme der Stadt finden. Das Planspiel wurde 170 Mal in 23 Gouvernoraten gespielt, mit einer Gesamtzahl von 3.268 Teilnehmern.

WP2: bestand aus zwei Teilen: 1) Erstellung einer landesweiten Online-Umfrage, und 2) Erstellung von Policy-Papieren. Die Online-Umfrage diente als Mittel, um eine valide und repräsentative Umfrage zu den Bedürfnissen und Erwartungen von Jugendlichen und Frauen in Bezug auf Werte, Familien- und Berufsleben, soziale und politische Partizipation zu erhalten. Die Strategie-papiere halfen dabei, drängende Themen auf kommunaler Ebene zu analysieren und alternative





Lösungen zu präsentieren, um so die politische Agenda zu beeinflussen. Die Ergebnisse der Umfrage und der anschließenden Strategiepapiere unterstützten also die Planung lokaler Initiativen in dem Sinne, dass die Initiativen bedarfsgerechter waren und die Kräfte leichter zusammengeführt werden konnten.

An der Universität Assiut fanden in Zusammenarbeit mit dem Center of Political and Strategic Studies drei Workshops zu den Policy Papers statt. Der erste Workshop widmete sich dem Verständnis für die Details des Schreibens eines Forschungspapiers. Dieser vermittelte den Teilnehmern Informationen rund um die Erstellung eines Forschungspapiers, das als Baustein für die Erstellung von Policy Papers verwendet wurde. Der zweite Workshop konzentrierte sich darauf, die von jeder Gruppe präsentierten Forschungspapiere zu analysieren, um schließlich verschiedene Strategiepapiere zu den folgenden Themen zu erstellen: politische Befähigung von Jugendlichen, Befähigung von Frauen im IKT-Sektor und Freiwilligenarbeit. Am Ende des Workshops wurden Interventionspunkte für jede Gruppe skizziert, die als Grundlage für die Strategiepapiere dienen, die sie im folgenden Workshop präsentieren sollten. Der dritte Workshop war der Finalisierung und der Entwicklung von Empfehlungen für die Politikpapiere gewidmet, die unter den folgenden drei finalisierten Themen präsentiert wurden. Gastredner wurden eingeladen, um jeder Gruppe eine gründliche Kritik an den entwickelten Papieren zu geben. Außerdem fand eine Verbreitungsveranstaltung statt, bei der die veröffentlichten Policy Papers vorgestellt wurden.

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WP3: Die Realisierung von (sektorübergreifenden) lokalen Initiativen zielte darauf ab, den Dialog zwischen verschiedenen Sektoren der Gesellschaft zu starten, zu erleichtern und aufrechtzuerhalten. Die lokalen Initiativen zielten auf marginalisierte Gruppen wie benachteiligte Kinder, chancenlose Jugendliche und in Armut lebende Frauen. WP3 war ein Einfallstor, um gute Beziehungen zu lokalen Interessenvertretern (aus verschiedenen Sektoren) im Allgemeinen und zu den lokalen Behörden im Besonderen aufzubauen. Während WP-3 lernten die Jugendlichen und Frauen, wie man Dialog fördert, wie man Randgruppen einbezieht und wie man lokale Interessenvertreter aus verschiedenen Sektoren erreicht. In diesem Zusammenhang setzten sie lokale Initiativen um, die darauf abzielten, Kommunikationskanäle zwischen den verschiedenen Sektoren der Gesellschaft zu öffnen, die normalerweise nicht interagieren. Darüber hinaus konnten die beteiligten Jugendlichen und Frauen dank dieser lokalen Initiativen die Probleme der Gemeinschaft angehen, indem sie ihre eigenen Lösungen entwickelten und umsetzten. In Zusammenarbeit mit CDS, der Mashrou' Watan Party und lokalen Organisationen setzten die Begünstigten 15 Initiativen um, von denen fünf aufgestockt wurden. Die Initiativen wurden in 16 Gouvernoraten in Zentralägypten (Kairo, Qalilyubia und Giza), im Delta (Sharkeya und Gharbeya), in Unterägypten (Luxor, Awan, Assiut, Sohag und Qena) und in Oberägypten (Minya, Beni-Suef und Fayoum) entwickelt und erfolgreich umgesetzt. Die lokalen Initiativen umfassten verschiedene Themen der Gemeindeentwicklung und die Ziele für nachhaltige Entwicklung (SDGs), die sich auf Themen wie Umwelt, Bildung, Gesundheit, sozialer Wandel und Wirtschaft beziehen.

WP4: Capacity Building und Empowerment zielte darauf ab, Jugendliche und Frauen zu befähigen, führende Rollen im öffentlichen Bereich zu übernehmen und an Gemeinderatswahlen teilzunehmen, wenn diese in Ägypten wiederaufgenommen werden. Als solches wurde eine Reihe von Workshops organisiert, um die Kapazitäten der ausgewählten Teilnehmer zu stärken und ihnen Ressourcen und Übungen zur Weiterentwicklung ihrer Fähigkeiten zur Verfügung zu stellen. 28 Teilnehmer (16 Frauen und 12 Männer) aus 15 Gouvernoraten wurden ausgewählt. Durch ihre Teilnahme an den Aktivitäten von WP4 verbesserten sie ihre Kommunikationsfähigkeiten, Verhandlungsgeschick, Überzeugungsfähigkeiten, Führungskompetenzen, Agenda-Setting, Kampagnenführung und erlangten rhetorische Fähigkeiten um öffentliche Reden zu halten. Außerdem lernten sie wie weitere Unterstützer*innen gefunden und weitere Ressourcen mobilisiert





werden können. Diese Themen wurden im Rahmen von drei Workshops vermittelt. Nach dem Ende von WP4 kandidierten zwei Teilnehmer für die Parlamentswahlen, zehn Teilnehmer entschieden sich, für die Gemeinderatswahlen zu kandidieren, wenn sie wieder antreten, und andere unterstützten Kandidaten, die für die Parlamentswahlen kandidierten, bei ihren Wahlkampagnen.

WP5: Schaffung nachhaltiger Dialogformate (Runde Tische und Foren) zielte darauf ab, sektorübergreifende Netzwerke auf Gouvernoratsebene zu etablieren, die als Kooperationsräume für Stakeholder aus dem privaten Sektor, den Medien, der Wissenschaft, der Zivilgesellschaft und dem Staat dienen, um sich auszutauschen und ihre Gemeinden in ihrer sozialen und wirtschaftlichen Entwicklung zu unterstützen. Um eine solide Basis zu schaffen, wurde eine Stakeholder-Analyse in 23 Gouvernoraten durchgeführt, wobei der Fokus auf Einrichtungen lag, die in den verschiedenen Sektoren mit Jugendlichen arbeiten. Die Stakeholder aus verschiedenen Sektoren wie öffentliche Einrichtungen, private Unternehmen oder Ministerien wie Bildung, Social Solidarity und Jugend und Sport sowie NROs wurden identifiziert. Nach einer Auswertung der Stakeholder-Analyse nutzte Y-LEAD die innovative Methode des Planspiels, um den Austausch zwischen den verschiedenen Stakeholdern zu erleichtern und gegenseitiges Vertrauen als entscheidende Voraussetzung für die kommenden Dialogformate aufzubauen. Daher fand vor der Umsetzungsphase ein Workshop zur Entwicklung des Planspiels für "Creating Local Networks" im Mercure Hotel in Ismailia statt. Das Planspiel erhielt den Namen "Magadif" und wurde 6 Mal in 6 verschiedenen Gouvernoraten mit insgesamt 100 verschiedenen Teilnehmern aus unterschiedlichen Sektoren erfolgreich durchgeführt. Zusätzlich schlugen die Teilnehmer am Ende jedes Planspiels drei Initiativen vor. Die Zusammenarbeit und das Networking endeten jedoch nicht mit dem Ende der Implementierungsphase, da Diskussionen am runden Tisch eingeführt wurden, die sich auf die Diskussion und Verfeinerung der vorgeschlagenen Initiativen jeder Planspielimplementierung konzentrierten.

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Nach Abschluss des Projekts im Dezember 2020 hat es erfolgreich Folgendes erreicht:

- Aufbau der Kapazitäten von Jugendlichen und Frauen in 23 Zielgouvernoraten, um den Dialog zu erleichtern, marginalisierte Gruppen einzubeziehen und lokale Akteure aus verschiedenen Sektoren zu erreichen, um positive Veränderungen herbeizuführen und das Gefühl von Eigenverantwortung, Inklusion und sozialem Zusammenhalt zu entwickeln.
- Aufbau von sektorübergreifenden Netzwerken, die die Umsetzung lokaler Gemeindeinitiativen in 23 Gouvernoraten unterstützten. Die sektorübergreifenden Netzwerke umfassten lokale Behörden, zivilgesellschaftliche Organisationen, Medien, den privaten Sektor und Nadi El Mohakah (Simulation Game Club, Ägypten).
- Aufbau starker Koalitionen von Akteuren aus verschiedenen Sektoren in den ägyptischen Gouvernoraten, die durch die erfolgreiche Umsetzung und Nachhaltigkeit der von der Jugend vorgeschlagenen Initiativen wesentlich zu einem größeren sozialen Zusammenhalt beitrugen.

Eine detaillierte Übersicht zu den wichtigsten Aktivitäten finden Sie in den folgenden Anlagen.

In **Anlage-1 Übersicht durchgeführter Aktivitäten** finden Sie eine Kurzbeschreibung zu jeder der durchgeführten Aktivitäten.





In **Anlage-3 Erreichen der angestrebten Projektziele** finden Sie eine Übersicht zu den einzelnen Indikatoren aus dem Logframe. Dort finden sich neben der quantitativen Auswertung auch eine Beschreibung inwiefern das Projekt auf die Zielgruppe gewirkt hat.

In **Anlage-4 Durchführung A.1.4.** finden Sie eine detaillierte Übersicht der 173 durchgeführten Planspiel-Workshops mit dem Planspiel „Helios“ im Rahmen der Aktivität A.1.4.

In **Anlage-5 Local Initiatives** beschreibt alle im Rahmen des Projekts durchgeführten Lokalen Initiativen unter A.3.4.

In **Anlage 6: Durchführung A.5.4.** finden Sie eine Zusammenfassung der Durchführung des Planspiels „Magadif“ Rahmen der Aktivität A.5.4.

In **Anlage 7: Final Programme Report** finden Sie eine Übersicht aller Projektaktivitäten und deren Wirkung auf die im Logframe erwähnten Outputs in englischer Sprache.

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Sofern die Projektziele nicht oder nur teilweise erreicht werden konnten, sind die Gründe hierfür ausführlich zu erläutern. Folgende Ziele mit Indikatoren sind vereinbart worden:

Hier eine Zusammenfassung der wesentlichen Ergebnisse der einzelnen Arbeitspakete (WPs). Eine ausführliche Erläuterung der Ergebnisse finden Sie in **Anlage 8: External Evaluation Report** in englischer Sprache.

A) Relevanz

Y-LEAD mit seinen fünf Arbeitspaketen hat seine Relevanz für die Bedürfnisse der ägyptischen Jugendlichen und Frauen bewiesen, insbesondere vor dem Hintergrund des aktuellen politischen Kontextes in Ägypten, der weitgehend durch ein hohes Maß an Bürokratie und Zentralisierung, die Schwierigkeit Entscheidungsträger zu erreichen, und das fehlende oder begrenzte politische Fachwissen unter jungen Menschen gekennzeichnet ist. Durch Y-LEAD wurden ägyptische Jugendliche und Frauen mit dem ägyptischen politischen System, der Struktur und Rolle der Gemeinderäte, sowie den Konzepten der Bürgerbeteiligung und einer aktiven Bürgerschaft vertraut gemacht. Durch das Planspiel "Helios" (WP1) erwarben die Begünstigten die notwendigen Fähigkeiten, um bei den Gemeinderatswahlen zu kandidieren und aktive Mitglieder der Gesellschaft zu werden. Sie bauten auch Netzwerke und Partnerschaften mit einer Reihe von Einrichtungen aus dem staatlichen Sektor, der Zivilgesellschaft und dem privaten Sektor auf.

Die Erstellung von Policy Papern (WP2) war ebenfalls relevant für die Bedürfnisse der Teilnehmer, denen es durch die von Baseera durchgeführte Online-Umfrage gelang, Daten zu Themen zu sammeln, die für ihre Gemeinden wichtig und relevant sind, und so die Lücke zwischen den gewählten Vertretern und ihren Wählern zu schließen. Durch die Komponente des Kapazitätsaufbaus und die Vermittlung des Know-hows zum Verfassen von Grundsatzpapieren waren die Teilnehmer in der Lage, den Entscheidungsträgern Policy Papers zu präsentieren, die die Bedürfnisse ihrer Gemeinden widerspiegeln, einschließlich Empfehlungen und alternativer Lösungen.

Bei der Umsetzung der lokalen Initiativen (WP3) gelang es den Teilnehmern, Ideen zu entwickeln und Vorschläge für Initiativen zu schreiben, die auf die Bedürfnisse ihrer Gemeinden eingehen, einschließlich benachteiligter Kinder, chancenloser Jugendlicher und in Armut lebender Frauen. Die Initiativen deckten verschiedene Themen der Gemeindeentwicklung und der SDGs ab, wie zum Beispiel: Umwelt, Bildung, Gesundheit, sozialer Wandel und Wirtschaft. Durch die Umsetzung sektorübergreifender lokaler Initiativen gelang es den Teilnehmern, einen Dialog zwischen





den verschiedenen Sektoren der Gesellschaft zu beginnen, zu erleichtern und aufrechtzuerhalten. Darüber hinaus gelang es ihnen, Partnerschaften mit verschiedenen Stakeholdern wie Regierungsstellen, Medien, dem Privatsektor und der Zivilgesellschaft aufzubauen, was sehr wichtig ist, um ihr politisches Engagement zu fördern und ihnen zu helfen, aktive Mitglieder in ihren Gemeinden zu werden.

Der Aufbau von Kapazitäten unter Jugendlichen und Frauen (WP4) war besonders relevant für die Bedürfnisse der Zielgruppe, da sie lernten, wie man gesellschaftliche Bedürfnisse einschätzen, Kampagnen vorbereiten und für Gemeinderatswahlen kandidieren kann, was perfekt mit ihren Zielen übereinstimmte; ob sie nun für Parlaments- oder Kommunalwahlen kandidieren oder Führungspositionen in der Gemeindegemeinschaft übernehmen wollen. In der Tat berichten einige Teilnehmer, dass sie das Gelernte in realen Situationen anwenden konnten. Zum Beispiel wandte sich eine Teilnehmerin an die Führungskräfte in Luxor, um gemeinsam Lösungen für eine der dringendsten Herausforderungen der Gemeinde zu finden: die wirtschaftliche Verwundbarkeit von Frauen. Die betreffende Teilnehmerin schlug vor, dass sich NROs zusammenschließen und vernetzen, um Frauen in Luxor eine Berufsausbildung zu ermöglichen, damit sie anfangen können, selbstständig Einkommen zu erzielen.

Die Überbrückung der Kluft zwischen Entscheidungsträgern und Jugendlichen wurde auch durch die Schaffung nachhaltiger Formate für den Dialog (WP5) angesprochen. Durch das Planspiel "Magadif" gelang es, Formate zu etablieren, die eine Diskussion über lokale Bedürfnisse und Herausforderungen von Jugendlichen und Frauen ermöglichen. Letzteres trug dazu bei, inter- und intra-sektorale Kooperationen zu schaffen, mit dem Ziel, langfristige Netzwerke in verschiedenen Gemeinden für kommende Initiativen und zukünftige Projekte zu bilden. Die runden Tische, die auf das Planspiel folgten, trugen ebenfalls dazu bei, Entscheidungsträger und junge Menschen zusammenzubringen, um kommunale und gesellschaftliche Belange zu diskutieren und die verschiedenen Perspektiven auszutauschen.

B) Effektivität

Das übergeordnete Ziel von Y-LEAD, die Erhöhung der sozialen und politischen Partizipation von Jugendlichen und Frauen im öffentlichen und politischen Raum, konnte erreicht werden. Durch das Planspiel "Helios" (WP1), das 170 Mal von 3.268 Begünstigten in 23 Gouvernoraten gespielt wurde, wurde den Teilnehmern die Bedeutung und Funktionalität der Gemeinderäte bewusst. Das Spiel hatte einen deutlichen und nachhaltigen Einfluss auf die Teilnehmer, da einige der Begünstigten für das Parlament kandidierten und andere für die Verwaltungen/Wahlen der Jugendzentren kandidierten. Zusätzlich kandidierten zwei der 28 Teilnehmer für die Parlamentswahlen, drei unterstützten Kandidaten bei ihren Wahlkampagnen und zehn entschieden sich, für die kommenden Gemeinderatswahlen zu kandidieren, nachdem sie im Rahmen von WP4 ein Kompetenztraining erhalten hatten.

Durch den Aufbau ihrer Fähigkeiten zum Verfassen von Strategiepapieren (WP2) gelang es 27 Teilnehmern aus 8 Gouvernoraten, Ideen für drei Strategiepapiere (Policy Papers) zu den Themen politischer Befähigung der Jugend, Befähigung von Frauen im öffentlichen Sektor und Freiwilligenarbeit zu entwickeln. Sie erhielten dazu Feedback von Beamten in Regierungsbehörden wie dem Ministerium für soziale Solidarität (MoSS), dem Ministerium für Jugend und Sport (MoYS) und der Micro, Small & Medium Enterprise Development Authority (MSMEDA), die eng mit Entscheidungsträgern zusammenarbeiten und über praktische Erfahrungen verfügen. Darüber hinaus halfen die Partnerschaften mit den Führungskräften von MoSS, MoYS und MSMEDA den Teilnehmern, starke Netzwerke aufzubauen, die für sie von Vorteil sind, wenn sie sich in der politischen und öffentlichen Sphäre in Ägypten engagieren wollen.

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Der Aufbau von sektorübergreifenden Netzwerken mit verschiedenen Sektoren der Gesellschaft, einschließlich Regierungsbeamten, Medien, Privatsektor und Zivilgesellschaft, wurde auch durch die sektorübergreifenden lokalen Initiativen (WP3) realisiert. Darüber hinaus gelang es den Teilnehmern durch das Planspiel "Magadif" (WP5), Netzwerke und Partnerschaften mit verschiedenen Sektoren der Gesellschaft aufzubauen, was es den Teilnehmern ermöglichte, die Umsetzung mehrerer lokaler Initiativen aufgrund von Ressourcensharing und Wissensaustausch zu planen. Da die Mehrheit der Teilnehmer lokale Beamte war, war das Arbeitspaket außerdem erfolgreich bei der Veränderung der Wahrnehmung von Entscheidungsgremien hinsichtlich der Bedeutung von inter- und intra-sektoraler Zusammenarbeit. In Übereinstimmung mit den Zielen von Y-LEAD wurden die Jugendlichen gezielt mit passenden Partnern vernetzt und angeleitet Partnerschaften aufzubauen und erhielten Zugang zu Gemeinschaftsnetzwerken, durch die die Jugendlichen ermutigt wurden, sich im politischen Leben zu engagieren.

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C) Effizienz

Y-LEAD schaffte es, trotz der Herausforderungen durch den Ausbruch der COVID-19-Pandemie und die Einschränkungen des öffentlichen Lebens, seine Ergebnisse effizient und zeitnah zu liefern. Die Teilnehmer der verschiedenen Arbeitspakete erwähnten, dass die Methoden und Strategien, die zur Umsetzung der verschiedenen Aktivitäten verwendet wurden, effizient waren. In Bezug auf WP1 waren die Teilnehmer mit den angebotenen interaktiven Schulungen, den Folge- und Überwachungsaktivitäten sowie den etablierten Partnerschaften zufrieden, die dieser Komponente halfen, ihre Ziele zu erreichen. Es standen mehrere Ressourcen zur Verfügung, die genutzt werden konnten, wie z.B. personelle Ressourcen (Erfahrungsaustausch zwischen den Teilnehmern sowie die Expertise der beteiligten Spezialisten), finanzielle Ressourcen und technische Ressourcen (Online-Plattformen zur Förderung von "Helios"). Die effektive Nutzung der Ressourcen dieser Komponente führte zu unbeabsichtigten Ergebnissen. Das Spiel wurde 170 Mal statt 150 Mal gespielt und erreichte damit eine größere Anzahl von Teilnehmern als geplant.

Was WP2 anbelangt, war die Verwendung der Baseera-Umfrage als Grundlage für die Erstellung von Strategiepapieren sehr effizient, da sie den Aufwand und die Zeit der Teilnehmer für die Identifizierung potenzieller Lücken in der Gemeinde verringerte. Die Teilnehmer profitierten insbesondere von der Expertise der Professoren der Universität Assiut im Zentrum für politische und strategische Studien, der Teilnehmer mit höherem Bildungshintergrund und der Führungskräfte von MoSS, MoYS und MSMEDA, um in kurzer Zeit effizient Wissen und Informationen zur Erstellung von Strategiepapieren zu sammeln.

In Bezug auf WP3 erwähnten die Teilnehmer, dass sie ihre Ressourcen und Netzwerke effizient und klug genutzt haben. Sie verließen sich auf ihre Erfahrungen und die Fähigkeiten der anderen, um trotz der Herausforderungen, die im Jahr 2020 auftraten, effiziente und angemessene Pläne zu erstellen. Sie hatten auch von Anfang an einen klaren Plan und schafften es, genau die Ideen zu verwirklichen, die sie von Anfang an hatten. Daher schafften es einige der Initiativen, die Aufmerksamkeit der Medien zu erlangen (gesundheitsorientierte Initiativen). Ihre Vorbereitung, die effiziente Nutzung vorhandener Ressourcen, ihre Netzwerkfähigkeiten und das Vorhandensein alternativer Pläne halfen vielen von ihnen, mit Herausforderungen umzugehen.

In Bezug auf WP4 erwähnten die Teilnehmer, dass der verwendete pädagogische Ansatz (partizipative Methodik), die Abfolge der Themen, der Austausch von Fachwissen unter den Teilnehmern und die sorgfältige Auswahl der Trainer sehr effizient waren und dazu beitrugen, die Ziele des WP zu erreichen. Der effiziente Einsatz von Humanressourcen wurde auch in WP5 hervorgehoben.





Die Erfahrungen und Fähigkeiten der Moderatoren spielten eine Rolle für den Erfolg der Planspiele. Ebenso war der vielfältige Hintergrund der Teilnehmer, von denen einige lokale Beamte sind, aufgrund ihrer weitreichenden Verbindungen hilfreich bei der effizienten Umsetzung der Initiativen in ihren Gemeinden.

D) Wirkung (Impact)

Y-LEAD hat es geschafft, eine signifikante Wirkung bei Jugendlichen und Frauen in Ägypten zu erzielen. Durch das Planspiel "Helios" wurden 3.268 Teilnehmer auf die Gemeinderäte aufmerksam, insbesondere auf ihre Rolle und Funktionalität in der Gesellschaft. Viele zeigten Interesse, bei den Gemeinderatswahlen zu kandidieren, sobald diese im kommenden Jahr angekündigt werden. Darüber hinaus ermutigte der Aufbau der Kapazitäten von 28 Teilnehmern durch WP4 10 von ihnen, für Gemeinderäte zu kandidieren, zwei kandidierten für Parlamentswahlen und drei arbeiteten in Wahlkampfteams. Somit gelang es dem Programm, die Beteiligung von Jugendlichen und Frauen in der politischen Sphäre zu erhöhen.

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Darüber hinaus hat das Programm vielen seiner Nutznießer geholfen, sich wichtige Fähigkeiten anzueignen, wie z.B. das Erstellen von Strategiepapieren (Policy Papers), um das Agenda Setting auf lokaler Ebene zu beeinflussen. Die Wirkung des Programms wurde auch durch die sektorübergreifenden lokalen Initiativen deutlich, die dazu beitrugen, Herausforderungen in den Bereichen Umwelt, Bildung, Gesundheit, Wirtschaft und sozialer Wandel anzugehen. Die wichtigste Auswirkung von WP3 ist die Schaffung von sektorübergreifenden Netzwerken und Partnerschaften zwischen verschiedenen Bereichen der Gesellschaft. Zwar konnten die alle geplanten lokalen Netzwerke während der Projektlaufzeit durchgeführt werden, doch kam es zu selbstorganisierten netzwerkbildenden Treffen im Zeitraum Januar bis März 2021. Die lokalen Initiativen hatten auch indirekte Auswirkungen, da die Begünstigten aktive Schritte unternahmen, um die gesammelten Informationen an ihre Gemeinden weiterzugeben. Daher kam es zu einem "Trickle-down"-Effekt, durch den sich die Auswirkungen vervielfachten und Personen über die Zielgruppe hinaus erreicht wurden. Schließlich gelang es dem Y-LEAD-Programm durch das Planspiel "Magadif" (WP5), die Wahrnehmung von 100 lokalen Beamten und Jugendlichen hinsichtlich der Bedeutung von lokaler Vernetzung und der Etablierung von Netzwerken zu verändern. Alle Teilnehmer haben die Kunst des Netzwerkes besser verstanden und erkennen dessen Mehrwert, vor allem, dass die Umsetzung erfolgreicher Initiativen nur durch die Zusammenführung von Ressourcen, Wissens- und Erfahrungsaustausch erreicht werden kann.

Es ist wichtig zu erwähnen, dass die Planspiele von der Mehrheit der Teilnehmer sehr positiv wahrgenommen wurden. Sie waren sehr beeindruckt von der Verwendung von Planspielen zur Vermittlung von Botschaften, so dass sie ein Interesse daran entwickelt haben, Planspiel-Moderatoren zu werden. Auch nach der Beendigung der Planspiel-Implementierungen sind mehrere Teilnehmer zu aktiven Bürgern geworden, die an Treffen in ihren Gouvernements teilnehmen, die organisiert werden, um ihrer Gemeinde zu dienen und lokale Initiativen umzusetzen.

E) Nachhaltigkeit

Viele der Aktivitäten, die im Rahmen von Y-LEAD durchgeführt wurden, haben eine hohe Chance, auch in der kommenden Periode nachhaltig zu sein. In Bezug auf WP1 ist die Nachhaltigkeit gewährleistet, da eine Reihe von Bildungseinrichtungen (Assiut und Helwan Universitäten) und Jugendzentren ihr Interesse am "Helios" Planspiel bekundet und dessen Durchführung organisiert haben, in Zusammenarbeit mit geschulten lokaler Trainern. Die Professoren der Universitäten Assiut und Helwan waren sehr zufrieden mit "Helios", weil sie den signifikanten Einfluss des Spiels auf ihre Studenten bemerkten.





Was WP2 betrifft, so beruht seine Nachhaltigkeit auf der Reichweite der Strategiepapiere und deren Einfluss auf Entscheidungsträger und deren politischen Agenda. CDS hat die Strategiepapiere an mehrere Exekutivbehörden verteilt. So haben die offiziellen Entscheidungsträger die alternativen Politiken und Empfehlungen, die in den drei Strategiepapieren vorgeschlagen wurden, erhalten und auseinandergenommen. Es war geplant, diese Strategiepapiere in Initiativen umzusetzen. Da die Strategiepapiere jedoch nicht an alle Y-LEAD-Teilnehmer verteilt wurden, war es schwierig, dies zu verwirklichen. In Bezug auf WP3 kann der Aufbau von sektorübergreifenden Partnerschaften eine wichtige Rolle für die Nachhaltigkeit dieser Komponente spielen. Viele der Teilnehmer erwähnten auch, dass die Ergebnisse der Initiativen und das geschaffene Bewusstsein unter den Begünstigten einen nachhaltigen Effekt hatten.

WP 4 wurde von den Teilnehmern als nachhaltig angesehen, solange es seiner partizipativen und diskussionsbasierten Lernmethodik treu bleibt. Die Teilnehmer lobten sogar die field-studies, die am Ende jeder Phase praktisch angewendet wurden. Darüber hinaus wurden ergänzende Capacity-Building-Trainings durchgeführt und die Teilnehmer gezielt mit den Jugendausschüssen in den politischen Parteien und lokalen Mandatsträger vernetzt. Wodurch die Nachhaltigkeit von WP4 gewährleistet werden könnte.

In WP5 wurden, um die Nachhaltigkeit des Ziels der Spielumsetzung zu gewährleisten, Gespräche am runden Tisch initiiert. Diese runden Tische sollen eine Plattform sein, auf der sich Mitglieder der Gesellschaft aus verschiedenen Sektoren treffen und über die praktikable Umsetzung von Initiativen in ihren Gemeinden diskutieren. Nach der Projektlaufzeit kam es zu selbstorgansierten Treffen lokaler stakeholder und wir sind sehr zuversichtlich diese im Rahmen eines Folgeprojektes verfestigen zu können.

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Anlage-1: Übersicht durchgeführter Aktivitäten

Aktivität		Durchführung
<i>Bitte alle während der Projektlaufzeit durchgeführten Aktivitäten in dieser Spalte auflisten- Nummerierung verwenden</i>		<i>Bitte darauf eingehen, ob es Abweichungen in der tatsächlichen Durchführung der Aktivitäten und der geplanten Durchführung, welche im Antrag beschrieben wurde, gab. (z.B # of pax, # of workshops (Durchführung von Simulationsspiele), etc.</i>
ARBEITSPAKET 1		
A.1.1.	Kick-Off-Treffen	A.1.1. wurde wie geplant durchgeführt. Die NMF-Mitglieder haben eine Umsetzungsstrategie entwickelt, die die Kapazitäten der NMF-Mitglieder während der Umsetzungsphase sowie die unterschiedlichen Anstrengungen, die in den verschiedenen Gouvernoraten unternommen werden müssen, berücksichtigt.
A.1.2.	Planspiel Entwicklung-Workshops: Kommunalwahlen (Local Council Elections)	A.1.2. wurde erfolgreich durchgeführt. Nach zwei Tagen Input von dem externen Experten Ahmed Hassan, hat CRISP gemeinsam mit CDS und NMF-Mitgliedern den Prototyp für das neue Planspiel entwickelt. Einschließlich einer detaillierten Evaluierungseinheit, die sich auf die Quellen und Mittel der Verifizierung bezieht.
A.1.3.	Testlauf des Planspiels	A.1.3. wurde in zwei Tagen durchgeführt. Als erstes wurde das Planspiel durchgeführt und anschließend angepasst (Feinabstimmung). Zweitens planten die NMF-Mitglieder, die mit der Durchführung des Planspiels betraut waren, im Rahmen eines Trainings für Trainer die lokalen Aktivitäten im Detail. Darüber hinaus wurden Sicherheitsaspekte diskutiert und Maßnahmen erdacht - die Teilnehmenden haben dem vorgeschlagenen Szenario, Lernzielen, den zu erzielenden Resultaten und den Sicherheitsbestimmungen zugestimmt.
A.1.4.	Durchführungen: Planspiel Kommunalwahlen (Local Council Elections)	Die Durchführung wurde erfolgreich abgeschlossen. Das Planspiel wurde 170 Mal durch die Governoratoren durchgeführt (verglichen mit den ursprünglich angestrebten 150 Durchführungen). Insgesamt haben 3,268 Menschen teilgenommen. Von den Teilnehmer*innen waren 1,923 (59%) Frauen und 1,345 (41%) Männer. Die Teilnehmer*innen waren zwischen 18 (Minimum) und 35 (Maximum) Jahre alt mit einem Durchschnitt von 26 Jahren. Ungefähr 79% der Teilnehmer*innen des Planspiels stammten aus der Mittelschicht wobei der Bildungshintergrund variierte von Elementarstufe bis hin zu Universitätsabschlüssen. Von jeweils 100 Teilnehmer*innen hatten 90 einen Universitätsabschluss oder waren aktuell dabei einen Universitätsabschluss zu erlangen. Das Interaktions- und Kommunikationslevel während des Planspiels war sehr hoch. 85% der Teilnehmer*innen gelang es, sich in das Planspiel hineinzudenken.



ARBEITSPAKET 2		
A.2.1.	Kooperation mit MoYS	Ein fruchtbares Treffen mit Vertretern des Jugendministeriums hat stattgefunden, wobei über mögliche zukünftige Zusammenarbeiten gesprochen wurde. Der Grundgedanke, die Zentren für politische Bildung, die von MoYS geleitet werden, für die Durchführung der Planspiele zu den Lokalwahlen zu nutzen, wurde erfolgreich umgesetzt.
A.2.2.	Technische Umsetzung der Umfrage	A.2.2 wurde wie geplant abgeschlossen.
A.2.3.	Start und Auswertung der Online-Umfrage	Die Umfrage wurde erfolgreich gestartet und wir haben die endgültigen Ergebnisse vom Meinungsinstitut Baseera erhalten
A.2.3.1.	Präsentation der Umfrage	Die Ergebnisse der Umfrage wurden in Assiut den Studenten des Zentrums für politische und strategische Studien der Universität Assiut und erneut an der Universität Assiut den Teilnehmern der Workshops zur Entwicklung der Strategiepapiere vorgestellt. Die Teilnehmer werden den Kontext aus einer qualitativen Perspektive analysieren, basierend auf den quantitativen Daten, die in den Umfrageergebnissen präsentiert wurden. Sie werden sich drei Forschungsfragen überlegen und entsprechende „Policy Papers“ erarbeiten.
A.2.4.	Kapazitätsentwicklung: Konfliktanalyse	Alle drei Workshops wurden an der Universität Assuit durchgeführt in Partnerschaft mit dem Zentrum für politische und strategische Studien. Der erste Workshop zu Konfliktanalyse und Auswahl von Recherchethemen wurde durchgeführt vom 9.-12. Dezember. Insgesamt 27 Teilnehmer*innen (17 Frauen und 10 Männer) von acht verschiedenen Governatoren haben teilgenommen. Der Zweck des 1. Workshops war es die Teilnehmer*innen mit Informationen zu versorgen, wie ein Research-Paper entwickelt werden kann. Dieses Wissen wird als Grundbaustein verwendet werden, um Policy-Papers zu erstellen.
A.2.5.	Kapazitätsentwicklung: Strukturiertes Schreiben	Insgesamt haben 16 Teilnehmer*innen (11 Frauen und 8 Männer) aus fünf verschiedenen Governatoren am Workshop teilgenommen. Der Zweck des zweiten Workshop war es die von jeder Gruppe erstellten Research-Paper zu beurteilen, um anschließend verschiedene Strategiepapiere zu den folgenden Themen zu erstellen: Politische Ermächtigung der Jugend und Ermächtigung der Frauen und Freiwilligenarbeit. Durch das Training wurden den Teilnehmer*innen die benötigten Fertigkeiten und Techniken zur Verfügung gestellt, um ein Strategiepapier zu konstruieren.
A.2.6.	Kapazitätsentwicklung: Verbreitung/Veröffentlichung	Insgesamt haben 16 Teilnehmer (16 Frauen und 8 Männer) aus fünf verschiedenen Governatoren an dem Workshop teilgenommen. Im Zentrum des dritten Workshops stand die Finalisierung der Policy-Papiere, wobei die Ratschläge der eingeladenen Gastredner miteingeflossen sind.



A.2.7	Konferenz zur Stärkung der Rolle der Jugend im öffentlichen Raum - Vorbereitungstreffen	Die Konferenz zielte darauf ab, Diskussionen und Analysen zwischen verschiedenen Interessenvertretern in Bezug auf den Inhalt der drei Strategiepapiere anzustoßen, um den Studenten, die an den Strategiepapieren arbeiteten, eine bessere Anleitung zu geben und die Anwendung der vorgeschlagenen Maßnahmen im aktuellen ägyptischen Kontext zu diskutieren. Experten aus den Bereichen Public Policy, Politikwissenschaft, Empowerment von Jugendlichen und Frauen wurden eingeladen, ihre Inputs und Empfehlungen zu den entwickelten Strategiepapieren zu geben und mit den Anwesenden zu diskutieren.
ARBEITSPAKET 3		
A.3.1 (1)	Training für Trainer (1): Kapazitätsentwicklung	Das Ziel des Workshops war es, die Fähigkeiten der anwesenden Teilnehmer*innen in Bezug auf die benötigten Fähigkeiten wie z. B. Theorie des Wandels, Risikobewertung und Projektmanagement-Zyklus aufzubauen und ihnen die Ziele für nachhaltige Entwicklung (SDGs) vorzustellen. Darüber hinaus stand das Thema Umwelt im Fokus und das Potenzial der Entwicklung und Umsetzung von Initiativen, die sich auf diese konzentrieren. 33 Teilnehmer (17 Frauen und 16 Männer) aus 17 verschiedenen Gouvernoraten besuchten den ersten Workshop.
A.3.1 (2)	Training für Trainer (2): Kapazitätsentwicklung	Der Zweck des zweiten Workshops war es, die Kapazitäten der 36 anwesenden und teilnehmenden Jugendlichen in den erforderlichen Kompetenzen aufzubauen, wie z. B.: Initiativplanung, Zielsetzung, unbewusste Voreingenommenheit, gewaltfreie Kommunikation usw. und ihre Fortschritte in ihrer Initiativplanung zu sehen. In diesem Workshop präsentierten die Teilnehmer ihre ersten Initiativpläne, an denen sie seit dem ersten Workshop gearbeitet hatten, und bekamen Feedback und Anleitung vom Projektteam.
A.3.1 (3)	Training-of-Trainers (3): Kapazitätsentwicklung	Ziel des Workshops war es, dass die Teilnehmer*innen sich untereinander austauschen und voneinander über die Umsetzung der Initiative lernen, 2) sich mit einer Vielzahl von Evaluierungsinstrumenten/-methoden und Standards professioneller Evaluierung vertraut machen, 3) eine abschließende Bewertung ihrer Erfolge und Herausforderungen bei der Umsetzung ihrer Initiative vornehmen und 4) das Arbeitspaket 3 (alle 3 Workshops) evaluieren.
A.3.2.	Regionale Workshops zur Kapazitätsentwicklung	In diesem Workshop wurden die Ergebnisse der Initiativen vorgestellt und ausgewertet. Auf dieser Grundlage wurde festgelegt, dass die folgenden fünf Gouvernorate ihre Initiativen erweitern werden: Assiut, Kairo, Fayoum, (Giza, Qaliobiya und Beheira) und Qena.
A.3.3.	Einreichung von Initiativvorschlägen und Auswahl	14 Vorschläge wurden eingereicht, genehmigt und die Teilnehmer*innen setzten ihre Initiativen in ihren Gouvernoraten um.
A.3.4.	Durchführung von lokalen Initiativen	14 lokale Initiativen werden durch die Zusammenarbeit mit lokalen Akteuren erfolgreich in den Governatoren umgesetzt.
ARBEITSPAKET 4		



A.4.1.	Auswahl von Kandidaten	Die Ankündigung wurde gemacht. Insgesamt haben sich 60 Teilnehmer*innen beworben: 31 Männer und 29 Frauen aus 16 Gouvernoraten. 30 Teilnehmer wurden angenommen: 14 Männer und 16 Frauen. Der erste Workshop fand vom 16. bis 20. August 2020 statt. 26 Teilnehmer*innen nahmen teil: 14 junge Frauen und 12 junge Männer.
A.4.2	Fortgeschrittene Training zu Agenda-Setting und Campaigning	Dieser Workshop konzentrierte sich auf die Vermittlung der Konzepte Kommunikation, Verhandlung, Überzeugung und Führung. Die Workshop-Reihe zielte darauf ab, einen Kader von Führungskräften aufzubauen, die bereit sind, in ihren Gemeinden etwas zu bewirken. Wenn die Kommunalwahlen beginnen, ist es das Ziel des Projekts, einen Pool von Kandidaten mit Fähigkeiten zu haben, die ihre Einheiten führen werden.
A.4.3	Fortgeschrittenes Training zu Fundraising	Dieser Workshop verbesserte die Fähigkeiten der ausgewählten Teilnehmer und legte den Schwerpunkt auf die Stärkung der Fähigkeiten der Teilnehmer sowie auf die Förderung ihres Selbstbewusstseins, das sie dazu befähigen würde ihre Zielpublikum effektiv anzusprechen zu können.
A.4.4	Individuelles Coaching 1	Während dieser Einzelsitzungen wurden die Teilnehmer*innen angeleitet und beraten, wie sie ihre aktuellen Bemühungen neu abstimmen und wie sie ihre Ziele angesichts ihrer aktuellen Fähigkeiten und Ressourcen am besten erreichen können. Das Projektteam entwickelte Fortschrittsordner für jeden einzelnen Teilnehmer, um seine/ihre Fortschritte zu beobachten, seine/ihre Kommentare zu notieren und eine effektive Nachbereitung in der nächsten Coaching-Sitzung zu ermöglichen.
A.4.5	Fortgeschrittenes Training zum Sprechen in der Öffentlichkeit	Ziel dieses Workshops war es, die Teilnehmer*innen darin zu schulen, Kampagnen zur Interessenvertretung zu planen und durchzuführen, sich mit verschiedenen Institutionen und Einrichtungen zu vernetzen und sich für diese einzusetzen, um ihre jeweiligen lokalen Wahlkreise zu unterstützen und voranzubringen, sowie den jungen Teilnehmer*innen die Möglichkeit zu geben, eine Führungsrolle für ihre lokalen Gemeinden und ihr Land zu übernehmen.
A.4.6	Individuelles Coaching 2	Die zweite Runde des Einzelcoachings zielte darauf ab, die Teilnehmer*innn dabei zu unterstützen, sich kleinere persönliche Ziele zu setzen und Arbeitspläne zu entwickeln, wie sie ihre gesetzten Ziele mit sichtbaren Etappenzielen erreichen können, die sowohl kurz- als auch langfristig realisierbar sind.
A.4.7	Einrichten eines Beirats	Eingeschränkt durch den Lockdown und die Verzögerung bei der Durchführung von Aktivitäten.
A.4.8	Lokaler Schulungsworkshop - Politische Sensibilisierung (2019)	Während des Retreats haben wir bereits 1 von 2 Aktivitäten zur politischen Sensibilisierung durchgeführt
ARBEITSPAKET 5		
A.5.1.	Stakeholder-Analyse pro Gouvernorat (Regierungsbezirk)	Die Stakeholder-Analyse diente als live Dokument, das die Interessen der Stakeholder identifizierte und Wege aufzeigte, die Unterstützung derjenigen zu nutzen, die für die Unterstützung der Projektaktivitäten sind, sowie die Risiken zu managen, die von denjenigen Stakeholdern ausgehen, die dagegen sind.
A.5.2.	Planspiel Entwicklung: Lokale Kooperation (Local Cooperation)	Das Planspiel wurde mit einer Gruppe von 10 Teilnehmern entwickelt, die bereits Erfahrung mit der Entwicklung von Planspielen in Ismaleya haben.



A.5.3.	Testlauf Planspiel: Local Cooperation	Das Planspiel wurde eine Woche nach der Entwicklung getestet, die Finalisierung des Planspiels findet derzeit statt.
A.5.4	Durchführung des Planspiels Lokale Kooperation	Das Planspiel Magadif wurde sechsmal erfolgreich in den folgenden sechs Governoraten durchgeführt: Kairo, Gizeh, Gharbiya, Fayoum, Luxor und Qena. Die Gesamtzahl der Teilnehmer*innen, die an dem Spiel teilnahmen, betrug 100 (43 Frauen und 57 Männer). Diese Teilnehmer setzten sich aus einer sehr heterogenen Gruppe von Vertretern aus verschiedenen Bereichen zusammen. Dies machte die Durchführung eindeutig, da die Teilnehmer*innen die angemessene Repräsentation aller Sektoren der Gesellschaft widerspiegeln
A.5.5	Definieren der Mitglieder der entsprechenden Netzwerke	Die Mitglieder der jeweiligen Netzwerke wurden auf der Grundlage der im Vorfeld durchgeführten round table Gespräche in den sechs umsetzenden Governoraten bestimmt. Die Projektteilnehmer*innen kontaktierten Stakeholder aus verschiedenen Sektoren, die an einer Zusammenarbeit und Unterstützung ihrer lokalen Gemeinschaften interessiert waren
A.5.6	Abhalten erster Treffen auf Governoratsebene	Diese Diskussionen dienten als wertvolles Werkzeug, um Erfahrungen, Wissen, Sorgen und Verbindungen mit anderen Mitgliedern der Gemeinschaft zu teilen und den Stakeholdern die Möglichkeit zu geben, ihre Sorgen zu äußern, Brainstorming zu betreiben und effektive gemeinsame Lösungen für die in ihren Gemeinschaften bestehenden Probleme zu finden. Die erfolgreichen Ergebnisse dieser Diskussionsrunden können als eine Momentaufnahme des kooperativen Potenzials der Stakeholder betrachtet werden
A.5.7	Netzwerke haben ihre eigenen Veranstaltungen/Aktivitäten und Treffen durchgeführt	Erste Gesprächsrunden fanden in den folgenden Governoraten statt: Kairo, Gizeh, Gharbiya, Fayoum, Luxor und Qena. Angesichts der Herausforderungen von COVID-19 und dem von der Regierung verhängten Lockdown kam es jedoch zu einer Verzögerung bei der Durchführung der Gesprächsrunden. Infolgedessen konnte nur Luxor seine Veranstaltungen abhalten, die übrigen Teilnehmer treffen sich, um ihre geplanten Aktivitäten durchzuführen, werden dies aber in den kommenden Monaten tun. Luxor etablierte das sektorübergreifende Netzwerk und organisierte 3 aufeinanderfolgende Treffen. Das Netzwerk sorgte dafür, dass möglichst viele Akteure aus verschiedenen Sektoren zusammenarbeiten, um das gemeinsame Ziel zu erreichen, das Bewusstsein für die Bedeutung des Umweltschutzes zu schärfen. Nach Abschluss der Gesprächsrunde wurde deutlich, dass die Kooperationsmechanismen verbessert wurden, da die Teilnehmer feststellen konnten, wer die geeigneten Stakeholder sind, die sie unterstützen können, und wie sie Verbindungen zu ihnen herstellen können.
ARBEITSPAKET 6		
A.6.1	Kick-Off-Meeting	Beim Kick-off-Meeting gelang es, eine klare und erreichbare Strategie zu entwickeln, um alle gesetzten Ziele des Projekts zu erreichen und die Aktivitäten innerhalb des gesetzten Zeitrahmens des Projekts umzusetzen



A.6.2	Monotoring &Evaluation (halbjährlich)	Im September 2019 und Oktober 2020 wurden halbjährliche Treffen abgehalten, um den Projektfortschritt zu besprechen und Probleme zu entschärfen, die aufgrund der Situation im Land und bei COVID-19 auftraten. An den Treffen nahmen neben dem Direktor von CRISP auch der Projektleiter von CDS teil und sie fanden in Kairo statt.
A.6.2.1	Monitoring & Evaluation der lokalen Aktivitäten (Besuche vor Ort)	Während der Durchführung aller Projektaktivitäten wurden während der gesamten zweijährigen Projektlaufzeit regelmäßige Besuche vor Ort unternommen (<i>field visits</i>)
A.6.3	Abschließende Evaluation	Die abschließende Bewertung fand erfolgreich in der ersten Dezemberhälfte statt. Jedes Arbeitspaket wurde einzeln bewertet, zusätzlich zur abschließenden Bewertung des gesamten Projekts (alle Arbeitspakete)
A.6.4	Abschließendes Event	Trotz der COVID-19-Situation erwies sich die Abschlussveranstaltung mit mehr als 200 Gästen als erfolgreich. Das Projektteam und die Teilnehmer*innen haben einen hervorragenden Job gemacht.
Fin. 9.4	Retreat: Team-Entwicklung	Das Retreat bestand aus moderierten Diskussionen, um bestimmte Ergebnisse und Entscheidungen zu erreichen, Teambewusstsein zu schaffen, Antworten auf unbeantwortete Fragen zu finden und einen klaren Aktionsplan für das gesamte Projekt aufzustellen

1.2 Erreichen der angestrebten Projektziele:

Arbeitspaket	Indikator	Zielvorgabe	Tatsächliches Ergebnis	Einfluss auf die Zielgruppen
	<i>Bitte die Indikatoren aus dem Logframe kopieren</i>	<i>Wenn quantitativ</i>	<i>Wenn quantitative</i>	<i>Bitte so viel ausfüllen wie möglich</i>
WP-1	3.150 der Teilnehmer haben ihr Wissen über die Rechte und Pflichten von Gemeinderäten erheblich erweitert.	3.150	3.268	Eine höhere Zahl als geplant hat nun das Wissen über Gemeinderäte in Ägypten erweitert. Das Bewusstsein wird durch eine Reihe von Workshops erreicht, die systematisch die Fähigkeit einer vielfältigen Gruppe junger Menschen aus mehr als 15 Gouvernoraten (das Projekt hat inzwischen 23 Gouvernorate erreicht und das Spiel wurde bereits 170 Mal durchgeführt) aufbauen, das Konzept der aktiven Bürgerschaft zu fördern und ihr Bewusstsein für Gemeinderäte zu schärfen.



Arbeitspaket	Indikator	Zielvorgabe	Tatsächliches Ergebnis	Einfluss auf die Zielgruppen
	500 der Teilnehmer konnten davon überzeugt werden, an den nächsten Gemeinderatswahlen (Local Council Elections) teilzunehmen	500	375	Die Evaluationseinheit nach dem Planspiel ist entsprechend gestaltet, um die Einstellung der Teilnehmenden abzufragen. Mehrere Übungen sowie Teile des Evaluierungsfragebogens gehen auf diesen Indikator ein. Die gesammelten Daten zeigten, dass insgesamt 375 Personen von 500 Teilnehmern ein ernsthaftes Potenzial zeigten, in Zukunft für den Gemeinderat zu kandidieren, und 40 % der Teilnehmer fanden die Idee, für die Gemeinderatswahlen zu kandidieren oder sich im öffentlichen Bereich zu beteiligen, durchaus akzeptabel.
WP-2	1.000 Jugendliche und Frauen nehmen an der Umfrage teil.	1.000	987	Die gesammelten Daten wurden zwischen dem 27. Juni und dem 4. August 2020 mit zwei verschiedenen Methoden der Datenerhebung gewonnen: einer Online-Umfrage und Telefonanrufen. Die Online-Umfrage wurde mit SurveyMonkey entwickelt und über die mobile Anwendung "Nes2alak" an die Zielpersonen gesendet. Telefonische Umfragen wurden über Mobiltelefonnummern durchgeführt, die nach dem Zufallsprinzip durch Random Digit Dialing generiert wurden. Der Zweck der Telefonumfrage war es, eine repräsentative Stichprobe in den Zielgouvernoraten sicherzustellen.
	3 Strategiepapiere (Policy Papers) wurden erstellt	3	3	Während der Durchführung von 3 Capacity Building Workshops wurden 3 Policy Papers erfolgreich entwickelt. Die drei Themen für die Forschung waren: <ul style="list-style-type: none"> - Politisches Empowerment der Jugend - Wirtschaftliches Empowerment von Frauen - Ehrenamtliche Tätigkeit Den Teilnehmern wurden die entsprechenden Fähigkeiten und Werkzeuge vermittelt, um ein Policy Paper zu erstellen. Sie erhielten Präsentationen zum allgemeinen Format von Politik, zur Definition eines Problems, zur



Arbeitspaket	Indikator	Zielvorgabe	Tatsächliches Ergebnis	Einfluss auf die Zielgruppen
				Datensammlung und zur Entwicklung von Vorschlägen und zur Umsetzung dieser
	Bewerbungen und Teilnahme an Capacity Building Workshops zum Verfassen von Strategiepapieren	20	26	26 Teilnehmer*innen, 16 Frauen und 10 Männer, kamen aus acht Gouvernoraten, um an drei Workshops über die Durchführung von Forschungsarbeiten und die Entwicklung von Strategiepapieren teilzunehmen. Die Mehrheit der Teilnehmer*innen nahm an diesem Workshop teil, um ihr Wissen zu erweitern und die Fähigkeit zu erlangen, Forschungspapiere zu schreiben und verschiedene Forschungsmethoden zu üben. Die Teilnehmer nahmen also mehrheitlich an diesem Workshop teil, um nicht nur ihre technischen Fähigkeiten, sondern auch ihre verhaltensbezogenen und kognitiven Fähigkeiten zu verbessern. Durch diesen Workshop wollten sie einem neuen Bereich, dem Entwicklungsbereich, ausgesetzt werden und mehr über die Forschungsbereiche und Themen, die dieser Bereich anspricht, erfahren.
WP-3	20 Vorschläge für lokale Initiativen wurden eingereicht	20	14	14 Initiativen wurden eingereicht, umgesetzt und erfolgreich ausgewertet
	15 lokale Initiativen durchgeführt	15	14	14 Initiativen wurden eingereicht, umgesetzt und erfolgreich ausgewertet
	5 lokale Initiativen werden priorisiert	5	5	5 lokale Initiativen wurden priorisiert, durchgeführt und erfolgreich bewertet
	Gesamte Reichweite (direkt und indirekt Begünstigte) der lokalen Initiativen	n/a	n/a	
	Social-Media-Berichterstattung über lokale Initiativen und deren Reichweite	n/a	3,263 views	Insgesamt 3,263 views, 2258 followers und 2206 likes auf der Y-LEAD's Facebook-Seite
WP-4	25 Jugendliche und Frauen bewerben sich für ein Amt in den Kommunalwahlen	25	28	28 Teilnehmer*innen (16 Frauen und 14 Männer) aus 15 Gouvernoraten wurden ausgewählt, um die Workshops in WP4 zu besuchen. Durch WP4 lernten die Teilnehmer*innen etwas über Kommunikation,



Arbeitspaket	Indikator	Zielvorgabe	Tatsächliches Ergebnis	Einfluss auf die Zielgruppen
				<p>Verhandlung, Überzeugung, Führung, Agenda Setting, Kampagnenführung und öffentliches Sprechen. Außerdem lernten sie etwas über Ressourcenmobilisierung, Networking und Advocacy. Diese Themen wurden im Rahmen von drei Workshops vermittelt. Nach dem Ende von WP4 kandidierten zwei Teilnehmer*innen für die Parlamentswahlen, zehn Teilnehmer beschlossen, für die Kommunalwahlen zu kandidieren, wenn diese weitergehen und andere unterstützten Kandidaten, die für die Parlamentswahlen kandidierten, bei ihren Wahlkampagnen</p>
WP-5	6 intersektionale Netzwerke wurden etabliert	6	1	<p>Angesichts der Herausforderungen von COVID-19 und dem von der Regierung verhängten Lockdown kam es zu einer Verzögerung bei der Durchführung der Roundtable-Treffen. Infolgedessen konnte nur Luxor seine Veranstaltungen abhalten, die übrigen Teilnehmer treffen sich, um ihre vorgeschlagenen Aktivitäten auszurichten, werden dies aber erst in den kommenden Monaten tun.</p>
	Häufigkeit der Veranstaltungen/Aktivitäten/durchgeführten Treffen von den Netzwerken in den Gouvernateuren		3	<p>Im Gouvernement Luxor fanden 3 aufeinanderfolgende Treffen des Netzwerks statt. Diese Treffen stellten sicher, dass die größte Anzahl von Interessenvertretern aus verschiedenen Sektoren zusammenarbeiten, um das gemeinsame Ziel zu erreichen, das Bewusstsein für die Bedeutung des Umweltschutzes zu erhöhen. Nach Abschluss der Diskussionsrunde war es offensichtlich, dass die Mechanismen der Zusammenarbeit verbessert wurden, da die Teilnehmer feststellen konnten, wer die geeigneten Stakeholder sind, die sie unterstützen können, und wie sie Verbindungen zu ihnen herstellen können.</p>

Anlage-2: Vergleich geplanter und durchgeführter Aktivitäten

Bitte die tatsächlich durchgeführten Aktivitäten mit den Aktivitäten vergleichen, die im Antrag genannt wurden.

WORKING PACKAGES	NO.	TYPE	TITLE	STATUS	PROGRESS		IMPLEMENTATION [planned]		IMPLEMENTATION	
					set target	current	month	year	from	until
WP-1	A.1.1.	Activity	Kick-Off-Meeting	completed	1	1	03	2019	22/3/2019	27/3/2019
WP-1	A.1.2.	Activity	Workshop - Development: Local Council Elections	completed	1	1	06	2019	15/6/2019	21/6/2019
WP-1	A.1.3.	Activity	Test-Runs	completed	1	1	06	2019	14/7/2019 and 29/8/2019	
WP-1	A.1.4.	Activity	Implementation simulation Local Council Elections	completed	150	173	09	2019	Sep-19	Feb-20
WP-2	A.2.1.	Activity	Cooperation with MoYS	completed	1	1	09	2019	23/9/2019	23/9/2019
WP-2	A.2.2.	Activity	Technical Realization of survey	completed	1	1	09	2019	01/07/2019	30/07/2019
WP-2	A.2.3.	Activity	Launch and Evaluation of the online survey	completed	1	1	08	2019	01/08/2019	30/9/2019
WP-2	A.2.3.1.	Activity	Presentation of Survey	completed	1	1	12	2019	12/12/2019	12/12/2019
WP-2	A.2.4.	Activity	Capacity Building: Conflict Analysis	completed	1	1	12	2019	09/12/2019	12/12/2019
WP-2	A.2.5.	Activity	Capacity Building: Structured Writing	completed	1	1	01	2020	13/1/2020	16/1/2020
WP-2	A.2.6.	Activity	Capacity Building: Policy-Paper-Writing	completed	1	1	03	2020	09/03/2020	12/03/2020
WP-2	A.2.7.	Activity	Conference on Enhancing the Role of Youth in the Public Sphere – Dissemination Event	completed	1	1	n/a	2020	17/11/2020	17/11/2020
WP-3	A.3.1.	Activity	Training-of-Trainers (1): Capacity Building	completed	1	1	07	2019	15/07/2019	18/07/2019
WP-3	A.3.1.	Activity	Training-of-Trainers (2): Capacity Building	completed	1	1	08	2020	30/8/2019	02/09/2019
WP-3	A.3.1.	Activity	Training-of-Trainers (3): Capacity Building	completed	1	1	03	2020	02/03/2020	05/03/2020
WP-3	A.3.2.	Activity	Regional Capacity Building Workshops	completed	15	14	11	2019	Mar-20	Jul-20
WP-3	A.3.3.	Activity	Submission of initiative proposals and selection	completed	20	14	09	2019	Sep-19	Oct-19
WP-3	A.3.4.	Activity	Implementation of local initiatives.	completed	14	14	02	2020	Nov-19	Mar-20
WP-4	A.4.1.	Activity	Identification of candidates	completed	45	30	11	2019	15/7/2020	15/8/2020
WP-4	A.4.2.	Activity	Advanced Training on Agenda-Setting and Campaigning	completed	1	1	08	2020	16/8/2020	20/8/2020
WP-4	A.4.3.	Activity	Advanced Training on Fundraising	completed	1	1	09	2020	12/09/2020	17/9/2020
WP-4	A.4.4.	Activity	Individual Coaching 1	completed	30	26	07-08	2020	15/7/2020	15/8/2020
WP-4	A.4.5.	Activity	Advanced Training on Public Speaking	completed	1	1	10	2020	10/10/2020	15/10/2020
WP-4	A.4.6.	Activity	Individual Coaching 2	completed	30	26	08-09	2020	10/10/2020	15/10/2020
WP-4	A.4.7.	Activity	Establishing an Advisory Board	constrained	1	0	10	2020	deleted in Logframe 13/03/2020	
WP-4	A.4.8.	Activity	Local Training Workshop - Political Sensitizing (2019)	completed	1	1	08-09	2019	02/09/2019	05/09/2019
WP-5	A.5.1.	Activity	Stakeholder Analysis per governorate	completed	1	1	12	2019	May-19	Mar-20
WP-5	A.5.2.	Activity	Simulation Development: Local Cooperation	completed	1	1	02	2020	13/02/2020	19/02/2020

WP-5	A.5.3.	Activity	Test-Runs of Simulation	completed	1	1	02	2020	01/03/2020	01/03/2020
WP-5	A.5.4.	Activity	Implementation simulation Local Cooperation	completed	6	6	09	2020	08/08/2020	17/10/2020
WP-5	A.5.5.	Activity	Defining the members of the respective networks	completed	n/a	n/a	09	2020	08/08/2020	17/10/2020
WP-5	A.5.6.	Activity	Holding first meetings on governorates' level	completed	6	6	10	2020	08/08/2020	17/10/2020
WP-5	A.5.7.	Activity	Networks run their own events/activities/meetings	constrained	n/a	n/a	10-11	2020	insufficient time for implementation	
WP-6	A.6.1.	Activity	Kick-Off-Meeting:	completed	1	1	03	2019	22/3/2019	27/3/2019
WP-6	A.6.2.	Activity	Monitoring and Evaluation Meeting (semi-annual)	completed	2	1	10	2020	07/10/2020	12/10/2020
WP-6	A.6.2.1	Activity	Monitoring and Evaluation of local activities (field visits)	completed	3	3	11	2020	05/01/2020	30/11/2020
WP-6	A.6.3.	Activity	Final Evaluation	completed	1	1	12	2020	05/12/2020	08/12/2020
WP-6	A.6.4.	Activity	Closing Event	completed	1	1	12	2020	09/12/2020	
WP-6	Fin9.4.:	Activity	Retreat: Team-Development	completed	1	1	09	2019	02/09/2019	05/09/2019



Anlage-3: Erreichen der angestrebten Projektziele

Arbeitspaket	Indikator	Zielvorgabe	Tatsächliches Ergebnis	Einfluss auf die Zielgruppen
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	500 der Teilnehmer konnten davon überzeugt werden, an den nächsten Gemeinderatswahlen (Local Council Elections) teilzunehmen	500	375	Die Evaluationseinheit nach dem Planspiel ist entsprechend gestaltet, um die Einstellung der Teilnehmenden abzufragen. Mehrere Übungen sowie Teile des Evaluierungsfragebogens gehen auf diesen Indikator ein. Die gesammelten Daten zeigten, dass insgesamt 375 Personen von 500 Teilnehmern ein ernsthaftes Potenzial zeigten, in Zukunft für den Gemeinderat zu kandidieren, und 40 % der Teilnehmer fanden die Idee, für die Gemeinderatswahlen zu kandidieren oder sich im öffentlichen Bereich zu beteiligen, durchaus akzeptabel.
WP-2	1.000 Jugendliche und Frauen nehmen an der Umfrage teil.	1.000	987	Die gesammelten Daten wurden zwischen dem 27. Juni und dem 4. August 2020 mit zwei verschiedenen Methoden der Datenerhebung gewonnen: einer Online-Umfrage und Telefonanrufen. Die Online-Umfrage wurde mit SurveyMonkey entwickelt und über die mobile Anwendung "Nes2alak" an die Zielpersonen gesendet. Telefonische Umfragen wurden über Mobiltelefonnummern durchgeführt, die nach dem Zufallsprinzip durch Random Digit Dialing generiert wurden. Der Zweck der Telefonumfrage war es, eine repräsentative Stichprobe in den Zielgouvernoraten sicherzustellen.
	3 Strategiepapiere (Policy Papers) wurden erstellt	3	3	Während der Durchführung von 3 Capacity Building Workshops wurden 3 Policy Papers erfolgreich entwickelt. Die drei Themen für die Forschung waren: - Politisches Empowerment der Jugend - Wirtschaftliches Empowerment von Frauen - Ehrenamtliche Tätigkeit



Arbeitspaket	Indikator	Zielvorgabe	Tatsächliches Ergebnis	Einfluss auf die Zielgruppen
				Den Teilnehmern wurden die entsprechenden Fähigkeiten und Werkzeuge vermittelt, um ein Policy Paper zu erstellen. Sie erhielten Präsentationen zum allgemeinen Format von Politik, zur Definition eines Problems, zur Datensammlung und zur Entwicklung von Vorschlägen und zur Umsetzung dieser
	Bewerbungen und Teilnahme an Capacity Building Workshops zum Verfassen von Strategiepapieren	20	26	26 Teilnehmer*innen, 16 Frauen und 10 Männer, kamen aus acht Gouvernoraten, um an drei Workshops über die Durchführung von Forschungsarbeiten und die Entwicklung von Strategiepapieren teilzunehmen. Die Mehrheit der Teilnehmer *innen nahm an diesem Workshop teil, um ihr Wissen zu erweitern und die Fähigkeit zu erlangen, Forschungspapiere zu schreiben und verschiedene Forschungsmethoden zu üben. Die Teilnehmer nahmen also mehrheitlich an diesem Workshop teil, um nicht nur ihre technischen Fähigkeiten, sondern auch ihre verhaltensbezogenen und kognitiven Fähigkeiten zu verbessern. Durch diesen Workshop wollten sie einem neuen Bereich, dem Entwicklungsbereich, ausgesetzt werden und mehr über die Forschungsbereiche und Themen, die dieser Bereich anspricht, erfahren.
WP-3	20 Vorschläge für lokale Initiativen wurden eingereicht	20	14	14 Initiativen wurden eingereicht, umgesetzt und erfolgreich ausgewertet
	15 lokale Initiativen durchgeführt	15	14	14 Initiativen wurden eingereicht, umgesetzt und erfolgreich ausgewertet
	5 lokale Initiativen werden priorisiert	5	5	5 lokale Initiativen wurden priorisiert, durchgeführt und erfolgreich bewertet
	Gesamte Reichweite (direkt und indirekt Begünstigte) der lokalen Initiativen	n/a	n/a	
	Social-Media-Berichterstattung über lokale Initiativen und deren Reichweite	n/a	3,263 views	Insgesamt 3,263 views, 2258 followers und 2206 likes auf der Y-LEAD's Facebook-Seite
WP-4	25 Jugendliche und Frauen bewerben sich für ein Amt in den Kommunalwahlen	25	28	28 Teilnehmer*innen (16 Frauen und 14 Männer) aus 15 Gouvernoraten wurden ausgewählt, um die Workshops in WP4 zu besuchen. Durch WP4 lernten die Teilnehmer*innen etwas über Kommunikation, Verhandlung, Überzeugung, Führung, Agenda Setting, Kampagnenführung und öffentliches Sprechen. Außerdem lernten sie etwas über Ressourcenmobilisierung, Networking und Advocacy. Diese Themen wurden im Rahmen von drei Workshops vermittelt. Nach dem Ende von WP4 kandidierten zwei Teilnehmer*innen für die Parlamentswahlen, zehn



Arbeitspaket	Indikator	Zielvorgabe	Tatsächliches Ergebnis	Einfluss auf die Zielgruppen
				Teilnehmer beschlossen, für die Kommunalwahlen zu kandidieren, wenn diese weitergehen und andere unterstützten Kandidaten, die für die Parlamentswahlen kandidierten, bei ihren Wahlkampagnen
WP-5	6 intersektorale Netzwerke wurden etabliert	6	1	Angesichts der Herausforderungen von COVID-19 und dem von der Regierung verhängten Lockdown kam es zu einer Verzögerung bei der Durchführung der Roundtable-Treffen. Infolgedessen konnte nur Luxor seine Veranstaltungen abhalten, die übrigen Teilnehmer treffen sich, um ihre vorgeschlagenen Aktivitäten auszurichten, werden dies aber erst in den kommenden Monaten tun.
	Häufigkeit der Veranstaltungen, Aktivitäten, durchgeführten Treffen von den Netzwerken in den Gouvernatores		3	Im Gouvernement Luxor fanden 3 aufeinanderfolgende Treffen des Netzwerks statt. Diese Treffen stellten sicher, dass die größte Anzahl von Interessenvertretern aus verschiedenen Sektoren zusammenarbeiten, um das gemeinsame Ziel zu erreichen, das Bewusstsein für die Bedeutung des Umweltschutzes zu erhöhen. Nach Abschluss der Diskussionsrunde war es offensichtlich, dass die Mechanismen der Zusammenarbeit verbessert wurden, da die Teilnehmer feststellen konnten, wer die geeigneten Stakeholder sind, die sie unterstützen können, und wie sie Verbindungen zu ihnen herstellen können.



Y-LEAD

Creating Civic Spaces for Active Citizenship

**Helios Simulation Game
Synthesis Report on Simulation Game
Implementation**

April 2020

Y-LEAD

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Executive Summary

Crisis Simulation for Peace (CRISP) in cooperation with the Center for Development Services (CDS) are implementing the “Y-LEAD” Program. Y-LEAD is a social leadership program that promotes inclusive participation of youth in the public sphere. The program aims to empower local youth to take leading roles in their local communities through innovative and non-formal learning methods. Additionally, it works on creating spaces and opportunities by working with multiple key actors and stakeholders to support empowering youth and women to contribute to sustainable change in their communities and thus, maintaining the motivation for social change. This will ideally provide a solid basis for any further efforts towards a more open environment for change and cohesive society.

In this context, a simulation game titled “Helios” (The City of the Sun) was developed and successfully implemented 170 times throughout 23 governorates, with a total number of 3,268 participants. There were 1,923 (59%) women participating and 1,345 (41%) men. The individuals participating in the dissemination were between the ages of 18 (minimum) and 35 (maximum) with the average of 26 years old.

Approximately 79% of the participants involved in the simulation game were from a middle-class background and while the participants had diverse educational backgrounds ranging from elementary education to post-graduate degrees, for every 100 participants, 90 of them have attained or are currently acquiring a university degree.

The level of interaction and communication within the game was very high. 85% of participants managed to immerse themselves within the game. This can be attributed to being able to relate to each other’s experiences or due to the fact that many of them share comparable experiences such as volunteer work. Another factor that contributed to the positive and high levels of interaction was the fact that the participants came from the same community. This means that they also have similar cultural backgrounds due to the vicinity of their geographical locations. Nonetheless, there were participants from different communities and backgrounds and the interaction remained positive. Participating young women proved to be highly interactive within the games. Despite the cultural and social distancing they face in their communities, they showed high levels of enthusiasm and interaction when given the opportunity.

Sixty (60) percent of the participants were accepting of the game and the topics covered in Helios. They were highly enthusiastic about being able to participate in game. This

signifies that these individuals are accepting and welcoming towards the idea of non-formal education. Their curiosity reflects their thirst for knowledge in regards to understanding and knowing their given rights. The participants’ team spirit was generally positive.

Regarding the knowledge acquired about local councils, their role and their importance, 83% of the participants stated that local councils hold an importance and only 17% stated that they see local councils holding no importance. 64% stated that a local council's main goal is to engage citizens with their issues in their local constituencies. 44% agreed that a local administration has insights on the needs of the community. 49% wanted to enable citizens to administer their resources through their representatives. 52% wanted constant monitoring, follow-up, and guidance of local performance of the government. 50% want established institutional relationships between the local administration system in the country.

Further explanation of why a local council is important was provided by the participants and included statements like local councils enable citizens to manage their resources; local councils supervise and follow-up with their local administration; local councils reinforce active citizenship; local councils are the voice of the community; local councils create solutions and implement them; and local councils promote democratic practices.

The participants attributed local council representatives with very positive and noble characteristics. According to the participants, a local council member has to possess amiable qualities like honesty, confidence and humbleness. Moreover, they should also possess authoritative like qualities (e.g. leadership, communication, management skills, and responsibility).

The collected data revealed that a total of 375 individuals out 500 participants displayed serious potential to run for local council in the future and 40% of the participants found the idea of running for local council elections or participating in the public sphere acceptable.

Nevertheless, challenges arose during the implementation of the game: some of the participants were hesitant to join the game and others were not taking the game seriously. The facilitators were able to mitigate these situations by speaking with the participants and convincing them to proceed with the simulation. They also urged them to take this situation quite seriously. The facilitators also faced location challenges because some of the venues were too small or too far. This problem was solved by moving the venue itself to a different location that would accommodate the participants.

Background

Y-LEAD is a social leadership program that promotes inclusive participation of youth – both women and men, to become active citizens and take leading roles in the public sphere. The program works on creating spaces and opportunities with multiple key actors and stakeholders to become agents of change by empowering youth and women to contribute to positive changes in their communities and thus, leading the way towards sustainable social change. This will ideally provide a solid basis for any further efforts towards a more open environment for change and a cohesive society.

Y-LEAD engages youth by applying the simulation gaming approach as an effective and innovative method of experiential learning. It focuses on the youth who want to become influential in their societies by building their skills, improving their confidence and self-esteem, broadening their horizons, and raising their ambitions to ensure that they can succeed towards their mission of becoming active citizens.

In the course of the program, youth and women in 23 targeted governorates were taught how to facilitate dialogue; how to include marginalized groups; and how to reach out to local actors from different sectors to bring positive change and develop the sense of ownership, inclusion and social cohesion. The program implemented activities on empowering local actors of civil society, as well as stakeholders from other sectors in order to fulfill the project's objectives. Throughout all of the project's phases, the participatory approach was adopted as it highly engages the participants in the dynamics of the action and the continuous follow-up-activities and evaluation, in order to enhance commitment and ownership.

The program established cross-sectoral networks that supported the implementation of local community initiatives in 23 governorates. The cross-sectoral networks included local authorities, civil society organizations, media, private sectors, and Nadi El Mohakah (Simulation Game Club, Egypt) – a foundation that was established in 2018 as an outcome of a previous collaboration between CDS and CRISP. The Foundation has over 50 trainers and 100 facilitators from 15 governorates which supports in understanding and adapting to the needs of the targeted communities

Y-LEAD is divided into five Work Packages: 1) Awareness Campaign; 2) Online-Survey (nationwide) + Creation of

Policy-Papers; 3) Realizing (cross-sectoral) Local Initiatives; 4) Capacity Building and Empowerment for youth and women; and 5) Creating sustainable formats for dialogue: Roundtables, Forums and others. Each work package focuses on a set of skills or knowledge delivery.

Work Package focused on awareness raising about local councils through the design and implementation of a simulation game. The game focused on the political system in Egypt, in a fictitious manner, and in particular rights and duties of the Local Councils. Through innovative learning methods, the Simulation Game Club selected trainers attended a workshop to develop a simulation game centered around educating youth about Local Council Elections in Egypt. Following the implementation of the game across the governorates, hundreds of youth were taught about the constitutional fundament of the Local Council Elections and became aware of the unique window of opportunity for political participation in Egypt's near future.

Helios' Scenario

Local Councils are considered to be the most direct link between citizens and their government. The fictitious events of the simulation game "Helios" (the City of the Sun) highlight local councils and the crucial role they play within a community.

The game's main objective is to raise awareness towards the importance and functionality of Local Councils. The simulation game specifically sheds light on the role of Local Council members, highlighting that they have to represent all citizens regardless of their social class and their different needs during their decision and policy making processes. Through the simulation game, participants are encouraged to be active members of society and to take over constructive roles, at the community level, by acquiring pragmatic decision-making skills.

The scenario of this simulation game is in the fictitious city of "Helios", where its citizens meet to discuss the most important challenges of their everyday-lives regarding health, education and public utilities. Once they discuss these challenges, these citizens proceed to find possible solutions. Towards the very end, the most effective solutions will be elected and will receive funding for their implementation. The decision-making process in the simulation game fully reflects the Egyptian constitution and

thus enables the participants to better understand the processes and dynamics of Local Councils.

Following the implementation of Helios, there was an increase in the popularity of Local Council Elections in addition to support for higher voter participation.

Following the completion of Work Package 1, there were 3,268 direct beneficiaries who had developed an increased understanding regarding the political system in Egypt, in particular the role and responsibilities of the Local Councils. The applicants estimate that the number of indirect beneficiaries (family, friends, others) is likely to be five times higher (15,000 indirect beneficiaries) the total outreach via targeted social media campaigns is in thousands.

Methodology

The method of simulation gaming is considered to be a robust tool for participation at different levels and in discussing different topics, as well as a medium for exercising soft skills including negotiations, analytical skills, decision-making, assertiveness and teamwork, in a culture of mutual respect and tolerance. This experiential learning tool was further consolidated through the practical implementation of advanced advocacy skills training, mentoring and provision of practical tips, through simulating real-life situations or challenges to take actions and make decisions. This methodological approach gave the participants the grounds for experimenting, learning, changing perspectives or roles, self-reflection and conflict-handling skills. This learning process managed to contribute significantly to an enhanced self-esteem of the participants. Prior to Y-LEAD, CDS and CRISP implemented a five series project called “Simulating Egypt’s Transition” (SET) with youth from all over Egypt. Among the many of achievements of SET I-V, a designated coordinator was assigned in every governorate, ensuring a constant form of communication on the ground and an effective form of mobilization when needed. This was highly useful during the implementation of Helios.

To ensure diversity in the participants during the game implementation, The project team requested for governorate coordinators to recruit volunteers to play the game. In an effort to ensure that as many youth as possible were given the opportunity to register and that there were no people being excluded, Y-LEAD posted an online

registration form for any youth who were interested to participate in the game implementation. Through the use of two different forms of mobilization, this ensured that word of mouth was going to open the door to more youth who might feel intrigued or interested to participate in something different and new.

In order to ensure that this analysis report was comprehensive and covered all the dimensions and overall impact of Helios, four different forms of data collection were employed. The first was the registration form, with the basic details and contact information of the people participating; name, gender, age, governorate, etc. Seeing as how the game’s purpose was not only to introduce the participants to the simulation gaming method but to also introduce them to local councils and their importance. The second form of data collection were pre-and post-tests which handed out before and after each game implementation to assess their level of knowledge. The third was evaluation reports that all game facilitators were asked to submit after each game implementation with information on their experience during implementation regarding the background of the participants and trends that they have noticed, both during and after the game in the verbal evaluation that takes place after each implementation. Lastly, the participants personal evaluations were also factored into the analysis, these were their personal evaluations of the experience as a whole, of the game in specific, of their emotions and of their knowledge and how they intend to use it.

In the beginning of the project, Y-LEAD aimed to implement the game 150 times. Achieving more than the initial target, Helios was implemented 170 times and had 3,268 direct beneficiaries.

Local Councils in Egypt

A Brief History of Local Councils in Egypt

The birth of the Local Council movement is linked to the system of municipalities or administrations by the decree issued by Khedive Ismail in 1866 to establish a parliamentary council and councils for directorates. During the year 1909, Law No. 22 was created and it is considered to be the real birth of the municipalities. Due to this law, Local Councils gained legal personality, meaning that they became an entity with jurisdiction and an allocated budget based to the state budget.

The law also stipulated the right of the local councils to impose special taxes on their municipality as well as the right to express opinions on all matters of concern to the Directorate and its residents. Furthermore, Law No. 30 of 1913 regulates the electoral process of local councils. It should be noted that until 1913 there was no constitutional recognition of the local councils.

In the 1923 Constitution, Local Councils in Egypt were recognized and earned constitutional acknowledgement. The Constitution stipulated the terms of reference of these councils, as well as the principles to be followed regarding the regulations governing their work and the election of their members. For the first time, the idea of integrating the local councils into the municipalities / neighborhoods (social affairs) and the directorates / city (interior) materialized into reality. It also obligated the municipalities to publish the general budget and open meetings held for citizens.

The law governing Local Councils further developed in the year 1960 through the issuance of Law No. 124. This law explicitly mentions Local Councils as a legal system for the management of local communities. Accordingly, the administrative structure of the administration was created on three levels: governorates, towns, villages.

The Constitution of 1971 is considered one of the best constitutions that dealt with the concept of rights and freedoms, where the system of local councils was placed within the executive authority. The Arab Republic of Egypt was divided into administrative units with legal personality, namely the governorate, the center, the city, the district and the village, and thus five administrative divisions instead of three. In light of the 1971 Constitution, Law No. 57 was issued, which was the beginning of the chapter of the executive and popular formation, where it established a popular committee headed by the Secretary General of the Socialist Union and an Executive Committee headed by the Governor.

One of the most important points in the history of Local Councils in Egypt was the drafting of Law No. 52 of 1975 (Local Government Law), where the Local Councils and executive committees were separated. The law also regulated local elections at all levels.

Lastly, Law No. 43 of 1979, known as the Local Development Law, gave the local administration units the original right to establish and manage all public facilities located in the local administration's district.

The Egyptian Constitution

The 2014 Egyptian Constitution allocates certain rights and regulations to Local Administrations. These rights and regulations fall under Articles 175-183 (see in annex 2). The most significant points regarding Local Councils in the 2014 Constitution are the following:

- The division of the State into administrative units that have a legal personality.
- The State shall ensure the financial, administrative and economic decentralization of the local administration.
- The law shall regulate the ways and conditions of appointing or electing governors.
- The State shall ensure that local units require financial, technical, administrative and scientific support.
- Local units have independent financial budgets and their resources are from the state resources or imposed by the local administration of fees and taxes.
- Decisions of the local People's Assembly within the limits of its terms of reference may not interfere with the executive authority therein.
- Local councils may not be dissolved by administrative procedure.
- Each local unit shall be elected by direct secret ballot. Its members shall not be less than 21 years of age at the time of candidacy and the law shall regulate other conditions.
- Establishment of a quota system divided as follows: 25% for the youth, 25% for the women, provided that the representation of the workers and farmers is not less than 50% of the total seats, taking into account the appropriate representation of both Christians and the disabled.
- Local councils' resolutions that are issued within their respective mandates shall be final. They shall not be subject to the interference by the executive authority.
- Every local council shall develop its own budget and final accounts.
- The Law shall regulate the manner of dissolving and re-electing local councils.

Local Councils can be described as the elected authority that has the power to control employees in various local administrations. Its powers and duties, for example, lighting and paving roads, generally include utilities and public

services. This is due to the fact that a local administration would be more aware of the problems, challenges, and needs of their society as well as ways of solving them. They are the only entity that can manage their services themselves and accordingly take responsibility for their decisions to achieve public interest through those who elect them for this task.

The four pillars of Local Councils are:

- Dividing the state into geographic and administrative entities (appropriate to reality and according to urban planning);
- Empowering local people to manage their resources (resource control);
- Local people participate in making their local decisions through their elected representatives (the population manages their affairs by election);
- The role of the central government remains, through
 - Policy development;
 - Supervision, follow-up and supervision of the local administration.

In regards to the Local Administration, it is established and modified by a number of entities depending on the type of administrative unit. In governorates, it is done through a Presidential decree; in rural areas (or provinces) it is done through the Prime Minister; in villages, it is done through the Governor, based on the suggestion of the Local Council in the rural area (or province) and the permission of the Local Council in the governorate.

The local administration, within the limits of the general plan of the state, has the right to establish and manage all the public facilities located in its district. The types and nature of the services provided can vary from one governorate to another and from one city or neighborhood to another. Services are also divided into important services and normal services according to the degree of importance and on which level the service is depending on where it is. The most important facilities that fall under the supervision of the local councils include:

- Shops: all that is concerned with the type of activity;
- Advertisements: what is known by preoccupations
- Construction: building and licensing

Local Councils within their legal scope and within the public policy of the State hold control over the various facilities

and work within the jurisdiction of the province. They may request through the various administrative councils any data and information regarding the activity or finances of another unit. The Council's roles include follow-ups and evaluations, field work and control, and using the control tools.

Role of Local Councils and their Tools

Documentation and Follow-up

Local Council units receive periodical documentation from the executive branch within its scope (governorate, center, city, district, village).

Control Tools

Local Councils have many legal control tools, such as the request for briefing, request for proposal and discussion. It is worth mentioning that these steps may vary from one board to another according to the internal rules of the council.

Field Monitoring

A mandate from the relevant/ competent council is essential for field visits. The member of the Local Council must refrain from inspecting the field alone, or to undertake a field visit to any local site or project.

Financial Monitoring

The Local Councils exercise their roles in the financial monitoring process through previous overview and forecasts. Financial control during project implementation is the responsibility of the Ministry of Finance.

Running for Local Council

According to Article 180 of the 2014 Egyptian Constitution, candidates running for Local Council are to be no less than 21 years old. There should also be diversity among candidates' due to the fixed quotas allocated to youth, women, workers/farmers, Christians, and people with disabilities.

Every candidate will be given a code that is issued by the decision of the Governor. The Elections Committee of the Local Council shall submit a list containing the names of the candidates and the qualifications for each of them. Each contender shall have the right to object to the inclusion of the name of any of the other contenders or to prove an incorrect status in front of his/her name or the name of the other contenders. Once this action is undertaken, the committee will start to settle the proposed objections.

Furthermore, candidates are not allowed to nominate themselves in more than one local unit and the candidate is required to follow the etiquette of electoral propaganda issued by the Minister of the Interior.

Popular Councils

Popular Councils are established in all local units. Their role is to supervise the work done by the Local Councils in cities and villages. They also authorize projects and budgets along with following-up on implementation. Furthermore, they approve of the general rules and regulations in order to reverse the relationship between institutions within the rural area (or province) and the people.

Formation of Local Councils

The duration of the Local Council Term is four years, starting from the date of the first meeting. During this first meeting of the elected Council, the members shall elect a Chairman and two Vice-Presidents (one of which has to be a worker/farmer). Moreover, cities with several administrative divisions are represented by 14 members for each division. As for cities with only one division, they consist of 24 members.

Local Council Electoral Process

There are several steps in the local council electoral process:

- The President of the Republic of Egypt invites voters to elect members for Local Councils;
- The formation of election polls;
- The political parties nominate their candidates or the candidates independently submit their nomination papers to the National Election Authority;
- The elections are held, the votes are counted and the results are announced;
- The last process is the stage of appeals against the results of the elections.

Additionally, candidates have the right to express themselves and to carry out any activity aimed at convincing voters of their choice and publicity for their election program through specific and public meetings, dialogues, publication and distribution of electoral propaganda materials, posters, and the use of audio, visual, printed, electronic materials and other activities.

Eligibility to Vote in Local Council Elections

In order to vote in Local Council Elections, he/she must be at least 18 years of age, hold a national ID number, not have any impediments to political rights, and he/she must have the Egyptian nationality or has acquired the nationality at least 5 years prior to the date of the elections.

Voting

The right to vote is a right exercised by citizens anonymously (carried out under the supervision of a certain electoral committee), it is also a compulsory duty; failing to vote without an excuse is punishable by a fine of one-hundred Egyptian pounds.

In regards to counting votes and announcing the results of the candidates, contenders are declared winners by acclamation if the number of nominations is equal. If the number of applicants is less than the required number needed to declare their win, taking into account the proportion of the prescribed workers and peasants (where at least 50% of the members of the Local Councils must be workers or peasants), then the rest of the required number is completed in supplementary elections.

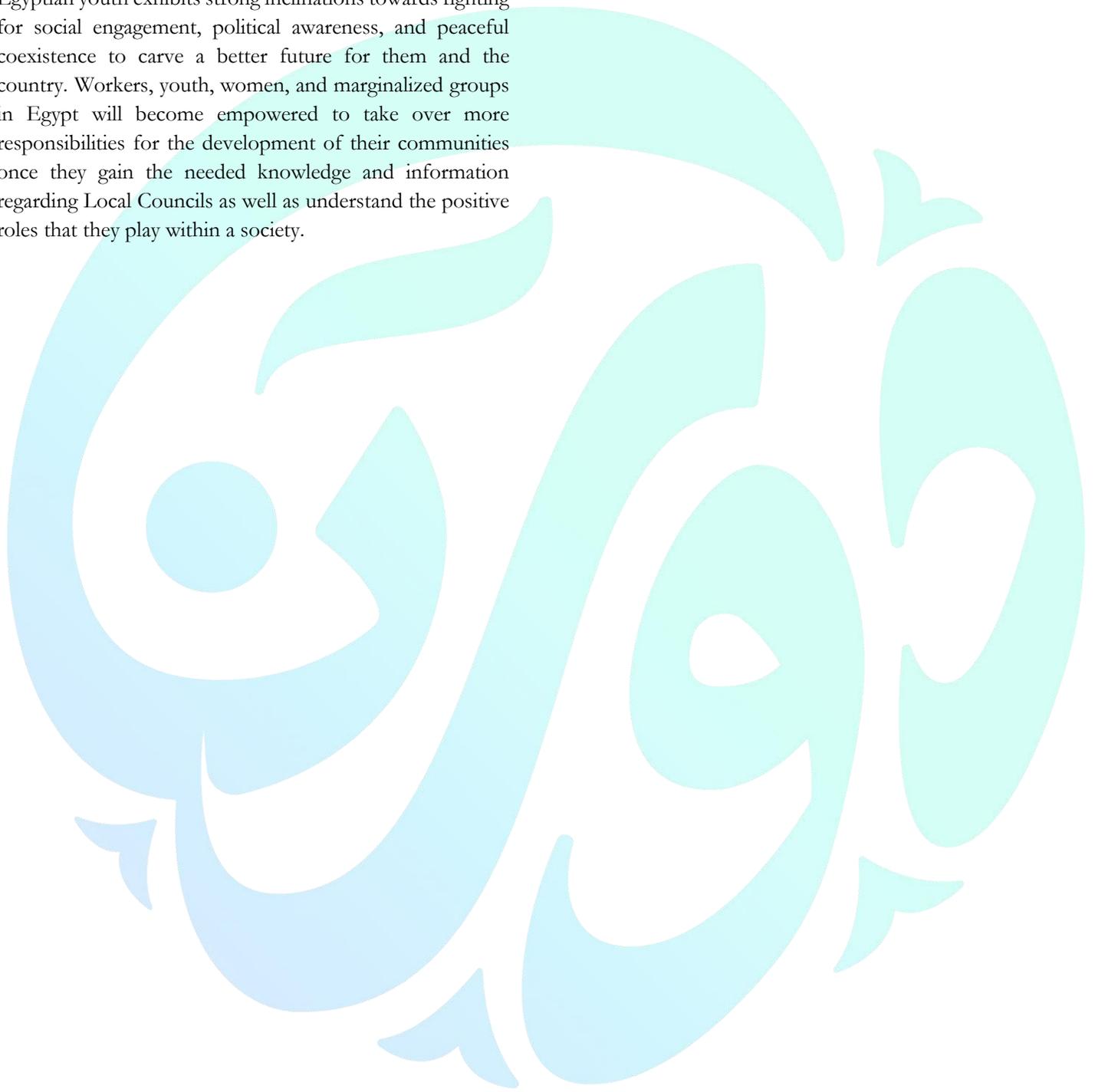
The Importance of Local Councils to Egyptian Communities

The importance of Local Councils to the Egyptian people lies in the fact that they are a school of democracy. The presence of Local Councils within this particular society is a great chance for democratic transition in Egypt. It will allow those who have been excluded to pursue their political participation within the public sphere. Additionally, they are considered as a means of defense or an anti-tyranny guarantee system. The local government/administration is the link in between the citizens and the state. Local Councils are also a source of accurate information due to them being direct and elected representatives of the public.

In regards to the 2014 Egyptian Constitution, the section pertaining to Local Councils is considered to be one of the most progressive segments of the constitution because it pre-defines the composition of Local Councils with 25% allocated for women, 25% allocated for youth under 35, 50% allocated for workers/farmers, and it demands that there be an appropriate representation of Christians and people with disability.

This Article (183) of the constitution alludes to a positive step towards achieving increased social and political participation among youth and women. It also increases the overall accountability of the political system in Egypt. The

Egyptian youth exhibits strong inclinations towards fighting for social engagement, political awareness, and peaceful coexistence to carve a better future for them and the country. Workers, youth, women, and marginalized groups in Egypt will become empowered to take over more responsibilities for the development of their communities once they gain the needed knowledge and information regarding Local Councils as well as understand the positive roles that they play within a society.



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Analysis of Game Implementation

Objectives

The objectives of the Analysis of the Game Implementation are to: 1) obtain a current sociodemographic profile of the targeted participants of men and women in 23 governorates; and 2) assess the target participants' current levels of knowledge, awareness, attitudes, and practices about local councils. The following is the analysis of the 170 implementations and 3,268 participants.

Demographics

The simulation game Helios was successfully implemented 170 times in 23 governorates (see table 1 in annex and figure 1 below). 32% of the participants are residents of the Central Region and Delta area which is composed of the following governorates: Central or Greater Cairo Region (GCR) consisting of Cairo, Giza, Qaloubiya; and Delta consisting of Sharqiya, Daqahliya, Damietta, Gharibiya, Menoufiya and Kafr el Sheikh; 28% reside in Upper Egypt in these designated governorates: Aswan, Luxor, Assiut, Qena, and Sohag; 18% from the West, specifically Alexandria, Marsa Matrouh, and Beheira; 15% inhabit Lower Egypt, particularly Fayoum, Beni Suef, and Minya; finally, only 7% of the participants came from the Eastern area of Egypt, specifically Ismailia, Suez, and Port Said.

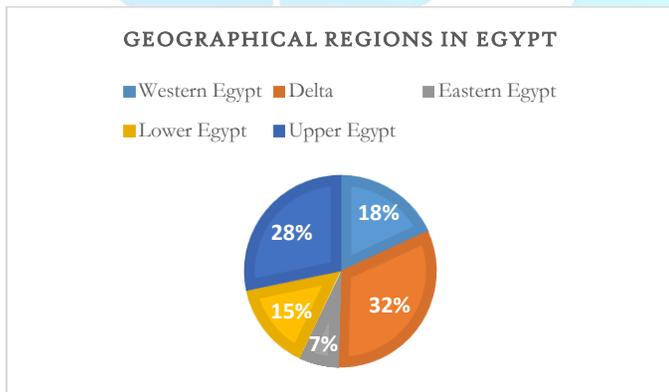


Figure 1: Geographical Regions in Egypt

The total number of young people participating in Helios simulation game was 3,268 disaggregated as follows: 1,923 (59%) young women and 1,345 (41%) young men.

Acknowledging the current social and political situation of women, Y-LEAD sought to target more women, to equip them with the knowledge and skills needed to participate

more effectively and efficiently in society and to measure trends regarding them. Seeing as youth represent around 21% of the population in accordance to this year's statistics in Egypt and that Y-LEAD primarily seeks to empower youth to participate effectively and efficiently in the public and private spheres, the individuals participating in the dissemination were typically between the ages of 18 (minimum) and 35 (maximum) with the average age of 26 years old. These numbers demonstrate significant results in terms of gender-based participation. They convey that women are more open (as well as likely) to participate in activities that promote non-formal, educational learning. These results also reflect that a number of women could potentially run for Local Council Elections in the future. Furthermore, it demonstrates that women are more likely to vote during elections because they have acquired the knowledge and the information associated with local councils.

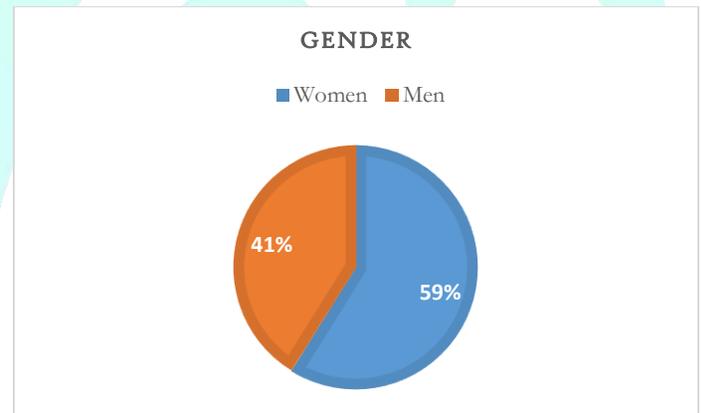


Figure 2 Gender

The collected data revealed that a total of 375 individuals out 500 participants (total) displayed serious potential to run for local council in the future.



Figure 3 Potential to Run for Local Council

Socio-Economic Status

As the figure below displays, the majority of the participants involved in the simulation game came from a middle-class background. Y-LEAD seeks to target individuals that are typically less privileged, to provide them with experiences that they would otherwise not be able to receive. Furthermore, seeing as how many, specifically less privileged, communities in Egypt are pushed to the sidelines, and are not necessarily given the opportunity to be in positions of decision making, these results clearly demonstrate that a person of middle-class status is highly likely to run for Local Council. This is a positive outcome since the Egyptian middle class represents a large portion of the population which would mean that the individual running for Local Council has a clear idea about the issues that the community faces.

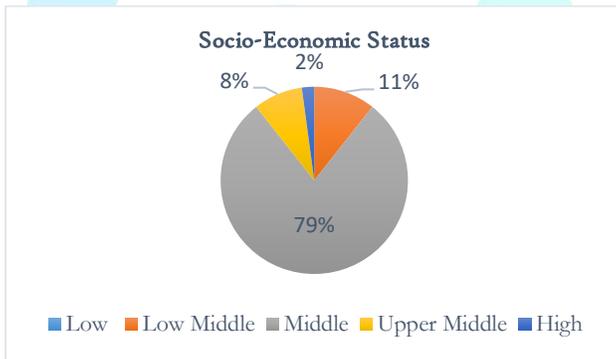


Figure 4 Socio-Economic Status

Educational Status

Seeing as how Y-LEAD sought to target diverse groups, the education status varied immensely. The participants had diverse educational backgrounds ranging from elementary education to post-graduate degrees, with the majority having received/ or is still receiving their university education. This is a positive indicator because it demonstrates that the participants have the educational capacity to run or vote in local council elections. They have capacity to assess the situation and the ability to determine the best possible outcome.

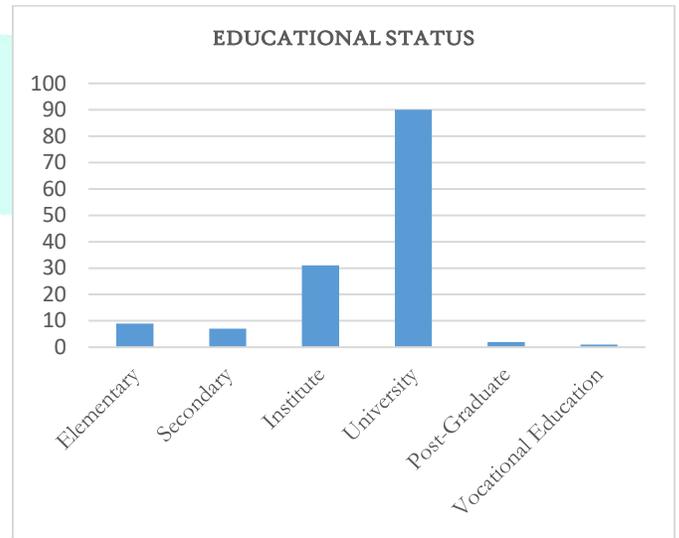


Figure 5 Educational Status

Participants' Characteristics

The implementation of Helios brought about a number of characteristics from the participants involved. These characteristics were divided into a few categories (see figure 5).

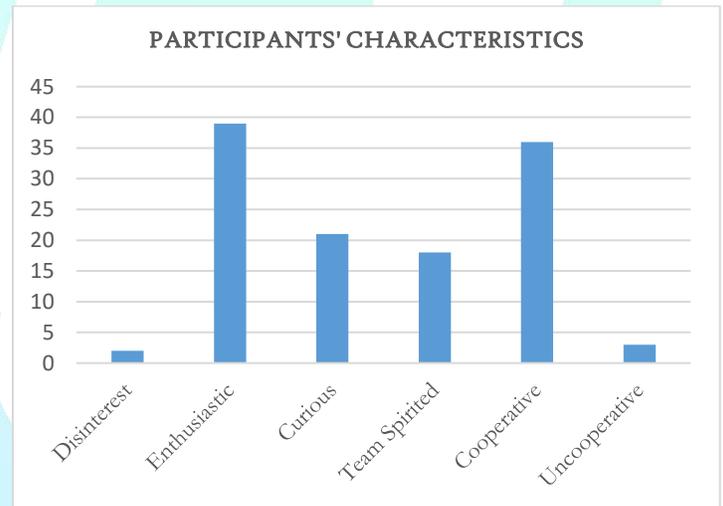


Figure 6 Participants' Characteristics

The graph demonstrates that a very small number of participants conveyed disinterest towards the simulation game. This result is determined by the statistics retrieved from the data base as well as the high levels of enthusiasm, curiosity, and team spirit that the participants clearly displayed during Helios. The graph indicates that the participants were highly enthusiastic about being a part of this game. This signifies that these individuals are accepting and welcoming towards the idea of non-formal education. Their curiosity reflects their thirst for knowledge in regard

to understanding and knowing their given rights. The participants' team spirit was generally positive. They were able to communicate and interact with one another in a civil manner. Moreover, the majority of the participants were highly cooperative and very attentive to the facilitators and the rules of the game. Furthermore, this indicates that youth in general, despite the stereotype being promoted about them being lazy and indifferent, are showing that they are open to learning and interacting with different people and different mentalities and experiences. Seeing as how the concept of simulation games in general can sometimes be foreign, the youth dealt with the experience very positively.

Cultural Factors Relating to Participants' Levels of Interaction

Figure 7 below demonstrates the factors that led to positive interaction between the participants during the dissemination of the game.

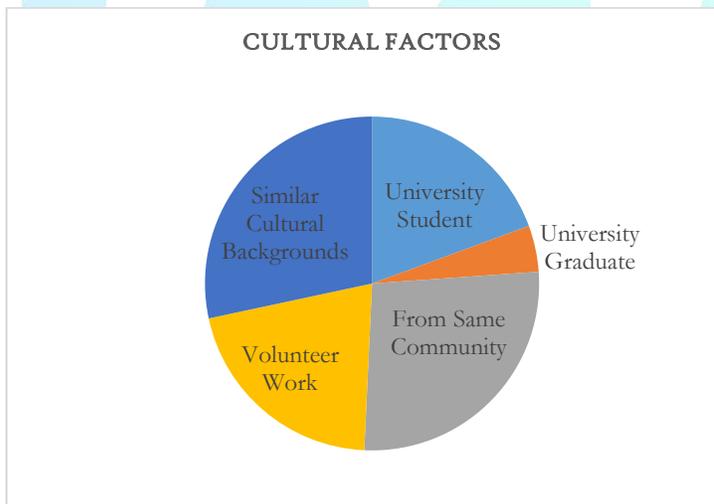


Figure 7 Cultural Factors

The majority of the participants were university students. They were either from the same university or still earning their bachelor's degree, which meant that these individuals could relate to one another's experiences. Moreover, some of these individuals take part in volunteer work which again emphasizes the fact that they share comparable experiences. Another factor that contributed to the positive and high levels of interaction was the fact that the participants came from the same community. This means that they also have similar cultural backgrounds due to the vicinity of their geographical locations. Nonetheless, there were participants from different communities and backgrounds and yet the interaction remained positive.

Participants' Overall Interaction

Figure 8 depicts the participants' level of interaction with the game itself. The results demonstrate a favorable outcome with the majority response being high levels of interaction. This indicates that the individuals participating were highly responsive to this method of non-formal education. It also proves that simulation games have the ability to disseminate knowledge and simultaneously engage the participants involved.

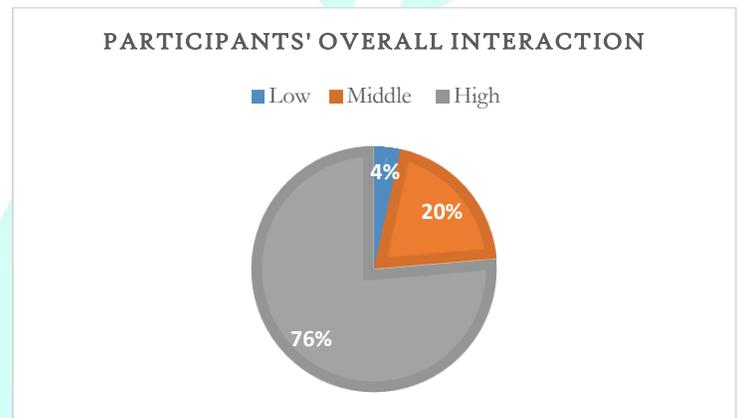


Figure 8 Participants' Overall Interaction

"The participants were active due to similar cultural backgrounds." – feedback from facilitator evaluation

Participants' Comments After Check-out

The figure below demonstrates that participants had very positive attitudes once they checked out of the game. The findings reveal that participants approved of the game and its non-formal educational method because they stated that they were "happy"; "informed"; had their "thoughts provoked" and felt "responsible". This is precisely important because not only were the majority of the participants participating in a simulation game for the first time, they also very introduced to a political topic, that sought to encourage them to play a bigger role in their communities. This positive attitude affirms the results and analysis regarding of the percentage of people who are interested in running for elections if elections take place and the positive characteristics the participants presented during the game.

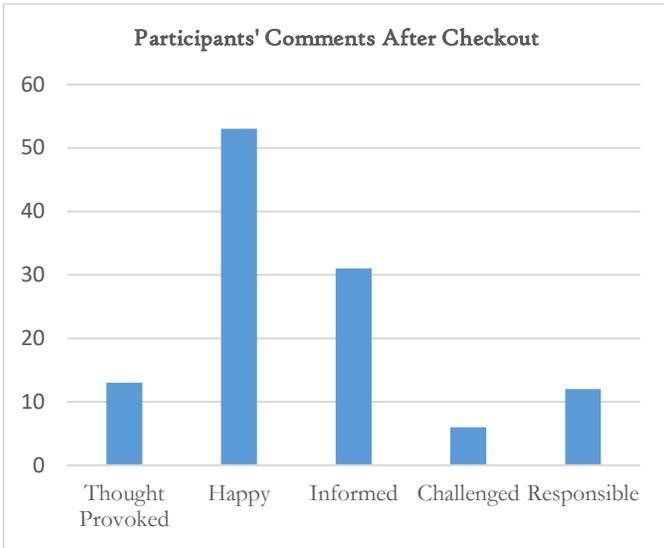


Figure 9 Participants' Comments after Checkout

"I was able to challenge myself and think out of the box because of my involvement within the game." – participant feedback from individual evaluation

Challenges

Even though participants displayed very positive characteristics and high levels of interaction, there were some challenges during the implementation of the simulation game. The two issues that arose came in the form of participants' challenges and location challenges. Some of the participants were hesitant to join the game and others were not taking the game seriously. The facilitators were able to mitigate these situations by speaking with the participants and convincing them to proceed with the simulation. They also urged them to take this situation quite seriously. The facilitators faced location challenges because some of the places were too small or too far. This problem was solved by moving the venue itself to a different location that would accommodate the participants.

"I was able to understand my rights and duties as a citizen of the community." – Participant feedback

Facilitators' Input

The facilitators were presented with a series of questions regarding the participants and their evaluation towards the game. The response received was outwardly positive.

Q1: How interactive were the participants?

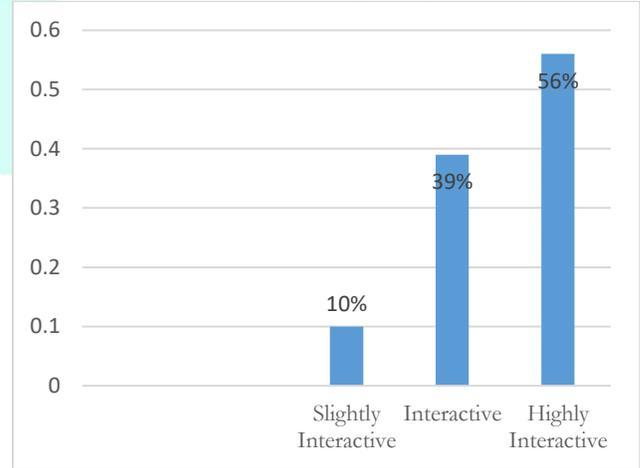


Figure 10 How interactive were the participants?

The figure above reiterates and proves that the participants' overall interaction was high throughout the implementation of Helios. This affirms findings in figure 6 about the level of enthusiasm among the participants.

Q2: How interactive were the female participants?

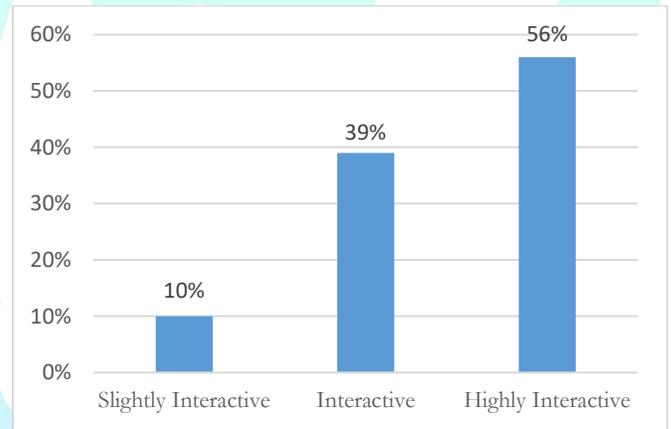


Figure 11 How interactive were the female participants?

The participant young women also proved to be highly interactive within the game. This is due to their abundant number. The graph also proves the point that female participants are very likely to respond positively to non-formal educational methods. Additionally, the high interaction levels displayed in figure 8 are partially attributed to the female contenders since they represent 59% of the overall participants. This is a very positive indicator. It proves women, despite the cultural and political distancing they face can still show high levels of enthusiasm when/if given the opportunity.

Q3 & Q4: How accepting were the participants of the game and the topic? and How accepting were the participants towards participating in the public sphere?

Figure 12 demonstrates that 60% of the participants were accepting of the game and the topics covered by Helios. This proves that the participants found local councils to be an interesting and compelling subject matter. This is very interesting because there was a general consensus that youth in today's Egypt and nine years after the revolution are indifferent to politics or playing a role in the public sphere. It also demonstrates that simulation games (non-formal educational tools) have the ability to engage the participants as well as lead them to fully immerse themselves within the game.

Taking question 3 further, Figure 12 conveys that 40% of the participants found the idea of running for local council elections or participating in the public sphere acceptable. This number demonstrates that Helios was able to present these individuals with enough information and knowledge regarding active citizenship and local councils which lead them to realize that participating in the public sphere is beneficial for them and their communities.

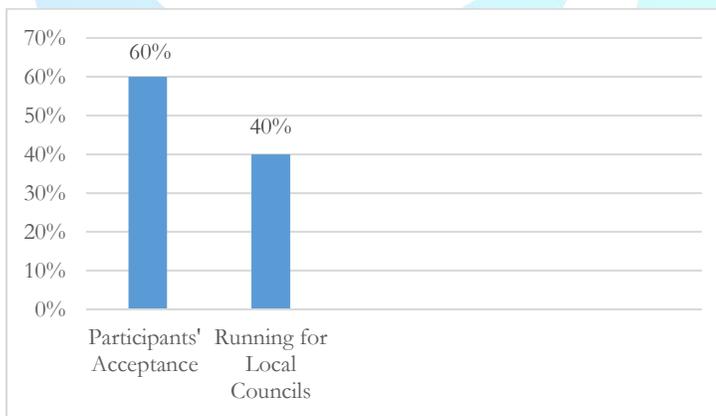


Figure 12 How accepting were the participants of the game and the topic? How accepting were the participants towards participating in the public sphere?

Participants' Performance Scale

Participants were asked to rate themselves and their performances within the game through a series of 3 questions.

- To what extent did the participants immerse themselves within the game?
- To what extent were the roles effective?
- To what extent did the participants achieve their goals?

The participants were highly engrossed and involved within Helios with 85.67%, of the total number of participants, demonstrating their full immersion within the game itself. Regarding the effectiveness of their roles within the game, the majority of the participants (78.07%) believed that their roles were effective. Additionally, 76.42% of the participants also believed that they were able to achieve their goals within Helios.

The results above display a generally favorable response from the individuals involved. These numbers convey that the participants were able to form a coherent understanding of the game and its processes which in turn conveys that they were able to absorb the information presented to them about local councils and active participation. This would lead them to apply the knowledge that they have learnt within the public sphere where they will be able to benefit their communities.

The results of these three questions indicates that not only did the participants had a positive experience from the game but that the participants who had developed the game and wrote the scenario and characters did a very effective and efficient job. This is an indicator that the participants who were picked to develop the game have an understanding of their communities and of simulation gaming method and can take this further and implement again or develop more games within smaller groups.

"I'm happy and I've decided to run for candidacy myself in the forthcoming Local Council Elections." - Helios participant

Participants' Evaluation

Once the participants exit the game, they are given a number of statements that they are required rate on a scale of 1-5. These series of statements relate to the roles and duties of a local council.

The participants were asked to rate their answers on a scale of 1-5 (one being the lowest and five being the highest). This scale would determine the results (whether positive or negative) of the posed statements. This list of questions does not only result to their experience in the game but also to their understanding of the material about local councils that was presented to them before they participated in the game. The results below indicate that a vast majority of the

participants voted positively on the scale with many of them affirming the importance of local councils and the roles they play within a community.

Local Council's Main Purpose

A Local Council's main purpose is to engage citizens with their issues in their local constituencies.

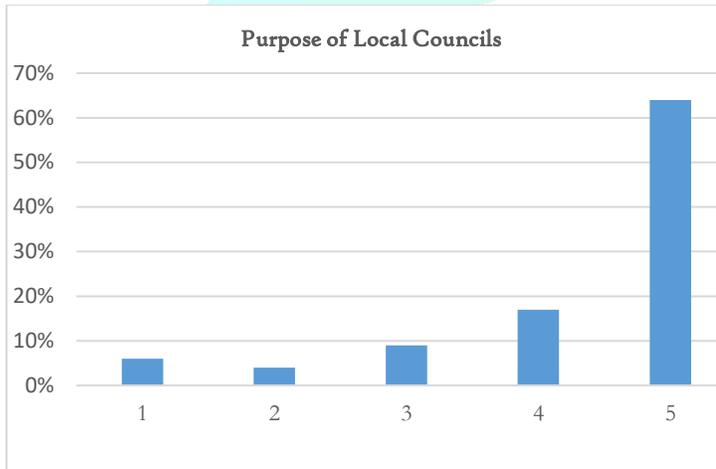


Figure 13 A Local Council's main purpose is to engage citizens with their issues in their local constituencies.

Local Administration

Local administration has insights on the needs of the community.

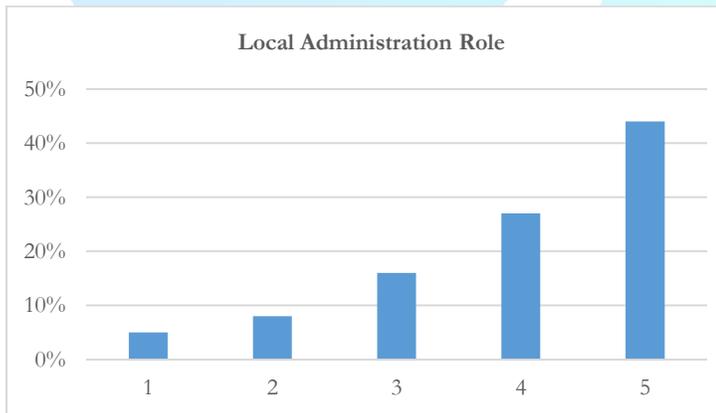


Figure 14 Local Administration has insights on the needs of the community.

Enabling Citizens

Enabling citizens to administer their resources through their representatives.

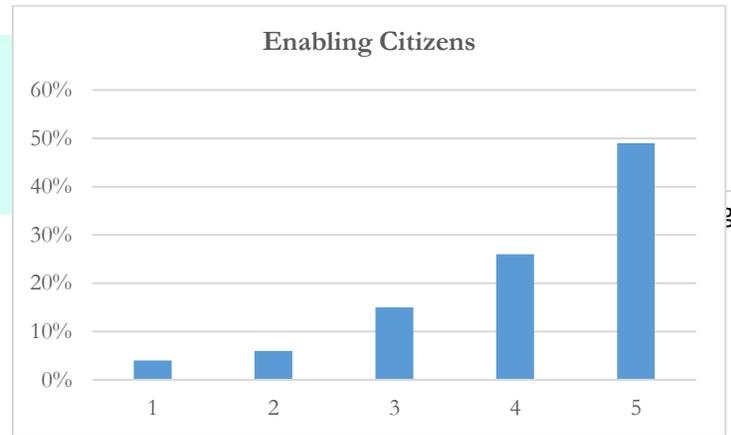


Figure 15 Enabling Citizens to administer their resources through their representatives.

Monitoring, Follow-up, and Guidance

Monitoring, follow-up, and guidance of local performance of the state.

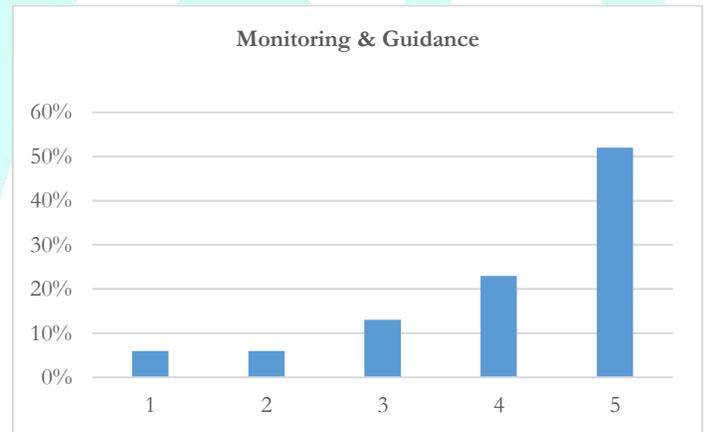


Figure 16 Monitoring, follow-up, and guidance of local performance of the state.

Establishing Relationships

Establishing institutional relationships of the local administration system in the country.

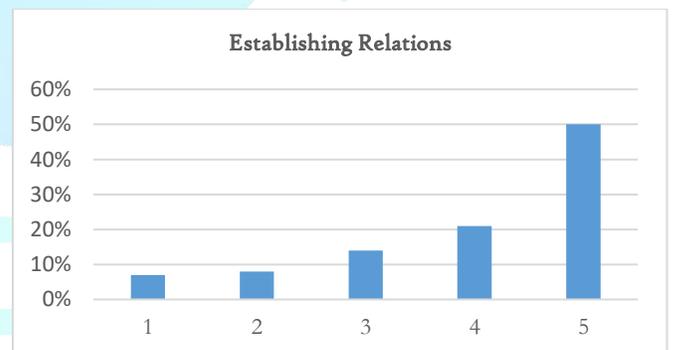


Figure 17 Establishing institutional relationships of the local administration system in the country.

Possible Methods to Conduct a Citizen's Needs Assessment

During their evaluation, the participants were asked to write down the means in which local council representatives can conduct a needs assessment of their communities. This exercise proved to be quite beneficial because participants presented a variety of answers to this question. The answers provided a high level of awareness regarding 1) understanding that not all communities have access to the same methods of which a needs assessment can be conducted and 2) that people who do not have access to these traditional methods are still worthy of being listened to and their opinions and experiences need to be put into consideration.

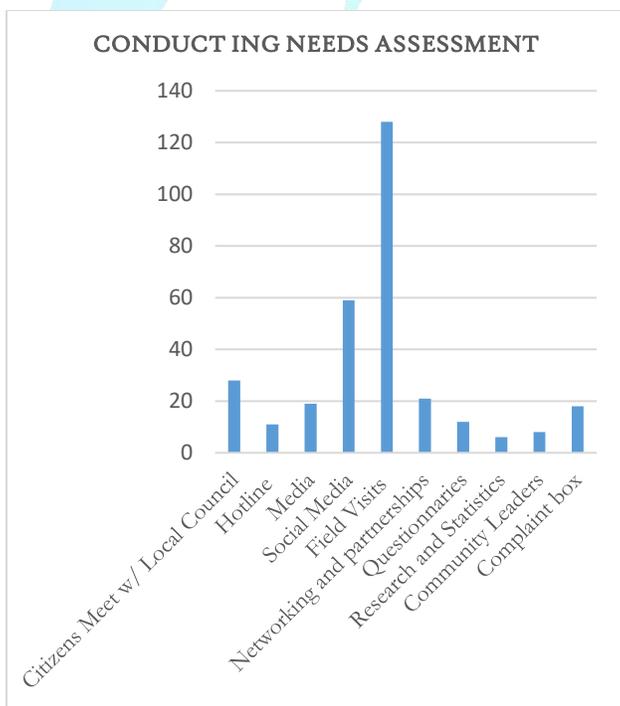


Figure 18 Tools for conducting Needs Assessment

This figure provides us with insight regarding the most effective methods to conduct a citizen's needs assessment. The participants proposed a number of suggestions with the most prominent being social media and field visits. The field visits recommendation suggests that citizens prefer to have one-on-one contact with their local representatives. They want their representative to have a strong connection with the people in order to properly represent them and convey their problems. Regarding social media, this recommendation suggests that a majority of the citizens convey their opinions and speak about the community's issues through this platform. Social Media is accessible to

everyone and would definitely serve the citizens and local council members as well in terms of establishing a direct link or connection between these two entities.

Characteristics of a Local Council Member

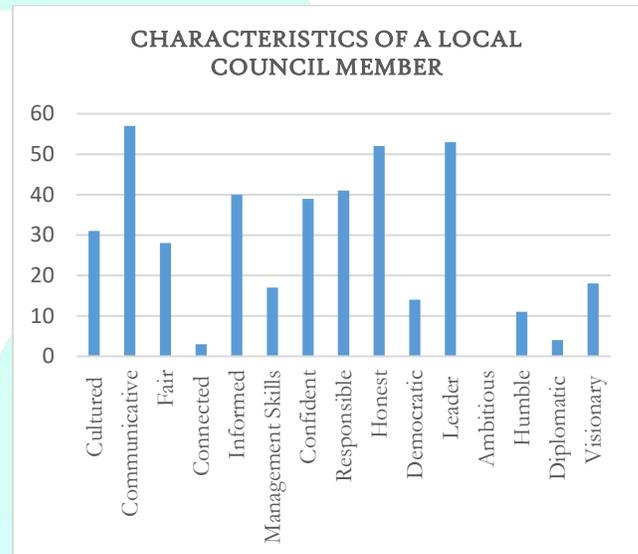


Figure 19 Characteristics of a Local Council Member

The participants attributed local council representatives with very positive and noble characteristics as the figure above explains. According to the participants, a local council member has to possess amiable qualities like honesty, confidence and humbleness. Moreover, they should also possess authoritative like qualities (e.g. leadership, communication, management skills, and responsibility).

Are Local Councils Important? and Why?

The "yes" Indicator

In their evaluation sheet, participants were asked to convey whether local councils are important through a yes and no answer. They were also asked to state their reasoning behind choosing either yes or no.

As Figure 20 demonstrates, 83% of the participants stated that local councils hold an importance and only 17% stated that they see local councils holding no importance. This conveys that participants learnt and gained knowledge about local councils during the proceedings of implementation of the game. It also reflects positively on the participants themselves. It conveys that they are highly likely to run for local council as well as vote during the elections.

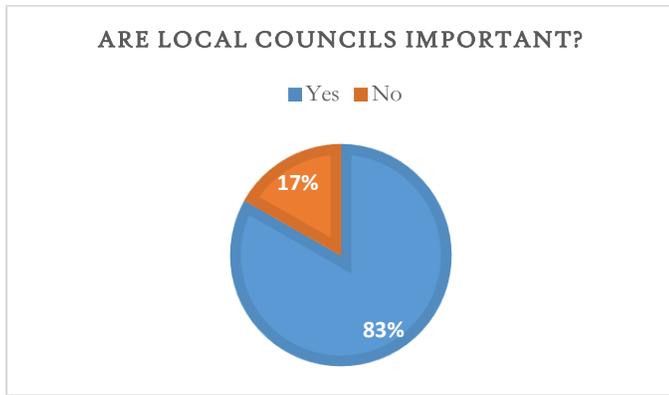


Figure 20 Are Local Councils Important?

Participants' Reasoning Behind the Importance of Local Councils

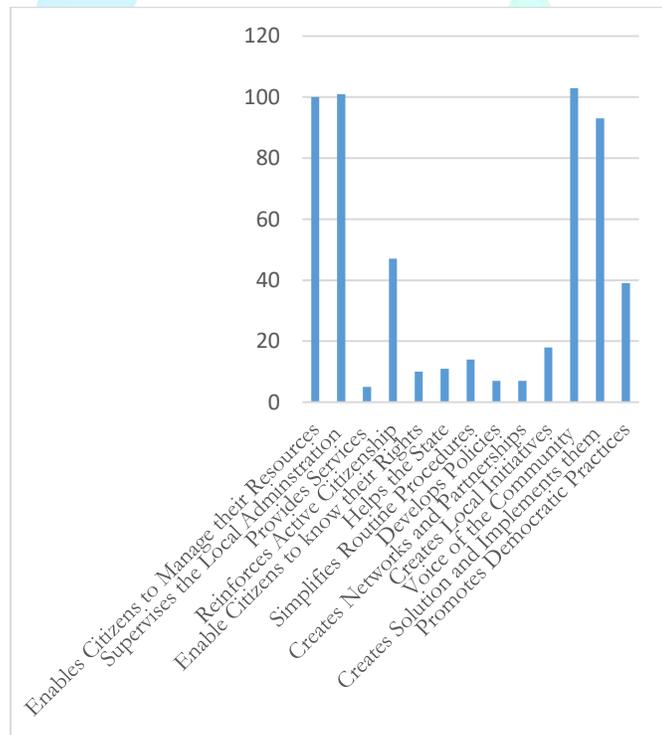


Figure 21 Participants' Reasoning Behind the Importance of Local Councils

The participants provided a number of answers related to why they think local councils are important. The figure above demonstrates the most significant statements which are:

- Local councils enable citizens to manage their resources;
- Local councils supervise and follow-up with the local administration;
- Local councils reinforce active citizenship;

- Local councils are the voice of the community;
- Local councils address challenges, propose solutions and implement them;
- Local councils promote democratic practices.

"I learnt that I have rights as a citizen and I also understood how to acquire these rights." – Helios Game Participant

These statements convey that the participants understand the positive roles that local councils play within their communities. This also displays that the participants understand why local councils are essential. This is determined through the indicator titled "voice of the community" which has proven to be the highest indicator out of the 13.

Participants' Reasoning Behind the Unimportance of Local Councils



Figure 22 Participants' Reasoning Behind the Unimportance of Local Councils

The participants that chose to state that local councils are not important presented their reasoning for stating such an answer in the figure above. This reasoning is a result of an accumulation of previously unfavourable experiences.

Conclusion

In the beginning of the project, Y-LEAD aimed to implement the game 150 times. Achieving more than the initial target, Helios was implemented 170 times and had 3,268 direct beneficiaries in 23 governorates with 59% of all participants being women and 41% being men.

The collected data revealed that a total of 375 individuals out of 500 participants displayed serious potential to run for local council in the future and a total of 40% of the participants found the idea of running for local council elections or participating in the public sphere acceptable. These numbers demonstrate that the participants had an enjoyable and informative learning experience. The numbers also demonstrate that participants have the will and drive to become active citizens within their communities. This reflects positively on the methods of non-formal education and the way in which they convey knowledge to the participants.

During the game, participants displayed high levels of enthusiasm, curiosity, and team spirit, which reflects their thirst for knowledge in regards to understanding and knowing their given rights. The participants' team spirit was generally positive and they were able to communicate and interact with one another in a civil manner. Female participants also proved to be highly interactive within the game and clearly responded positively to non-formal educational methods. This conveys that the participants were able to form a coherent understanding of the game and its processes.

After checking out of the game, the participants had very positive attitudes indicating their accepting of the game and the topics covered by Helios.

Regarding the understanding of the importance and role of Local Councils, the results shown affirm that the participants (83%) in the game managed to grasp the importance of local councils and the roles they play within a community. Furthermore, the participants managed to form an understanding about the role of local council member and the methods of conducting needs assessment.

Nonetheless, challenges arose during the implementation but facilitators were able to mitigate these situations by listening to the needs of the participants and giving them advice.

Overall, the analysis shows positive attitudes towards the method of simulation gaming, the level of understanding and knowledge participants managed to acquire during the game the future these participants will have in the public sphere.

Annex 1: Disaggregation of Participants by Gender and Places

Governorate	Total No. of games implemented	No. of Beneficiaries		Total
		Women	Men	
Fayoum	10	129	65	194
Beni Suef	5	49	46	95
Minya	10	143	47	190
Sohag	10	179	42	221
Aswan	10	186	14	200
Qena	8	98	58	156
Luxor	10	134	61	195
Giza	9	95	61	156
Sharqiya	3	30	27	57
Assiut	6	83	70	153
Port Said	4	32	39	71
Gharbiya	10	43	154	197
Cairo	9	77	88	165
Beheira	8	66	95	161
Daqahlia	7	55	69	124
Menofiya	7	46	84	130
Damietta	12	157	58	215
Kafr El-Sheikh	7	63	57	120
Qalioubiya	11	138	81	219
Alexandria	5	55	30	85
Suez	6	54	53	107
Ismailia	2	11	26	37
Matrouh	1	0	20	20
Total	170	1923	1345	3268

Annex 2: Articles Pertaining to Local Councils from Egypt's 2014 Constitution

Article (175)

The State shall be divided into administrative units that enjoy legal personality. Such units shall include governorates, cities and villages. Other administrative units that have the legal personality may be established, if public interest so requires.

When establishing or abolishing local units or amending their boundaries, the economic and social conditions shall be taken into account. All the foregoing shall be regulated by Law.

Article (176)

The state shall ensure administrative, financial, and economic decentralization. The law shall regulate the methods of empowering administrative units to provide, improve, and well manage public facilities, and shall define the timeline for transferring powers and budgets to the local administration units.

Article (177)

The State shall ensure the fulfillment of the needs of local units in terms of scientific, technical, administrative and financial assistance, and the equitable distribution of facilities, services and resources, and shall bring development levels in these units to a common standard and achieve social justice between these units, as regulated by Law.

Article (178)

Local units shall have independent financial budgets. The resources of local units shall include, in addition to the resources allocated to them by the State, taxes and duties of a local nature, whether primary or auxiliary. The same rules and procedures for the collection of public funds by the State shall apply to collection of such taxes and duties. The foregoing shall be regulated by law.

Article (179)

The law shall regulate the manner in which governors and heads of other local administrative units are appointed or elected, and shall determine their competences.

Article (180)

Every local unit shall elect a local council by direct and secret ballot for a term of four years. A candidate shall be at least twenty-one (21) Gregorian years of age. The law shall regulate the other conditions for candidacy and procedures of election, provided that one quarter of the seats shall be

allocated to youth under thirty-five (35) years of age and one quarter shall be allocated for women, and that workers and farmers shall be represented by no less than 50 percent of the total number of seats, and these percentages shall include an appropriate representation of Christians and people with disability.

Local councils shall be competent to follow up the implementation of the development plan, f monitor of the different activities, exercise of oversight over the executive authorities using tools such as providing proposals, and submitting questions, briefing motions, interrogations and others, and to withdraw confidence from the heads of local units, as regulated by Law.

The law shall define the competences of other local councils, their financial sources, guarantees of their members, and the independence of such councils.

Article (181)

Local councils' resolutions that are issued within their respective mandates shall be final. They shall not be subject to the interference by the executive authority, except to prevent the council from overstepping its jurisdiction, or causing damage to the public interest or the interest of other local councils.

Any dispute pertaining to the jurisdiction of these local councils in villages, centers or towns shall be settled by the governorate-level local council. Disputes regarding the jurisdiction of governorate-level local councils shall be resolved, as a matter of urgency, by the General Assembly of the Legal Opinion and Legislation Departments of the State Council. The foregoing shall be regulated by Law.

Article (182)

Every local council shall develop its own budget and final accounts, as regulated by Law.

Article (183)

Local councils shall not be dissolved by virtue of a general administrative action. The Law shall regulate the manner of dissolving and re-electing local councils

Annex 3: Helios - Factsheet

Helios

DESCRIPTION



The development of the quality of services in any given community is not possible without the contribution and active participation of its members. Local Councils are considered to be the most direct link between citizens and their government. The fictitious events of the simulation game “Helios” highlight local councils and the crucial role they play within a community. By stepping into the roles of local decision-makers, participants gain an understanding of the modes of operation regarding Local Councils which encourages them to actively participate within the public sphere.

During the evaluation phase, participants transfer their newly gained knowledge from the simulation game to their own communities. This includes self-reflections about their own role as citizens and their possible contribution to Local Councils whether by being active voters or even potential candidates to serve their local community.

SCENARIO AND PROCEDURES

The scenario of this simulation game is in the fictitious city “Madinet El-Shams”, where its citizens meet to discuss the most important challenges of their everyday-lives regarding health, education and public utilities. Once they discuss these challenges, these citizens proceed to find possible solutions. At the very end, the most effective solutions will be elected and will receive funding for their implementation. The decision-making process in the simulation game is fully reflects the Egyptian constitution and thus enables the participants to better understand the processes and dynamics of Local Councils.

OBJECTIVES

The main objective is to raise awareness of the importance of the role and functionality of Local



Councils. The simulation game specifically sheds light on the role of Local Council members, highlighting that they have to represent all citizens regardless of their social class and their different needs during their decision and policy making processes. Through the simulation game, participants are encouraged to be active members of society and to take over constructive roles on the community level by acquiring pragmatic decision-making skills.

Target Group: Participants between 18 and 35 (mixed groups desirable).

Participants: Ideal number is 20

Duration: One day

Type: Fictitious

Languages: Arabic and English

Annex 4: Info graph of Local Council Pillars



الهدف العام من المحليات

هو اشراك المواطنين في ادارة امورهم المحلية من خلال ممثليهم المنتخبين بأكثر تأثير وفاعلية ، يحكم الشعب نفسه بنفسه لنفسه دون وصاية أو قوامة من أحد.



الركائز الأربعة للإدارة المحلية

- تقسيم الدولة إلى كيانات جغرافية وإدارية ؛ ملائم لتوافق ووفقاً للتخطيط العمراني،
- تمكين السكان المحليين من إدارة مواردهم ؛ التحكم في الموارد
- قيام السكان المحليين بالمشاركة في اتخاذ قراراتهم ذات الطابع المحلي من خلال ممثليهم المنتخبين ؛ السكان يديروا شأونهم بالائتلاف؛
- يبقى دور الحكومة المركزية، من خلال وضع السياسات العامة
- الاشراف والمراقبة والرقابة للتدارة المحلية



المجلس الشعبي المحلي



الإدارة التنفيذية المحلية



أهمية المجالس المحلية ودورها فى المجتمع:

- الأهمية الأسمى للمجالس المحلية تحقيق هدفها الأساسى هو ؛ مشاركة المواطنين في إدارة شئونهم المحلية بشكل أكثر فاعلية و تأثر؛
- ترسيخ مبدأ الديمقراطية ؛ حكم الشعب نفسه بنفسه ولنفسه؛
- التربية السياسية الصالحة لكلا من الناخبين، أعضاء المجلس الشعبي المحلي المنتخب
- تقسيم العمل حيث أصبحت هناك خدمات تقوم بها الحكومة المركزية وهناك خدمات محلية تتولا الإدارة المحلية
- الإدارة المحلية أكثر إدراكاً للحاجات المحلية
- تبسيط الإجراءات والقضاء على الروتين الحكومي
- يزود النظام البرلماني بهيئات ثانوية إلى جانب الهيئة التشريعية ؛ البرلمان، في البلاد
- تمكين المواطنين المحليين من إدارة مواردهم من خلال ممثليهم المنتخبين
- الرقابة و المتابعة و التوجيه للأداء المحلي بالدولة
- اقامة بناء مؤسسى وعلاقات راسية وأهمية لنظام الإدارة المحلية فى الدولة



Annex 5: Info graph of Simulation Gaming Principles and Techniques





“Heya Dayra”

It is a Circle

Aswan Initiative

Context

Egypt faces numerous threats to its environmental sustainability. The rapid population growth coupled with ambitious development policies have put a heavy pressure on Egypt’s natural resources in the form of severe air, water, and soil pollution. The scope and magnitude of these environmental and social costs are likely to offset some of the economic growth gains over time.

Waste and lack of proper management of it pose another serious health and environmental problems for the country and its population. According to the World Bank, only 60% of all trash is properly collected, leading to a 0.4 – 0.6% loss of gross domestic product (GDP) to the Egyptian economy as a result. A combination of private, public and informal (Zabbaleen) collection techniques has not been able to keep up with the growth of municipal waste, and as a result, the country is facing an environmental, health, safety, and economic crisis that cannot be resolved through this current approach.



Disposal of cooking oil is an even bigger challenge. The difficulty that arises with throwing it away in a regular bin, encourages households to get rid of cooking oil by pouring it down the drain. When greasy oil is poured down the drain, it will solidify and eventually block pipes or cause damage to the sanitation system, particularly in areas with poor infrastructural services. In governorates, like Aswan, this poses a bigger challenge when oil waste reaches the Nile, affecting the neighborhoods, plants, drinking water and agricultural soil.

In that context, “It is a Circle” Initiative, presented the idea of environmental protection through oil management and recycling, raising the awareness of women about environmental preservation and waste management and offering to produce new products that generate income for women living in poverty to enable them economically.

Objective

Raise awareness about environmental protection, waste management and oil recycling and economically empowering women by building their capacities in soap making from recycled oil.



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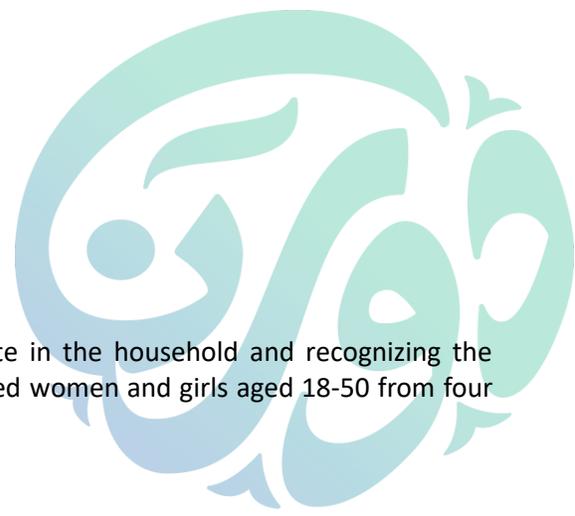
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Target Group

Recognizing that women are the ones who are capable of handling oil waste in the household and recognizing the importance of economic empowerment for women, the initiative team targeted women and girls aged 18-50 from four (4) poor villages in Aswan: Al-Daka, Dahmit, Al-Durr and Umberkab.

Results

- Raised the awareness of 80 women and girls in four villages about the danger of oil waste on the environment;
- Built the capacity of 40 women and girls to recycle oil waste and make homegrown soap products in the four villages.
- Raised the efficiency and empowered 20 women and girls to develop handmade, homegrown soap products extracted from recycling oil in the four villages.
- Raised the awareness of 5,000 young men and women on social media about the dangers of oil waste on the environment.



Partners

The initiative team partnered up with the Future Association and Empercip Association which provided the initiative team with the tools and resources to extract products from oil waste; with halls to conduct the trainings in and with access to vendors where the women can sell their handmade, homegrown products.



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“Etrok Athar” Make an Impact

Beni Suef Initiative

Context

Today, the concept of citizenship is increasingly used to refer to volunteering. Citizenship is no longer understood as a passive legal status to more of a process, participatory and society-oriented citizenship, which places an emphasis on citizens’ responsibilities and not only their rights. It is not just the participation of a citizen in the public or political sphere, rather it is about the citizen engaging in volunteering activities in civil society and community.

This extension of citizenship practices from political participation to participation in the whole society, as well as the reorientation of citizenship discourse from human rights to citizens who are expected to be active in taking individual responsibility for charitable activities or functioning of the society, have a deep impact on the further development of societies in general and the development of the individual in particular. Active citizenship and volunteering should involve learning about and learning how to influence decisions, improve communities and solve problems together as well as improve the self.



Recognizing the importance of encouraging young people to volunteer and enabling them to become active citizens, “Etrok Athar” (Make an Impact) initiative in Beni Suef aims to raise the awareness of the young people towards volunteering and active citizenship. The idea behind “Etrok Athar” is to impart the beneficiaries with the knowledge and skills to enable them to identify community challenges through conducting participatory needs assessment; reaching out to partners for advocacy; building networks of key actors and stakeholders; and planning, implementing, monitoring and evaluating their own initiatives. The initiative worked towards engaging these young people to become active members in their local communities through undertaking youth-led initiatives.

Objective

Building young people’s capacity to become active citizens through imparting them with the technical knowledge and skills to plan and implement youth-led initiatives.



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Target Group

Seeking to get young women more involved in the public sphere, the initiative team targeted young women and girls aged between 14-18 from Ihnasya Commercial Secondary School.

Results

- Provided young women and girls with knowledge and skills that help them actively play a positive role in their local communities;
- Raising the awareness of 50 young women and girls about the importance of community participation.
- Empowered 50 young women and men to assess needs within their local communities.
- Enabled and supported 50 young women and men to find practical solutions in the form of local youth-led initiatives.
- Designed and implemented 6 small youth-led initiatives to address basic community needs.



Partners

The Initiative team partnered up with Al-Fagr Al-Gaded Association, which was responsible for communications with governmental agencies and for coordinating with youth centers to help the initiative team implement its activities.

Salah Salem Youth Center and Kom Abu Khallad Youth Center provided the target group with training halls and supported the beneficiaries in implementing their initiatives.



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Geel Men Al Aseha'a “A Generation of Healthy Children” *Fayoum Initiative*

Context

With two thirds of child mortality attributable to malnutrition, Egypt stands as one of the 36 countries, where 90 percent of the global burden of malnutrition falls. Despite the notable decline in child mortality in Egypt, achieving the Sustainable Development Goal 2: Zero Hunger, remains challenging. Malnutrition rates remain high particularly among children under-five; stunting among under-five children and child wasting and underweight remain one of Egypt's biggest problems.

Furthermore, Egypt has the highest prevalence of hepatitis C virus (HCV) in the world. In Egypt, HCV prevalence rates reach 13% of the population equating to an estimated 12 million Egyptians of whom around 8 million people are living with chronic hepatitis C without or with cirrhosis or liver cancer.



In that context “A Generation of Healthy Children” Initiative aims to raise awareness of a healthy diet for children and address malnutrition for children in schools in Fayoum Governorate. The Initiative is in line with the President's Initiative “A Generation Growing Healthier” launched by the “100 Million Health Campaign”, a nation-wide initiative implemented by the Ministry of Health and Population (MoHP) in Egypt.

The initiative aims at promoting children's healthy behaviors in schools to raise awareness of personal hygiene, proper nutrition and hepatitis A (C.C.) by training the facilitators of “We are all together” schools to transfer awareness within community schools through puppet theatre with children and awareness-raising seminars on topics with parents, provided that the puppet theatre remains permanent to convey awareness within the targeted community schools.

Objective

Raise awareness about personal hygiene, proper nutrition, and hepatitis A among community school children and their parents.

Target Group

The initiative team targeted women working at community schools aged between 21 to 35 years old, and provided them with all the necessary knowledge and materials about personal hygiene, proper nutrition and hepatitis A, as well as



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facilitation skills through which they could help community school children and their parents acquire the necessary knowledge regarding these health, hygiene and nutrition topics.

The initiative team targeted children in community schools aged between 8 to 14 years old and relied on the facilitators whose capacities were built, to help the children understand all the necessities regarding personal hygiene, proper nutrition and hepatitis A.

Recognizing that without the inclusion of parents, all the effort put will not be as effective, the initiative team targeted the parents, of children, aged between 25 to 60 years to provide them with the necessary information in a series of workshops and panel discussions about personal hygiene, proper nutrition and hepatitis A to not only protect their kids but to protect themselves.



Results

- Built the capacity of 35 facilitators in community schools on hygiene, proper nutrition, and hepatitis A.
- Raised the awareness of 950 girls and boys (500 girls and 450 boys) from 25 community schools about personal hygiene, proper nutrition and hepatitis A.
- 20 theatrical performances were implemented for 750 boys and girls.
- Raised the awareness of 900 parents (700 mothers and 200 fathers) about personal hygiene, proper nutrition and hepatitis A in 25 group discussions, awareness raising sessions, and panel meetings.
- After the initiative concluded its activities, some parents went to get their children tested for anemia and hepatitis C. Those with positive results, received the necessary care and funding from the *Kolna Ma' Ba'd* Association.
- Due to the great success of the initiative, *Kolna Ma' Ba'd* Association will be implementing the initiative in all Fayoum and Beheira schools.

Partners

The initiative team reached out to the Ministry of Education, which provided them with all the necessary clearances and then proceeded with supervising the initiative and providing the initiative with teachers and facilitators who would then receive facilitation training.

Reaching out to the Ministry of Health to approve the scientific material that was going to be used in the workshops, the initiative team ensured that all the material was scientifically correct.

The Ministry of Culture provided the initiative with coaches for the workshops. Relying on the help of non-governmental organizations, Ahla-Hayah Association provided the initiative with halls for meetings and training, as well as with volunteers and the scientific material used in the trainings and workshops and submitted to the Ministry of Health, while *Kolna Ma' Ba'd* Association recommended the community schools in which the initiative was implemented and provided the initiative with facilitators, children and transportation.

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Hakhod Haa'i "I Will Reclaim My Right" *Gharbiya Initiative*

Context

Women and girls experience domestic violence, violence in public spaces, in streets, in schools, at work, in public transportation and in their own neighbourhoods. All forms of violence limit the rights and freedoms of women and often act as a barrier to their education and participation in economic and public life. Egyptian women suffer on daily basis from different forms of violence in the private and in the public domains.

Patriarchal society, Poverty and difficult economic conditions such as high unemployment with few prospects for overcoming poverty are among the factors that lead to an increase in the rates of violence in general. This situation is further exacerbated by the low level of awareness among women of their rights and their forbearance to the violence they suffer, especially in the form of domestic violence.



According to the *Egypt Demographic Health Survey (EDHS) 2014*, 3 out of 10 ever married women (15 to 49 years) experienced physical, psychological and sexual violence by their husbands. One third of women who experienced violence were injured. 7% of women who experienced violence were pregnant. Violence against women has a host of negative reproductive health outcomes, including more sexually transmitted infections (STIs), higher rates of unintended pregnancy, limited utilization of prenatal care, and low birth weight.

"*Egypt Economic Cost of Gender-based Violence*" Survey 2015 undertaken by CAPMAS and UNFPA showed higher figures reaching 46% of ever married women (18-64 years) because they have included emotional violence. The survey showed also that the majority of women who experienced spousal violence never sought services or contacted people in positions of authority to deal with the violence inflicted on them. There is an urgent need to raise awareness of women on the need to report any violence inflicted on them as well as the need to provide women with services accessible to them widely to resort to such as health services, psychosocial support, legal aid and other services.

Egyptian activists and law makers have been working tirelessly to make Egypt safer for women. Today, Article 306 of Egypt's penal code declares that those found guilty of verbal sexual harassment in a private or public place will be sentenced to a minimum of six months in prison and fined no less than EGP 3,000. Article 306 does not limit verbal sexual harassment to the offline world. Verbal sexual harassment is defined as occurring through stalking, using gestures or words or through modern means of communication (i.e. internet, mobile and more) or in any other means through actions that carry sexual or pornographic hints.



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“Hakhod Haa’i” (I Will Reclaim My Right) is an initiative that aims to raise awareness around gender-based violence, harassment and the legal stance against the different forms of violence women experience in Egypt, particularly in Gharbiya governorate, where the initiative initiated. It empowers women survivors of violence through a number of activities: self-defense classes, capacity building, legal knowledge and best practices. This initiative educates women on the legal measures that they could take when subjected to gender-based violence. The initiative also empowers women economically by providing them with vocational training workshops, hoping to provide women survivors of violence with a way out from abusive households.

Objectives

Raising the awareness of 30 women about gender-based violence and the laws combatting it as well as economically enabling them and providing them with psycho-social support and self-defense classes.

Target Group

Al-Mahalla Al-Kubra in Gharbiya Governorate is the largest industrial city in Egypt and is a hub for textile factories. In male dominated industries and conservative societies, women typically tend to face more obstacles and discrimination. Recognizing the importance of addressing gender equality and gender-based violence among groups from lower socio-economic classes, the initiative team targeted 30 women survivors of domestic violence from the city of Al-Mahalla Al-Kubra aged between 20 to 40, who have been subjected to different forms of violence. The initiative also targeted 10 men interested in becoming advocates and supporters of women’s rights.



Results

- Raised the awareness of 30 women about gender-based violence and the laws combatting it and their legal rights.
- Provided 30 women with psycho-social support sessions.
- Enabled 40 women to make handicrafts that would support them in generating income.
- Enabled 30 women to be able to protect their bodies and themselves by learning Wen Do.
- Used social media to spread awareness about gender-based violence to reach a bigger audience.
- Raised the awareness of 10 men about women’s rights to support in advocacy activities.
- One key outcome of the initiative is the new perspective on life and supporting the targeted women’s self-development; as stated by one beneficiary “I have learned that there is a world outside my family and my acquaintances. There is so much more I can achieve. There is a whole world out there.”

Partners

The initiative team partnered up with Emaar Land and Legitimacy Association which assisted the initiative team in accessing the beneficiaries, and providing the training halls and the material that was used during the workshops.



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“Games for Goals (G4G)”

Giza, Qalioubiya and Beheira Initiative

Context

The Sustainable Development Goals (SDGs) are a collection of 17 global goals: designed to be a "blueprint to achieve a better and more sustainable future for all". The SDGs, set in 2015 by the United Nations General Assembly and intended to be achieved by the year 2030, are part of UN Resolution 70/1, the 2030 Agenda. The goals are broad based and interdependent.

The 17 sustainable development goals each have a list of targets, which are measured with indicators. In an effort to make the SDGs successful, data on the 17 goals has been made available in an easily understood form. A variety of tools exists to track and visualize progress towards the goals.

In line with the 2030 Agenda, the Egyptian Government has launched a working plan called Egypt's Vision 2030, also known as Sustainable Development Strategy (SDS). The SDS promotes economic flourishing based on justice, social integrity and participation. It is under the SDS that all development plans in Egypt are incorporated while at the same time being strongly guided by the SDGs. In 2019, Egypt has decided to revisit its SDS, to assure having an interdependence of the three sustainable development dimensions environment, society and economy, to ensure the strategy is comprehensive, inspiring and consistent. The government is also developing a scientific methodology to measure its performance and track progress.

In this context, “Games for Goals” (G4G) is an initiative that aims to raise awareness about the SDGs, specifically Goal 1 (Eradication of Poverty); Goal 3 (Health), with particular focus on reproductive health and sexuality; Goal 5 (Gender Equality); and Goal 16 (Peace and social justice) through gamification tools and techniques. The initiative capitalizes on Goal 17 (Creating Networks and Partnerships) in order to accomplish sustainable development. The initiative targets 3 governorates: Giza, Beheira, and Qalioubiya.

Objective

Raise awareness about the Sustainable Development goals (SDGs) with particular focus on sexual and reproductive rights; and peace and social justice.

Target Group

The initiative targeted youth from Giza, Qalioubiya and Beheira aged 18-30, interested in capacity building and volunteer work to train them to become facilitators. The initiative then targeted Schoolchildren from the same three governorates, aged 14-17, to introduce them to the SDGs through games.



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Results

- Developed an awareness-raising curriculum, which targets reproductive health, gender equality, values, and the concept of peace.
- Trained 23 facilitators from the 3 target governorates.
- Trained 24 game designers for sustainable development.
- Designed 9 creative educational and awareness raising games surrounding the mentioned goals (3, 5 and 16) and the issues related to them.
- Produced 3 educational development games.
- Implemented 10 awareness raising campaigns for children (5 in Giza, 3 in Qalioubiya, and 2 in Beheira).
- Established a network of partners from 6 associations in the 3 governorates.



Partners

The Ambassadors of the World's Youth team who provided the initiative with volunteers, trainers and scientific materials implemented the initiative. For issuing permits and approvals, Salah Al-Din Association provided the initiative team with all the necessary formal documentation required for them to work in schools.

The Community Pioneers Association as well as Fahmy Abaza School provided the initiative with the different target groups the initiative worked with.

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“Kawkabna” Our Planet



Greater Cairo Initiative

Context:

The Sustainable Development Goals (SDGs) are a collection of 17 global goals: designed to be a "blueprint to achieve a better and more sustainable future for all". The SDGs, set in 2015 by the United Nations General Assembly and intended to be achieved by the year 2030, are part of UN Resolution 70/1, the 2030 Agenda. The 17 sustainable development goals each have a list of targets, which are measured with indicators. In an effort to make the SDGs successful, data on the 17 goals has been made available in an easily understood form. A variety of tools exists to track and visualize progress towards the goals.



In line with the 2030 Agenda, the Egyptian Government has launched a working plan called Egypt’s Vision 2030, also known as Sustainable Development Strategy (SDS). The SDS promotes sustainable development based on justice, social integrity and participation. The government is also developing a scientific methodology to measure its performance and track progress.

A large segment of Egyptian children and young people are unaware of the SDGs. “Kawkabna” (Our Planet) initiative aims to change that notion by raising the children and young people’s awareness about the SDGs. The initiative focused its efforts in the Greater Cairo Region covering the governorates of Cairo, Giza and Qalioubiya to promote safe environments through its awareness raising activities. “Kawkabna” initiative invested its resources to train its participants on recycling paper, wood, and rubber.

Objective

Raising awareness of children and young people about the SDGs and encouraging them to protect the environment.

Target Group

The initiative targeted children and young women and men within the age bracket (9-18) from disadvantaged areas in the three targeted governorates of Greater Cairo: Cairo, Giza and Qalioubiya. The initiative had an integration component engaging children with disabilities in youth centers and primary schools.



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Results

- Raised the beneficiaries' awareness regarding SDGs.
- Implemented 160 workshops with 1,080 beneficiaries.
- Trained 75 participants to recycle waste (in the form of wood and rubber) and create wooden toys.
- Implemented 14 recycling and handicraft workshops with 160 beneficiaries.
- Implemented an online social media campaign titled "Green Challenge".
- Implemented a biodiversity camp in Wadi Al Rayan.
- 50 participants were educated on the importance of biodiversity and qualified to spread awareness in their communities.
- Strengthened the concept of gender equality.



Partners

The initiative worked with numerous governmental and civil society actors. The Initiative was implemented under the auspices of the Ministry of Environment (MoE). MoE provided training for the facilitators who worked with the targeted children and young people. The Ministry also provided materials and resources such as trees and tools for the cleaning activities.

The Ministry of Youth and Sports (MoYS) provided the necessary permits to access the youth centers where the activities took place. The Ministry of Education (MoE) provided access to the targeted schools to reach out to the schoolchildren.

The Initiative formed strong relations with NGOs, namely Baladna Youth Association and Al-Safa Association for Community Development in Qalioubiya; the Age Line Association for People with Disabilities in Cairo; Tourism Development Association in Dahshur as well as Al-Amal and Al-Aamal for Development helped with the implementation of the SDG games.



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“Nesa’a Ra’edat” Women Pioneers Luxor Initiative

Context

Until today, many girls still have to drop out from school since education is still considered a luxury for girls in Upper Egypt. In rural Upper Egypt, there remains a significantly high rate of out-of-school children and a large gender gap in education.

Recent surveys show that some 22.1% of young women aged 10-29 have not had an opportunity of a proper education. For many of these girls, handicrafts making is a main source of generating income for their livelihoods.



Needing a sustainable income to support themselves and their families and secure a decent living, in villages with low income, poor infrastructure and lack of social services and without enough education to provide them with decent employment opportunities, many of these women find themselves stuck in poverty.

Investing in women's economic development through handicrafts production sets a direct path towards gender equality, poverty eradication and inclusive economic growth. Generally, women make enormous contributions to economies, whether in businesses, on farms, as entrepreneurs or employees, or by doing unpaid care work at home. Goal 5 of the Sustainable Development Goals (SDGs) focuses on Gender Equality affirming that ending all discrimination against women and girls is not only a basic human right, but is also crucial for sustainable future. In this context, the “Women Pioneers” initiative in Luxor optimizes on building disadvantaged women’s capacity to produce handicrafts to be sold for tourists, in an attempt to enhance their livelihoods and provide them with the necessary skills to start their own micro businesses in handicrafts making.

Objective

Building the capacity of a young cadre of disadvantaged women in Luxor governorate to start their own micro projects/businesses in handicrafts making.



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Target Group

Seeing as how women in Upper Egypt are not given the same opportunities available to women elsewhere, the initiative targeted disadvantaged young Women aged between 21-35 who demonstrate interest in learning new skills and profiting off of this skill, aiming to enable them to start their own micro projects in handicrafts making.

Results

- 30 young women trained on how to start their own projects within the “Start Your Business” Program enabling them to become small entrepreneurs.
- 10 young women trained in handicrafts making from natural leather.
- 10 young women trained in crochet.
- 10 young women trained in knitwear.
- Economically supported 30 women by giving them materials to start their projects.



Partners

The initiative partnered with the Micro, Small and Medium Enterprise Development Agency (MSMEDA) which built the capacity of the beneficiary young women through its certified “Start Your Business” Program, and provided them with the certificates.

The initiative team partnered up with Al-Masry Association in Luxor and relied on the expertise of Afaq Association for Comprehensive Development as well as the Nile Palace Foundation. Through these associations, the initiative team managed to get adequate training for its beneficiaries.

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مركز خدمات النسوة

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“Fareeq Insaniyah” The Humanity Team

Minya Initiative

Context

SDG 3 aspires to ensure health and well-being for all, including a bold commitment to end the epidemics of AIDS, tuberculosis, malaria and other communicable diseases by 2030. It also aims to achieve universal health coverage, and provide access to safe and effective medicines and vaccines for all.

Chronic diseases represent a major problem and public health burden in developing countries. Noncommunicable diseases (NCDs), including cardiovascular diseases, diabetes, cancer, and chronic respiratory diseases, are currently the leading national cause of death in Egypt.

NCDs are estimated to account for 82% of all deaths in Egypt. With proper awareness and adequate care, many of these diseases are preventable through evidence-based protective measures.

In poorer governorates, chronic diseases are an even bigger problem. People living in poverty are not only less aware of preventative methods, but are also less likely to seek help when needed. The poverty rate in Minya is 60%. The Egyptian government has been focusing efforts on eradicating poverty and providing the people with adequate health services in Upper Egypt as part of its 2030 strategy, establishing a higher authority for the development of the region and launching national mega-projects to generate employment, while NGOs have been joining forces and pouring in money to projects to help improve life in rural Upper Egypt. In this context, The Humanity Team Initiative aimed at reaching out to the poorest villages and Minya to raise health awareness about combating viruses and chronic diseases and providing them with medical assistance.



Objective

Improve the health status of the poorest villages, especially community school students, and provide health services, while integrating young people to participate in raising health awareness among their local communities.

Target Group

Aiming for raising awareness in the poorest villages in Minya, the initiative team implemented their activities in the three poorest villages in Minya in community schools and among disabilities.



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Results

- Raised awareness about disease prevention through early disease detection at 14 community schools;
- 150 students took part in the awareness raising sessions and learnt about infectious diseases, methods of preventing cancer and proper nutrition;
- Built the capacity of 14 young women and men on presentation skills to work as community health outreach facilitators to deliver health-related messages;
- The Community Health Outreach Facilitators raised the awareness of 150 community members both women and men on infectious and chronic diseases and viruses.
- An early detection of viruses and chronic diseases was provided at 3 villages through medical caravans reaching 260 beneficiaries.



Partners

The Initiative liaised with a number of governmental and non-governmental stakeholder. Partnering up with the Directorate of Education in Minya, the initiative team managed to acquire all the necessary permits that enabled them to enter the targeted 14 community schools.

The Health Directorate provided the initiative with the trained physicians, medical caravans to conduct the early detection check-ups to the targeted beneficiaries.

The Directorate of Youth and Sports supervised the medical caravans and provided access to the youth centers where the health awareness sessions for community members took place. Partnering up with NGOs, Alnor Association for People with Disabilities provided assistance to the people with disabilities who participated in the initiative.

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“Awwladna” Our Kids Qalioubiya Initiative

Context

According to the latest global data collected by UNICEF, about 1 in every 3 schoolchildren aged 13-15 around the world experience bullying. While girls and boys are equally at risk of being bullied, girls are more likely to become victims of psychological forms of bullying and boys are more at risk of physical violence and threats.

Bullying is a type of violence intentionally and repeatedly exercised by a child on another child in person or online, ranging from physical harm to verbal and psychological abuse, which can lead to exclusion, depression and sometimes suicide. It is a terrible phenomenon against which several actors have decided to join hands.



In 2015, the Center for Development Services (CDS) was commissioned by UNICEF to conduct a study on violence against children in three Egyptian governorates: Cairo, Alexandria and Assiut; in partnership with the National Council for Childhood and motherhood (NCCM). The study showed that the highest level of violence facing children occurs at home, followed by school; with 29 to 47% of children (aged 13-17) reported that physical violence among peers was commonplace. Based on the findings of this study, NCCM and UNICEF launched the first national campaign calling to end peer-to-peer violence in 2018 in partnership with the Ministry of Education and Technical Education (MOETE) with funding from the European Union (EU).

In an effort to continue on the results of this campaign, “Our Kids” initiative was launched in Qalioubiya governorate. The initiative seeks to spread awareness about bullying in schools as well as promote positive parenting values and principles, in an attempt to eliminate all forms of violence against children and touching upon Sustainable Development Goal 4, ensuring inclusive and equitable quality education.

Objective

Promoting a culture of tolerance and acceptance among schoolchildren within the age bracket (10-14), and spreading awareness about positive parenting among their parents and newly wed couples, with the ultimate aim of reducing bullying among schoolchildren in public schools.



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Target Group

Recognizing the age in which bullying is the most prevalent, the initiative team targeted 68 school children aged between 10-14 to help build their confidence in an attempt to help them not only stand up for themselves but also help them stand up for others who are bullied.

The initiative tackled the negative consequences of bullying, and embracing positive values so that children who bully others would cease to engage in this harmful practice.

Recognizing that bullying others is a behavior that can be prevented at home, 30 newly wed couples and parents were coached about positive parenting and the ways of dealing with violent children in a series of workshops and panel discussions.



Results

- 68 schoolchildren received anti-bullying training and tips on social intelligence, and soft skills needed to interact well with their peers and to stand up to bullying.
- The schoolchildren participating in the initiative showed great interest in the activities to build their characters and teaching them soft skills.
- 30 newly wed couples and parents received training on positive parenting and on bullying, its effects and ways to deal children experiencing it.

Partners

The initiative team reached out to the Ministry of Youth and Sports (MoYS) Directorate in Qalioubiya to provide the initiative team with permits to enter youth centers in the targeted places. Relying on the Ministry of Education Directorate, the initiative team managed to reach its target group to deliver the training and awareness raising sessions.

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مركز خدمات التنمية

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“Takhta Khadra” Green Board Qena Initiative

Context

Egypt’s education system needs an overhaul. School teaching, based mostly on rote, does not give students practical skills, leaving them unprepared for college and hindering their transition to the workplace and the outside world in general.

Overcrowded classrooms, poor attendance and a lack of good libraries or office space for teachers are problems that run through the system from the earliest years to final classes. Facilities like computers and science labs are often rundown if they exist at all in many public schools, particularly in remote and impoverished areas in rural Upper Egypt. More importantly, school textbooks are in need for updating and becoming more child-friendly.



Another major challenge in the educational system is the lack of skilled teachers. Accordingly, Egypt needs to work heavily hiring/training skilled teachers who would be able to deliver educational content effectively and clearly in classrooms and outside of classrooms. Furthermore, low salaries offered to teachers tend to be another obstacle that leads to private tutoring, which is a challenge Egypt has to deal with. Other challenges, lie within the poor school facilities and the hard curriculum that is given to students. Students are expected to memorize to be able pass the curriculum. Recently, the Egyptian government has been working towards giving greater priority to improving the education system in Egypt.

In this context, “Takhta Khadra” (Green Board) initiative launched in Qena Governorate aims to introduce non-formal educational tools to the standard classroom, focusing on the science curriculum that leaves room for creativity and new ideas. The science curriculum focuses on topics related to the environment aware of the fact that Egypt faces severe environmental challenges and poor environmental awareness among the public about the idea of conservation and environmental activism, as well as the SDGs, particularly Goal 13 about Sustainable Development Knowledge aiming to raise a generation aware and eager to be involved in climate action.

Objective

Enable public primary school teachers to implement sustainable creative and environmental practices to provide a high-quality educational service and promote environmental sustainability practices with the learning process within the targeted schools, with the ultimate aim of raising the level of educational system quality and to make it more interesting for students.



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Target Group

While private and international schools tend to focus on non-formal education, seeking creativity and out of the box ideas, public schools are usually left with little to no room for such opportunities. Recognizing the need to bridge the gap between public and private education, the initiative team targeted school teachers in public schools at Qous District in Qena Governorate, and its villages to train them on different methods of non-formal education, and to help them design games that can later be implemented inside the classroom. The initiative targeted 5 preparatory schools in which the teachers who received trainings could implement the educational games that were designed.



Results

- Trained 25 teachers and provided them with a toolkit to use with more students;
- 25 teachers were enabled to design and implement educational tools and fun games in the learning process;
- Implemented 12 games in 5 schools;
- Reached 60 students per classroom.

Partners

The initiative team reached out to Holding Co. For Water and Wastewater to provide the initiative with materials to be used during the workshop with the targeted school children.

Watan Development Association provided the initiative team with the necessary permits to work in schools and helped them reach out to their target groups. Ambassadors for Dialogue, Al-Masry Association and Youth Workers Union provided the initiative with educational tools, materials and helped reach out to the target group as well.

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>CRISP



مركز خدمات التدريس

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“Bekya Med” Waste Remade (Recycling Waste)

Qena Initiative

Context:

Egypt faces numerous threats to its environmental sustainability. The rapid population growth coupled with ambitious development policies have put a heavy pressure on Egypt’s natural resources in the form of severe air, water, and soil pollution. The scope and magnitude of these environmental and social costs are likely to offset some of the economic growth gains over time.

In 2017, the United Nations Environment Programme (UNEP) stated in a report that 40,000 people in different parts of Egypt all died from pollution. The report pointed to the absence of trees within Egypt’s capital as leading to the increase of air pollution. While air pollution threatens all Egyptians, the poorest and most marginalized people bear the brunt of the burden.



Waste and lack of proper management of it pose another serious health and environmental problems for the country and its population. According to the World Bank, only 60% of all trash is properly collected, leading to a 0.4 – 0.6% loss of gross domestic product (GDP) to the Egyptian economy as a result. A combination of private, public and informal (Zabbaleen) collection techniques has not been able to keep up with the growth of municipal waste, and as a result, the country is facing an environmental, health, safety, and economic crisis that cannot be resolved through this current approach.

Recognizing that mainly women are among the first to suffer as a result of environmental pollution, Goal 5 of the SDGs focuses on gender equality, seeking to end all discrimination against women and to provide them with the necessary space, skills and opportunities to participate equally in existing markets; access to and control over productive resources, access to decent work, control over their own time, lives and bodies; and increased voice, agency and meaningful participation in economic decision-making. In that context, the idea of “Bekya Med” Initiative is to raise environmental awareness in Qena, while creating job opportunities that generate small income, particularly for women heads of households through local environmental resources.



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Objectives

Raise women's environmental awareness along with placing emphasis on the importance of recycling waste as well as improve their environmental practices and enable women to generate an income through local environmental resources.

Target Group

Recognizing that environmental challenges hit the marginalized and disadvantaged groups the most and seeking to economically empower women, the initiative team targeted women from El Hamideyat Village, a small village in Qena Governorate.

Results

- Raised the awareness of 100 women regarding recycling waste and the effects of hazardous waste disposal (specifically located in the village's main street).
- Conducted two workshops for 50 women on methods of collection, sorting, and recycling field and household waste.
- Established and built the capacity of the Ambassadors for Environment Team (composed of 20 women and men) in order to ensure the sustainability of the initiative.
- Equipped 50 young women and men with the knowledge regarding the importance of environmental conservation through sports activities.
- 60 women and girls gained the knowledge and capacity to collect, sort, classify, and recycle their field and household waste as well as benefit from it.
- Implemented a "cleaning camp" for the removal of waste from the main street of the village.
- Implemented a door to door campaign within the village in order to raise women's awareness regarding the importance of recycling.



Partners

The Initiative team worked with a number of stakeholders to implement the initiative's numerous activities. Qena Agricultural Administration helped the team acquire the necessary permits.

The Local Council at the village level helped the initiative reach out to their target groups and facilitated resources for the cleaning campaign.

The Youth and Sports Directorate in Qena provided the initiative with educational tools, materials and helped reach out to the target group as well. Partnering up with these governmental bodies enabled the initiative team to not only reach out to the right people but to also implement the activities of the initiative effectively and efficiently.

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“Enti Te’dari” You Can Sharqiya Initiative

Context

Aspiring to better quality of life for all, promoting health and well-being is one of 17 Global Goals that make up the 2030 Agenda for Sustainable Development, in a world where cancer, infertility, allergies in children are on the rise, consumer health advocates and some researchers continue to warn against chemically based treatments, in an attempt to connect the dots between these intimately used products and some worrying and unexplained disease trends, particularly in women.



Today, there is plenty of health awareness about the importance of using essential and vegetable oils as natural alternatives to chemicals and around the globe, research centers strive to advance the cultivation of aromatic and plants to reach 250 thousand feddans to be used as alternatives to chemically based treatments and products.

Egypt occupies the eleventh position in exports of aromatic plants with a contribution to the global market of up to 2-23% and is one of the most important countries exporting aromatic plants in the Middle East. Today the size of the aromatic plant market is 50 million pounds annually.

In that context, “Enti Te’dari” (You Can) initiative launched in Sharqiya focused on the role of women in health, with particular emphasis on the use of essential and natural oils as an alternative to chemically based treatments and products. This initiative is also concerned with providing the beneficiary women with sufficient information regarding the side effects of purchased goods that contain harmful substances and how to acquire and sell natural based and essential oils. This had provided them with the ability to differentiate between hazardous and healthy products. The initiative seeks to raise awareness about the types of essential and vegetable oils, how to buy oils, and learning the difference between original and adulterated oils and methods of cheating oils as well as raising awareness about some therapeutic and cosmetic products that are used incorrectly or contain harmful substances. The initiative also seeks to enable women to acquire and sell these products on the market.



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Objective

Raise awareness about the benefits of utilizing naturally based products instead of purchasing and applying chemically infused items that can cause serious health damage and enable women to acquire and sell naturally based products.

Target Group

Seeking to economically empower women and provide them with information that is currently needed on the market and could help them generate an income, the initiative team targeted women and girls aged 18-50 with diverse educational backgrounds from three districts in Sharqiya governorate: Zagazig, Deyarb Negm, and Belbeis.

Results

- Raised the awareness of 365 girls and women in cooperation with the Faculty of Pharmacy at Zagazig University, the National Council for Women, and other civil society partners, namely the Eastern Youth Association, Al-Wafd Party, and the Women Development Association in Deyarb Negm.
- Created a YouTube channel (Oil and Kemya) with 14 educational videos, with a total of up to 7,500 views, reaching geographical areas outside of Sharqiya and created a Facebook group with 300 members of the initiative.
 - YouTube: https://www.youtube.com/channel/UCODhajVJkW_Vks_g4QuMm4Q?fbclid=IwAR3rDKR91hhKSIUsx0cE3C-9EKR4qYwWLMtO4rWRyPAGWOAm9rP45j0q4wI
 - Facebook: <https://www.facebook.com/groups/2307197612866593/>

Partners

The initiative team reached out to the Ministry of Youth and Sports that provided the initiative with the necessary information and permits and to reach certain villages and to work in the youth centers.

The National Council for Women (NCW) helped organize workshops and seminars inside its local premises in Zagazig.

The initiative team also reached out to Al-Fanar Foundation for Community Development for volunteers to organize activities, obtain security clearances, and communicate with the participants.

Al-Sharqiya Youth Association helped in the selection of the target group, managed individual and group interviews and was responsible for the activities for the beneficiaries.

The Community Development Association in Deyarb Negm helped organize workshops, reaching out and communicating with the target group, and providing catering for the participants.

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“SDGs for Little Bees” Sohag Initiative

Context

The Sustainable Development Goals (SDGs), also known as the Global Goals, were adopted by all United Nations Member States in 2015 as a universal call to action to end poverty, protect the planet and ensure that all people, especially women, enjoy peace and prosperity by 2030.

The 17 SDGs are integrated. They recognize that action in one area will affect outcomes in others, and that development must balance social, economic and environmental sustainability. Countries have committed to fast-track progress. That is why the SDGs aim to bring the world to several life-changing ‘zeros’, including zero poverty, hunger, AIDS and discrimination against women and girls. Everyone is needed to reach these ambitious targets.



Egypt is committed to progress towards achieving the Sustainable Development Goals (SDGs). Egypt’s Sustainable Development Strategy, Egypt Vision 2030, is in line with SDGs. The national strategic plan’s three dimensions (economic, social and environmental) are based on ten pillars covering broadly the SDGs. The plan provides programs, policies and measurable indicators in order to put Egypt on the right path toward sustainable development. Egypt is making huge efforts in order to build the capabilities of youth and create a conscious generation that is aware of the sustainable development goals and has the ability to spread and achieve them.

In that context, “SDGs for Little Bees” Initiative launched in Sohag Governorate worked towards preparing an educational training program for children aged between 7-14 years old, aiming at building these children’s abilities and educate them about the SDGs, with special focus on the fourth and ninth goals about education and innovation, through a training program and innovative community projects with these children's participation. The initiative seeks to build the capabilities of children and raise their awareness and knowledge aiming at creating a generation of active citizens.

Objective

Raising awareness and building the capacity of 25 children from two schools: a Community School and a Public School in Sohag Governorate and introducing them to the SDGs.



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Target Group

Recognizing that education and awareness raising are most effective when acquired at a younger age, the initiative targeted Primary school children in Sohag Governorate, aged between 7-14 years.

Results

- Raised the awareness and build the capacity of 25 school children from a Community School and a public school.

Partners

The initiative team reached out to the Ministry of Education for the necessary permits to enable the initiative team to enter schools.

Through building a partnership with Art Space Company, the initiative managed to receive technical support for trainings.



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Anlage 6: Durchführung A.5.4.



Y-LEAD

Creating Civic Spaces for Active Citizenship

**Magadif Simulation Game
Synthesis Report on Simulation Game
Implementation**

December 2020

Y-LEAD

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Y-LEAD

Executive Summary

Crisis Simulation for Peace (CRISP) in cooperation with the Center for Development Services (CDS), are implementing the “Y-LEAD” Program. Y-LEAD is a social leadership program that promotes inclusive participation of youth in the public sphere. The program aims to empower local youth to take leading roles in their local communities through innovative and non-formal learning methods. Additionally, it works on creating spaces and opportunities by working with multiple key actors and stakeholders to support empowering youth and women to contribute to sustainable change in their communities and thus, maintaining the motivation for social change. This will ideally provide a solid basis for any further efforts towards a more open environment for change and cohesive society.

The Magadif simulation game was developed as a component of Work Package 5 – Creating sustainable formats for dialogue: Roundtables, Forums and others. The aim of the simulation game was to bring different stakeholders together to discuss the local needs and challenges of youth and women through networking and establishing connections with different stakeholders to establish mutually benefiting outcomes.

In this context, the simulation game was developed and successfully implemented 6 times throughout 6 governorates with a total number of 100 participants of which 43% were women and 57% were men. The participants come from a wide range of sectors: 42% from the public sector, 30% from the civil society, 8% from the private sector, 7% from the media, 4% from the semi-governmental sector such as the National Council for Human Rights, 6% were youth activists, and 1% from a syndicate, UN agency and non-state actor were present. A diverse and unique group of people participated in the simulation game implementation of Magadif.

The level of interaction and communication within the simulation game Magadif was very high as the topics that were discussed were close to reality. All of the participants indicated that the issues that they were discussing and basing their initiatives on were about prominent societal problems across Egypt. The three initiatives proposed by the governorates were centered around the environment, education and inclusion of people with disabilities.

The following initiatives stemmed from the three groups that were created as participants started to discuss their interests and mutual benefits were formed. As groups were being formed based on mutual interests throughout the game, it was vital for each sector to be represented in order to guarantee a diverse network that unifies the entire society.

The data reveals that all of the participants have become more receptive to the idea of cooperation and networking, whether between or within sectors. This is a huge success for the simulation game Magadif, as it has achieved one of its goals. Additionally, the use of simulation games as a method to convey such a message was widely accepted by the participants as 96% believes it was an effective tool. This ties to the participant’s views around the simulation game Magadif being goal oriented (46%), realistic (27%), easy to follow (14%) and simple (9). The elements have enabled the participants to fully grasp and understand the knowledge being shared with them.

The sustainability of this game was achieved through the creation of roundtable discussions. These roundtable discussions were focused on discussing and refining the proposed initiatives of each simulation game implementation. Additionally, it is a platform for influential people to talk about the needs of their local communities, share their experiences and hopefully form relationships. This network is expanding and ensuring inter and intra sectoral cooperation and networking.

One initiative per governorate was deemed the most suitable for implementation throughout these discussions. In Cairo and Giza, a combined initiative is going to be implemented with the goal of empowering youth and raising awareness around the importance of volunteerism. The main issue that Luxor’s initiative is going to tackle deals with accumulation of garbage in the streets; likewise, Fayoum’s initiative focused on decreasing pollution and improving the environment. The goal of Qena’s initiative was to enhance the quality of teachers in the targeted schools and ensure their ability to make use of science laboratories for students in 2021. Gharbiya’s initiative focused on the beautifying the infrastructure and entrance of the city of Bassiouin. Through these roundtable discussions, different stakeholders were able to put their input and voice their ideas around what constitutes development.

Nonetheless, the simulation game Magadif faced some challenges through the implementation phase. For instance, some participants were reluctant to join, and others were unable to accept the roles that they were assigned. The facilitators were able to mitigate these situations by speaking with the participants and convincing them to proceed with the simulation by outlining the benefits of their participation. As these difficulties were alleviated, the simulation game Magadif was able to effectively influence the notion of cooperation and networking into the mindsets of the stakeholders.

Background

Y-LEAD is a social leadership program that promotes inclusive participation of youth – both women and men, to become active citizens and take leading roles in the public sphere. The program works on creating spaces and opportunities with multiple key actors and stakeholders to become agents of change by empowering youth and women to contribute to positive changes in their communities and thus, leading the way towards sustainable social change. This will ideally provide a solid basis for any further efforts towards a more open environment for change and a cohesive society.

Y-LEAD engages youth by applying the simulation gaming approach as an effective and innovative method of experiential learning. It focuses on the youth who want to become influential in their societies by building their skills, improving their confidence and self-esteem, broadening their horizons, and raising their ambitions to ensure that they can succeed towards their mission of becoming active citizens.

In the course of the program, youth and women in 23 targeted governorates were taught how to facilitate dialogue; how to include marginalized groups; and how to reach out to local actors from different sectors to bring positive change and develop the sense of ownership, inclusion and social cohesion. The program implemented activities on empowering local actors of civil society, as well as stakeholders from other sectors in order to fulfill the project’s objectives. Throughout all of the project’s phases, the participatory approach was adopted as it highly engages the participants in the dynamics of the action and the continuous follow-up-activities and evaluation, in order to enhance commitment and ownership.

The program established cross-sectoral networks that supported the implementation of local community initiatives in 23 governorates. The cross-sectoral networks included local authorities, civil society organizations, media, private sectors, and Nadi El Mohakah (Simulation Game Club, Egypt).

Y-LEAD is divided into five Work Packages: 1) Awareness Campaign; 2) Online-Survey (nationwide) + Creation of Policy-Papers; 3) Realizing (cross-sectoral) Local Initiatives; 4) Capacity Building and Empowerment for youth and women; and 5) Creating sustainable formats for dialogue: Roundtables, Forums and others. Each work package focuses on a set of skills or knowledge delivery.

Work Package 5 was divided into 7 activities: 1) Kick-Off-Meeting: Agreeing on the exact learning goals and setting detailed roadmap for implementation, 2) Workshop – Stakeholder Identification and Potential means of Cooperation, 3) Stakeholder Analysis in 23 Governorates, 4) Workshop - Simulation Game Development: Creating Local Networks, 5) Test-Runs of Simulation Game Creating Local Networks, 6) Implementation of simulation game in six governorates and 7) Round Table Discussions in six governorates

The package focused on establishing cross-sectoral networks on the governorate level to serve as safe spaces for people from different backgrounds (social, economic, religious, ethic, etc.) to exchange opinions. To establish this, a stakeholder analysis of the different entities working with youth was conducted across the governorates that Y-LEAD was being implemented. Stakeholders in fields such as public entities or ministries such as Education, Social Solidarity and Youth; as well as private sector entities and CSOs were identified.

Through innovative learning methods, a selection of participants from different governorates attended a series of workshops to develop Magadif – a simulation game which targets those identified stakeholders to educate them on establishing permanent channels of communication that enable discussions on local needs and challenges of youth and women in an innovative and interactive way. Following the implementation of the game in the six governorates, the participating stakeholders had developed a unified vision to increase cooperation and networking amongst each other. Additionally, ensure the sustainability of the game implementation’s goal, roundtable discussions were held in each of the participating governorates to take the selected initiatives further and develop actual workplans ready to be implemented.

Magadif Scenario

Cooperation between decision makers is considered to be one of the most important aspects in the improvement and development of local communities. Increased cooperation and networks between key stakeholders are the engine of continuous growth.

The main Objective of Magadif is to emphasize the importance of these networks through their potential impact on local communities as they enhance the exchange of experiences and resources. The simulation game sheds light on the role of cooperation and networking between



different sectors (public sector – private sector – civil society – media). Through participating in the simulation, participants are motivated to create and evaluate a sustainable plan that ensures robust networks within different local communities can surpass the borders of the game and be transferred to their own lives.

The scenario of this simulation game is in the fictitious city of “Kela” which offers different services through various sectors with independently functioning departments that tend to the needs of citizens. In the game, its citizens meet to discuss the most important challenges and problems facing the city. These problems stem from the fact that some of the services are not reaching their full competencies due to the sectors wasting time, effort and resources as a result of their independent and selfish nature. Moreover, the city suffers from challenges in the areas of education, environment and the inclusion of people with disabilities.

To resolve these challenges, participants must form three groups by cooperating with one another, uniting efforts, allocating resources efficiently and transferring skills. Each group consist of five members, representing all the different sectors in the city of Kela in order to ensure the formation of valid and inclusive networks throughout the community.

Once they discuss these challenges, these citizens proceed to find possible solutions through cooperation of different sectors. Through enhanced networking between the different sectors, the city of Kela can overcome such challenges, enhance service provision, achieve mutual benefits and reach its full potential. Following the development of possible solutions by the different participating groups, these solutions are presented to the remainder of the participants for a question and answer period and then a vote takes place on the implementation of the proposed solutions.

Following the implementation of Magadif, there was an increase in the knowledge and awareness of participants on establishing cross sectorial networks, in addition to the development of new networks and increased collaboration between the participating stakeholders.

Following the completion of Work Package 5, there were 100 direct beneficiaries who had developed an increased understanding regarding increasing cross-sectorial cooperation and networking in Egypt, in particular within their local constituencies and governorates.

Stakeholder Analysis

In order to develop a comprehensive understanding of potential Y-LEAD stakeholders that work with youth in different sectors, a stakeholder analysis was conducted across 23 governorates. The purpose of the stakeholder analysis was to serve as a live document that would be revisited and updated throughout the course of the project to ensure that the list of stakeholders was updated and taken into consideration during the design and the implementation of Magadif. Stakeholders from various sectors such as public entities, private businesses or ministries such as education, social solidarity and youth and NGOs were identified in each governorate. This information was collected by Y-LEAD participants through a workshop in which they were informed on the definition of stakeholders and how to classify their important in relation to their mutual interests. The participants were then asked to classify potential/existing stakeholders within their governorates into three categories: public, private and civil society. Next, they were asked to classify them on an importance/influence matrix; this provided both the participants and the project team with insight on the potential stakeholders that would benefit the project.

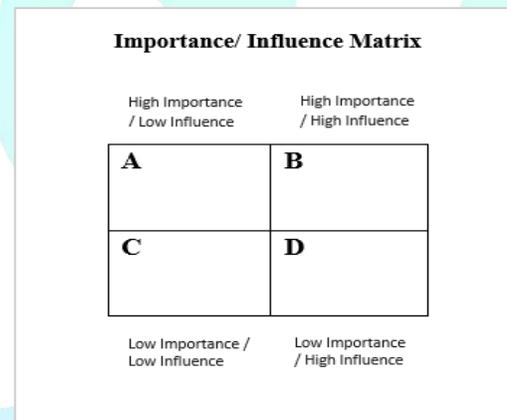


Figure 1: Importance / Influence Matrix

The stakeholder analysis served as a live document that identified the interests of stakeholders and ways to harness the support of those in favor of supporting project activities as well as managing the risks posed by those stakeholders who were against it.

Following the stakeholder’s analysis workshop, participants met with stakeholders within their governorate to discuss how they would be involved in Y-LEAD. They presented the projected idea and established communication that would lead to effective participation and the creation of

collaborative action in favor of the project. Following these meetings, the participants were asked to present an updated list with the stakeholders that they actually worked with in implementing the project activities.

The analysis was split into two parts, Part A presented information on the 23 participating governorates in addition to the list of stakeholders that their participants listed in addition to a matrix with their classification of the stakeholders. Part B analyzed the data reported and expanded on the stakeholders which have relevant interests to Y-LEAD.

The conclusion of the stakeholder analysis presented the findings regarding which sectors were most beneficial in supporting participants in the different governorates in implementing the project activities. The findings revealed that during the implementation of project activities and initiatives, participants were best able to network with NGOs and CBOs within their governorates due to the strong connection's participants have as youth leaders.

In regard to governmental instructions, the analysis showed that participants were able to forge strong connections with a number of governmental institutions, specifically local directorates for the Ministry of Education, Ministry of Youth and Sports, Ministry of Culture, Ministry of Health and Population in addition to the Ministry of Social Solidarity. Through these networks, participants were enabled to implement project activities in government venues and were provided with free materials, resource booklets, trainers as well as permission to work in community schools.

Additionally, the findings revealed that in all the governorates, networking with more than one stakeholder was necessary in order to successfully work within the governorate. In most cases, it was a collaboration between the project, local NGOs/CBOs and a governmental institution. This confirmed that the establishment of a local network of stakeholders within each governorate of the project is necessary to ensure the successful implementation of Y-LEAD activities.

The results of the stakeholder analysis were then integrated into the learning goals of Magadif. One of the main learning goals of the game was to; understand the importance of

local networks due to their potential impact, in addition to developing a comprehensive understanding of the mutual benefits of networking with different sectors.” The game focused on bringing different stakeholders together to discuss the local needs and challenges of youth and women.

In sum, the stakeholder analysis provided valuable insight of the different networks and dynamics that are prevalent within the 23 governorates participating in Y-LEAD. This enabled the project to utilize the valuable information in developing a simulation game to further expand on these networks in addition to providing the participants with clearer strategies in regard to establishing new stakeholders and partners for upcoming initiatives and future projects.

Analysis of Game Implementation Objectives

The objectives of the Analysis of the Game Implementation are to: 1) Understand the characteristics of the participants within the 5 governorates, 2) Assess the participants' attitudes, awareness and understanding about the importance of cooperation and networking, and 3) Evaluate the sustainability of the simulation game.

Demographics

The simulation game Magadif was successfully disseminated 6 times throughout the following 6 governorates: Cairo, Giza, Luxor, Fayoum, Qena and Gharbiya. The total number of participants involved in the Magadif simulation game was 100. This number is split between 43 (43%) women and 57 (57%) men.

Since female labour participation in 2019 was 21.93%¹ in comparison to 70.86%² for males, it is inevitable to have a higher number of male participants. Yet, the simulation game Magadif, was able to motivate a high share of women to participate. These numbers demonstrate significant results in terms of gender-based participation.

¹https://www.theglobaleconomy.com/Egypt/Female_labor_force_participation/

²https://www.theglobaleconomy.com/Egypt/Male_labor_force_participation/

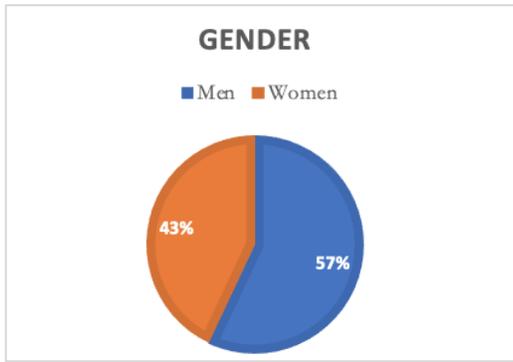


Figure 2: Gender

A diverse group of participants participated in the implementation of the simulation game Magadif. This group was distinct due to the appropriate representation of all segments within the society which was achieved by having members of each sector present in every game implementation, such as:

- Public sector – 42 participants;
- Civil society – 30 participants;
- Private sector – 8 participants;
- Media – 7 participants;
- Youth activists – 6 participants;
- Semi-governmental sector – 4 participants;
- Non-state actor – 1 participant;
- UN agency – 1 participant;
- Syndicate – 1 participant.

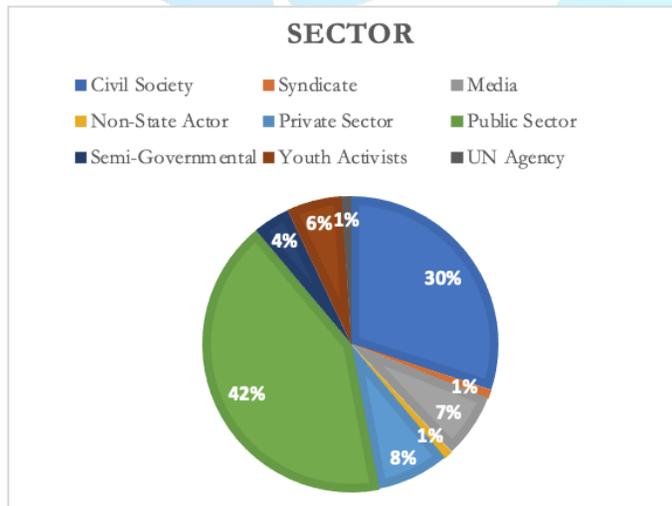


Figure 3: Sector

From the table above one can assume that civil society members and public sector members are high in number and can dedicate more time to development initiatives and

projects than the other sectors. A range of sectors were present, which was very beneficial when discussions during the evaluation phase.

A detailed breakdown of the participant characteristics can be found under [Annex 1](#).

Simulation Game Implementation

The simulation game started by explaining the idea behind simulation games and how the participants have to eventually encompass the roles they are assigned and act according to the interests of the role given. Each participant took on their roles and got acquainted with the resources that they possess. During the simulation game, Magadif, participants relied mostly on the participatory method when creating relationships. This method enables ordinary people to play an active and influential part in decisions which affect their lives.

Each participant was given a distinctive amount of resources that was used as negotiation leverage with the participant’s inherent goal of maximizing their own benefits. Groups started to be created as participants started to discuss their interests and thereby mutual benefits were formed between the participants. As groups were being formed based on mutual interests throughout the game, it was vital for each sector to be represented in order to guarantee a diverse network that unifies the entire society in Magadif. This was smoothly carried out as the resources of different stakeholders completed one another. As such, participants had to rely on one another throughout the game, Magadif. The citizens of Kela were thereby able to use the information presented to them and successfully form relationships and create networks with one another.

Through the act of cooperation and networking, the importance of each sector was highlighted. It was clearly portrayed that sectors have different and unique goals which ties to the work that they carry out. Additionally, they have an effective role in not only expanding human relationships but in also increasing knowledge information. Hence, lack of cooperation leads to a rise in conflicts when attempting to reach desired goals. As participants formed their groups, they started to exchange ideas with one another and became aware of different views. This enriched the participants with knowledge that they had not been exposed to before. Networking and cooperation are viewed as being an effective way of using available resources to reach desired goals. Hence, the simulation game Magadif was able to connect different stakeholders together and decisions were

driven from the balanced and sufficient resources that participants were willing and able to incorporate in the suggested initiatives.

The six game implementations proposed different initiatives around prevalent issues in our community.

Cairo

Three initiatives were proposed throughout the simulation game implementation of Magadif that took place in Cairo on the 22nd of August 2020.

The first initiative aims to tackle the failure of educational institutions to properly integrate people with disabilities and thereby results with a lack of economic empowerment. Hence, the initiative's objective was to increase the number of educational centers for people with disabilities in order to successfully integrate them and ensure they are empowered.

The second initiative was concerned with the environment by trying to solve the following three problems: 1. Water pollution, 2. Waste disposal, and 3. Seeking a clean environment. Therefore, the general objectives are to: 1. Generate a clean environment, 2. achieve the relevant SDGs, and 3. Reducing gas emissions' effects by motivating factories to gradually move to green factories as well as initiating several projects that convert waste into products.

Lastly, the third initiative deals with the inclusion of the BOT system in schools. Reducing classroom density, ensuring inclusion by having a 5% representation of disabled students and installing a recycling system in schools. Thus, this initiative has a wide of objectives, such as: 1. Relaxing the intensity of classes, 2. Including students with disabilities in the education system, 3. Determining the appropriate level of education, and 4. Use of modern technological means and systems.

Giza

On the 5th of October 2020, the simulation game Magadif was implemented in Giza and three initiatives were suggested.

The first initiative is concerned with concerned with raising awareness of various societal members (children - youth - parents) about environmental problems and their respective negative impact on our society. This ties to the general objective of raising awareness around the environmental harm caused by plastic, in particular.

The second initiative has the objective of making an active member out of everyone is the city of Kela by targeting the inclusion of people with disabilities. As such, they want to empower as many as possible and ensure their thorough integration within the community.

The third initiative discusses the density of education classes and shortage of trained and equipped teachers. It aims to confront these problems by developing a training plan for education cadres, increase the level of education and hopes to include new techniques such as online learning to enhance learning.

Luxor

Three initiatives were proposed throughout the game implementation Magadif that was carried out on the 5th of September 2020, in Luxor.

The Kela community suffers from the spread of garbage and pollution in the Nile River, as a result of dumping waste on the banks of the Nile and city streets. This is why the first initiative tries to combat this problem through the creation of awareness raising campaigns for families, school and university students, and civil society. The overall goal is to reduce environmental pollution, especially Nile River pollution.

The schools are unable to communicate and teach information effectively due to the high-class density of students. As such, the second initiative aims to raise the efficiency of education and train teachers in order to create a conscious generation. This would result with quality education and information being spread.

People with disabilities make up the society and are to be viewed as an average citizen. Hence, this initiative deals with the integration of people with disabilities in all civil institutions. The main objective is to help build a community member who has a role within the society. This will be achieved by providing specialists and teachers with the necessary skills on the different ways to deal with people with disabilities and provide educational institutions with modern technological tools/methods that would ease their integration.

Fayoum

The simulation game implementation of Magadif in Fayoum on the 8th of August 2020, resulted with a plan for three initiatives.

The first initiative discussed the problem of pollution and has an overarching aim of making the city of Kela pollution-free.

The second initiatives focus on the inclusion of people with disabilities (physical and mental) into the community by ensuring adequate service provision. This initiative is centered on making sure that the infrastructure is accessible for all the citizens and raising awareness on how to interact with various disabilities.

The third initiative is tackling the issue of education, especially the lack of connections that are available. The goal is to ensure employment for the students of the city of Kela.

Qena

On the 1st of October 2020, three initiatives were presented by the participants that participated in the simulation game implementation Magadif, in Qena.

The first initiative was crystallized around the use of arts and sports to build awareness campaigns on environmental issues. This was suggested because both arts and sport have a high community acceptance, and therefore the initiative would reach a lot of people. Some of the activities proposed are: running marathon, theater and artistic performances, and community dialogues.

The second initiative tackled the quality of science teachers and aims to empower elementary school science lab teachers. This will be initiated by training and thereby enhancing the capacities and knowledge of teachers and department heads.

The third initiative aims to raise the economic, social and cultural status of people with disabilities. Its main goal is to economically, socially and culturally empower 1000 people with disabilities (600 of which are women) throughout the year.

Gharbiya

On the 17th of October 2020, the game implementation Magadif was carried out in Gharbiya and three initiatives were recommended.

The first initiative that was suggested aims to tackle issues in education, with a particular emphasis on integrating people with disabilities and dropouts. The general goals are to:

- Create a program dedicated to school dropouts;
- Eliminate classroom density;

- Integrate people with disabilities;
- Employ people with disabilities who have adequate qualifications.

Yet, the second initiative is centered around environmental matters within the Gharbiya community. They have many goals that are focused on beautifying the environment while ensuring lower pollution levels and a decrease in waste. Some of the activities include planting 10,000 fruit trees, laying basics for garbage collection and asking volunteers to design an electronic application that would be used to ease garbage collection and promote recycling. This application will be seen as a platform that links people to recycling plants nearby and will incentivize them to recycle by offering monetary returns.

Lastly, the third initiative discusses the several issues in the labor market, in particular people with disabilities. As such, it aims to join unite community groups with governors and parliamentary members in order to tackle the issue of unemployed people with disabilities. This initiative is focused on capacity building and rehabilitation for this category of the population to enter the labor market. The initiative aims to economically empower people with disabilities throughout Gharbiya.

Post Evaluation

The importance and effectiveness of simulation games became apparent as the simulation game, Magadif, came to an end. The vision of this simulation game was clearly portrayed due to the presence of simple goals and targets which guided the participants. It was also successful in demonstrating the significance of networking as the participants realized that cooperation and networking are the root to effective solutions. Participants stated that “the concept of striving for a common goal is what brings people from different sectors together”. Hence, a unified goal was created and was used as a drive for each participant to achieve the vision that embodies the simulation game. It was pointed out by the participants that “cooperation is a tool that links members of a society”. Participants also felt that this game highlighted the added value of cooperation and networking along with overarching benefits. This added value stems from the exchange of knowledge and share in resources, which leads to the successful implementation of development initiatives.

Through the simulation game Magadif, the participants were able to acknowledge the presence of different sectors and understand the impact of networking. The significance



of networking and cooperating was clearly portrayed through the representation of each sector (private, public, civil society and media). The obstacles and challenges facing each sector were exposed throughout the game and solutions were drafted as a result of thorough deliberation between participants. As such, networking was seen as a tool to help in efficiently allocating resources, achieving goals as well as overcoming obstacles due to the presence of different actors who possess different capabilities. It was thereby able to display the features of every sector and outline their advantages as well as their disadvantages.

The act of cooperating did not end as the simulation game was over, rather this was just the start. The relationships built throughout the game were strengthened and the actual design and planning of real projects in coordination and collaboration between different stakeholders commenced. The participants stated different factors that drive cooperation, including but not limited to;

- Maximizing benefits;
- Knowledge exchange;
 - Gaining knowledge and expertise from others who are more specialized;
- Solving problems;
- Taking advantage of the resources and opportunities available;
- Having support;
- Overcoming obstacles together;
- Expanding relationships
- Achieving certain goals;
- Producing successful initiatives.

Hence, the real motivation for networking and cooperation originates from its ability to overcome obstacles through various entities contribution to achieving goals. The idea of working together rather than against each other was conveyed in a simplistic manner throughout the game. Consequently, Participants became more aware of the roles and focus that each sector offers to the community. It was stated that the simulation game was very effective as it taught them the art of networking, especially when it comes to finding the right partners due to mutual interests and benefits

Community networks are apparent throughout our societies, but successful ones are rare. Hence, the participants outlined that a successful community network unifies all the members of a society along with their distinct

views and beliefs. It is an integrated system of benefits that has representatives of every sector and level present in the society. It was stated that the most effective networks encompass the concepts of equality and justice keenly. As such, the participants made it their goal to create such networks and hold sessions with which they can discuss their community's needs; thereby, creating a source of cooperation. Sustaining these networks are guaranteed once a strategic vision has been clearly outlined and discussed. In order to sustain the network that has been created the participants mentioned continuously meeting up and having round table discussions in order to implement the initiatives that have been presented in this game implementation. Accordingly, effective community committees stem from realistic goals, accurate plan, appropriate representation of all segments in the society, respect for different opinions and constant motivation. The importance of cooperation was sustained through the creation of network meetings. Hence, sustaining the message of this game implementation rises due to the participants initiative to demonstrate the strength of having different stakeholders work together. By having a unified vision and goal cooperation and networking is going to be a second nature to the members of any society.

Attitudes and Thoughts After Check-out

The figures below outline the overall attitudes and thoughts that the participants had concerning simulation games in general, the act of networking and Magadif as a simulation game.

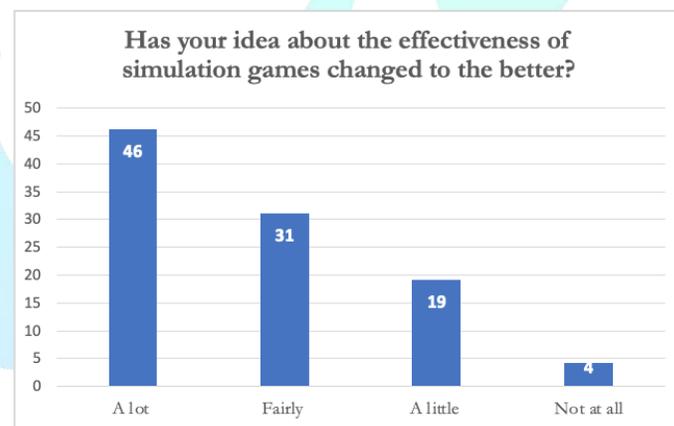


Figure 4: Attitudes towards effectiveness of simulation games

It is apparent from Figure 3 that the majority of the participants have had a positive change towards the use of simulation games for educational purposes. Majority of the participants were satisfied with the use of a simulation game due to its close resemblance to reality. As such, it can be

concluded that simulation games should be used more often.

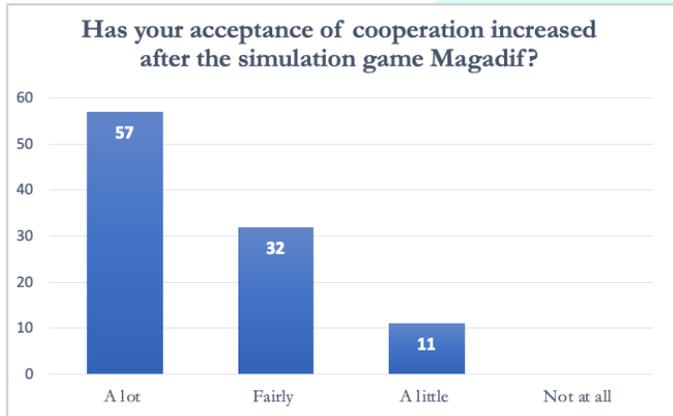


Figure 5: Attitudes towards cooperation/networking

From Figure 4, one can deduce that cooperation has become a known and accepted phenomenon across various stakeholders. This is a beneficial outcome that will motivate the creation of inter and intra sectoral relationships. The simulation game Magadif, was thereby able to achieve one of its goals: raising awareness around the importance of cooperation and networking.

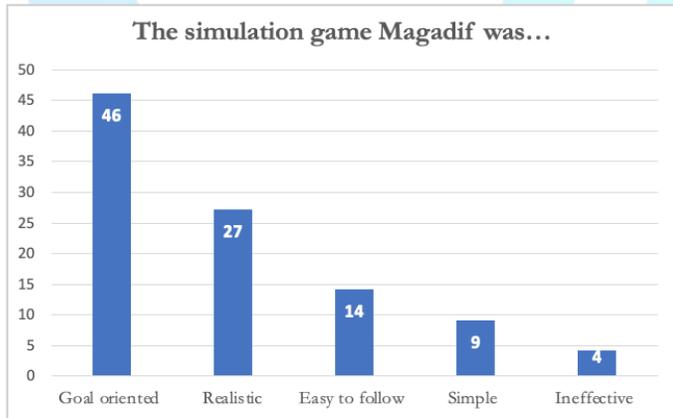


Figure 6: Thoughts about the simulation game Magadif

Majority of the participants believe that the simulation game Magadif was goal oriented, realistic and easy to follow. Even though some believe it was ineffective, it was able to portray the message the message thoroughly as shown in Figure 4. Figure 5 thereby shows a breakdown of their sentiments concerning the process of the simulation game Magadif as a whole.

Round Table Discussions

To thoroughly ensure the sustainability of the game implementation's goal, round table discussions were initiated. These round table discussions are meant to be a

platform where members of the society from different sectors meet and discuss the viable implementation of initiative across their communities. As such, this can be seen as the act of apply the content of the simulation game Magadif into the participants daily lives.

Cairo and Giza

A roundtable discussion combined 26 participants from Cairo and Giza (16 women and 10 men) on the 5th of November 2020. The 6 initiatives that were proposed throughout the game implementation phase of Magadif were presented and stimulated discussions. The participants agreed on several points that constitutes effective initiatives and thereby proposed the implementation of a joint initiative between the two governorates.

This initiative used the idea of cooperation and networking that was taught in the simulation Magadif to create an initiative centered around voluntary community participation and the rehabilitating community members. The joint initiative is going to work on:

- Instilling a spirit of volunteerism among youth;
- Encouraging youth to join national initiatives (political leadership);
- Train 10,000 university youths (men and women) crisis and disaster management;
- Raising awareness through providing youths with a number of research papers highlighting the role and importance of volunteering, in particular with work related to MoSS;
- Organizing a conference that will integrate youth, specialists and parliamentarians to discuss:
 - Conceiving a general regulation for volunteerism in order to organize its process and policies, i.e. creating a national guide for volunteerism;
 - Alternative ways of integrating an environmental and sustainable perspective into people's lives and eventually reach proper decision-making authorities.

Luxor

Three roundtable discussions took place in Luxor. On 30th of September 2020, the first meeting took place with 25 participants of which 8 were women and 17 were men. The second meeting was executed on the 2nd of October with a number of 6 participants of which 2 were men and 4 were women. Lastly, the third meeting that was carried out had

10 participants with 5 men and women being present on the 5th of October 2020.

These roundtable discussions are a continuation of the simulation game Magadif but relies on taking the lessons learnt and applying them on the field. The winning initiative (from the three that were presented during the simulation game implementation) was the one that focused on environmental issues. So, throughout the first roundtable discussion, negotiations rose around the importance of the implementing the proposed initiative. The participants identified the main issues that the initiative will tackle which is the accumulation of garbage in the streets of Luxor city. The initiative emphasized the importance of eliminating this phenomenon in order to preserve the environment and human health.

The second roundtable discussion was more detailed in assessing the actual goals and actions that the initiative will realize. As such, the overall goal of the initiative is to raise awareness of at least 1,000 community members in “East Sikka”, a district in Luxor city, about protecting the environment. This initiative will be implemented for the period of 9 months and is planned to be completed by May 2021.

The third roundtable discussion was focused on finding the right people to approach to create networks with. This networking is the benefit of having a flawless implementation of the initiative with the correct partners to join along. The simulation game was thereby effective in shaping their mind into building relationship with different stakeholders. At the end of this roundtable discussion, cooperation mechanisms were enhanced as they presented their connections and pinpointed who to approach.

Through these roundtable discussions, the goal of the simulation game Magadif was spread, as networking was inevitable, and relationships are being sustained. Rather than working against each other, the different stakeholders in distinct sectors are working with each other. This results with the appropriate implementation of development projects due to efficient resource utilization. These three roundtable discussions can be viewed as a snapshot of their cooperative potential.

Fayoum

A roundtable discussion was conducted with 15 participants (8 women and 7 men) on the 29th of August 2020. The participants agreed on the implementation of the pollution-free initiative due to its urgency and importance within the

community of Fayoum. Improving the environment of Fayoum was thereby seen as a pressing matter that requires intervening.

Through the act of cooperation and networking, the following overarching goal was identified: “Fayoum litter-free by 2021”. As such, several activities have been proposed, including:

- Enhancing cooperation and networking between bodies involved in environmental matters, such as the directorate of Agriculture, Environment and Health;
- Establishing 500 garbage bins for solid waste that are colored and labeled;
- Placing 500 boxes for non-solid waste;
- Selling garbage to waste factories as to generate income for the community;
- Organizing seminars and trainings in collaboration with the Health Directorate centered around the importance and procedures for waste separation.

As a result of this roundtable discussion networks have been created and a definitive goal was established for the development of Fayoum. The participants were able to speak freely and voice their concerns with members of their community. It was seen as a valuable tool to share experience, knowledge, concerns and connections within Fayoum. As such, it can be viewed as a platform for stakeholders to vent about their concerns, brainstorm and have effective solutions to evident issues throughout their community.

Qena

On the 27th of October 2020, a roundtable discussion was initiated in Qena with 14 participants of which 9 were men and 5 were women.

This discussion was focused on discussing the initiative that was deemed the most effective after evaluating the three suggested initiative. The winning initiative tackles the issue of education, particularly when it comes to the quality of elementary science teachers. The whole session focused on finalizing the initiative’s goal, actions, target population, expected results and its impacts.

Fruitful debates resulted with effective solutions that stem from networking and knowledge sharing between the participants. As such, the overarching goal of their initiative is to enhance the quality of teachers in the targeted schools

and ensure their ability to make use of science laboratories for students in the 2021 academic year.

They expect to have the following results after the successful implementation of the initiative:

1. Science teachers are able to use laboratory equipment;
2. Students are able to apply scientific activities;
3. Schools are effective in utilizing their laboratories;
4. Society is aware and educated about the importance of science;
5. Exemplary educational environment is enhanced.

Through this roundtable discussion, the participants were able to voice their concerns and negotiate with members of the society. It was seen as a beneficial tool to brainstorm and have tangible solutions to apparent issues within their community. Hence, it can be characterized as a hub for connections and knowledge sharing.



Figure 7: Roundtable discussion in Qena

Gharbiya

A roundtable discussion with 15 participants (8 women and 7 men) was developed in Gharbiya on the 1st of November 2020.

This roundtable discussion was centered around creating a networking within the society that will successfully implement development initiatives. As such, cooperation was a matter of extreme importance as discussions rose. The participants thereby started to examine the proposed initiatives that were suggested throughout the game implementation phase of Magadif.

After thorough deliberation a new initiative was created. This initiative was focused on ensuring a prosperous future

for the city of Bassioun, which is one of the most important cities in the Gharbiya governorate. It aims to:

1. Beautify Bassioun's entrance by adding a historical artistic twist and using their city flag;
2. Assign the concept development for the entrance to the city of Bassioun to the engineer department at the city council;
3. Renovate historical, prestigious and importance places in Bassioun;
4. Create a park for children in Bassioun (location has been identified);
5. Establish a system dedicated to garbage collection in order to recycle and reuse certain material.

This initiative has the long-term goal of making Bassioun, an attractive city with functionable infrastructure, a waste management system and happy citizens.

Challenges

Even though participants displayed positive attitudes towards the simulation game Magadif, there were some challenges during the implementation of the simulation game. It was very difficult to assemble a group of stakeholders who have daily jobs for the implementation of the simulation game. Additionally, in the invite some of the participants might have a youthful connotation to the word "Game", i.e. they would perceive it as not being a leisurely activity. This was mitigated, by including a short description of what constitutes a simulation game, by emphasizing that it is merely a tool to deliver a message rather than a source of amusement. Yet, the facilitators still faced difficulty in finding an appropriate date and time that would suit all the participants. This was problematic for the success of the simulation game Magadif, as a minimum of 15 participants are required for its effective implementation. If a participant was not able to attend, the facilitators mitigated the problem by having members of their team fill the remaining spots. This was very beneficial for the simulation game to carry out and clearly portray the message to the other participants. Additionally, the participants were urged to take the matter seriously as it was outlined that the outcome of the simulation game Magadif has the potential to be executed on the field.

Additionally, it was extremely difficult for the participants to have a clear divide between their own views and the views of the personality they are embodying. This was mitigated by the constant support of the facilitators to address this problem. The facilitators described the importance of

encompassing the roles given to them, in order to understand how someone else might feel within their society. As such, it was easier for the participants to take on these roles as they were guided by the facilitators.

Conclusion

The goal of the simulation game Magadif was to create community networks that are inherently centered around cooperation and networking. The idea was to motivate inter and intra sectoral cooperation throughout Egypt. Magadif has been implemented 6 times and had 100 direct beneficiaries in 6 governorates (Cairo, Giza, Fayoum, Luxor, Qena and Gharbiya) with 45% of all participants being women and 57% being men.

The participants had positive attitudes towards the method of simulation gaming. Participants were able to take advantage of this type of experiential learning, as they encompassed the roles they were given. As such, they were able to self-reflect and understand societal problems from different perspectives. The level of understanding and knowledge gained through the simulation game Magadif was very close to reality and participants were thereby able to apply what they have learned throughout their daily lives.

Additionally, the simulation game Magadif was successful in shifting the participant's perceptions regarding the importance of networking. All of the participants have been more accepting to the art of networking and realized how the implementation of successful initiatives can only be achieved by merging resources, knowledge sharing and experience exchange. Hence, rather than working against each other, the different stakeholders in distinct sectors are now working with each other. Building relationships and resources sharing have now become of vital importance for the participants of the simulation game Magadif. Thus, resulting with the appropriate implementation of development projects due to efficient resource utilization. It can be concluded that the participants had very positive attitudes throughout the simulation game Magadif as their recognition towards the topics covered rose significantly.

The participants were eager to share their ideas and knowledge concerning the development of initiatives around their societies. The three topics that were chosen as a basis for such discussions: environment, education and inclusion of people with disabilities, have underlying issues that need solutions. Hence, the participants made it their mission to tackle such issues throughout their groups and

ensure prosperity in their communities. An appropriate representation of the sectors was achieved by having a representative of each sector present in the groups formed. This was beneficial for the participants to understand their functionalities as well as their advantages and disadvantages (public sector, private sector, civil society, media and citizen).

Yet, the simulation game faced some challenges throughout its implementation. It was difficult for the facilitators to assemble a group of people that represent different sectors within the society due to their rigorous schedules and reluctance to accept the invitation. The facilitators were able to mitigate the challenges that they faced by providing clear descriptions and guidance.

As the simulation game Magadif ended, the act of cooperation and networking was sustained through the formation of roundtable discussions in each governorate. Through these roundtable discussions, the participants were able to voice their concerns, develop a more detailed initiative, implement the initiative, build relationships and ensure prosperity. The simulation game Magadif was effective in being the building blocks of such networks, which will remain active as long as it is needed. It is important to note that the participants were very keen on sharing their resources and experience, due to the presence of mutual interests and benefits.

Overall, the participants were able to understand and apply the message of the simulation game Magadif; thereby, assuring its success in transferring knowledge about the importance of networking, relationship building, knowledge sharing and resource exchange.

Annex 1: Participant List Breakdown

Name	Position	Sector	No. of Beneficiaries	
			Women	Men
Fayoum				
Wafaa Yousry Ibrahim	Professor at the University	Public Sector	F	
Abdelmeneam Mohamed	English teach and Accountant	Private Sector		M
Ahmed Abdelkhale2 Zeyada	Filed Monitoring Officer in Fayoum	Public Sector		M
Mohamed Fouad Zaghloul	Head of the Education Center	Public Sector		M
Safaa Ezzat Mokhtar	Journalist	Media	F	
Iman Karny	Manager of Cultural Affairs	Public Sector	F	
Fouad Ahmed Mohamed	Manager of Emergency Department	Public Sector		M
Yasser Sayed Shehata	Agricultural Engineer	Private Sector		M
Montasser Hamdy	IT Engineer	Private Sector		M
Mohamed Magdy Ibrahim	Bachelor of Commerce	Youth Activist		M
Hala Ahmed	Bachelor of Commerce philosophy Department	Youth Activist	F	
Ikram Mohamed El Sayed	Bachelor of Commerce philosophy Department	Youth Activist	F	
Seham Fathy Radwan	Employee in “Kolena Ma3a Na3d” (KMB)	Civil Society	F	
Heba Aly Elsayed	Teacher in KMG, Bachelor of Commerce	Civil Society	F	
Deena Ragab Abdelhamid	Education Specialist in “Kolena Ma3a Na3d” (KMB)	Civil Society	F	
Giza				
Inas Hamed	Inas Hamed	UN agency	F	
Mohamed Abbas	Mohamed Abbas	Civil Society		M
Nabil Shalny	Nabil Shalny	Semi-Governmental Sector		M
Rehab Abdallah	Rehab Abdallah	Public Sector	F	
Heba Saleh Kamel	Heba Saleh Kamel	Civil Society	F	
Amgad Mahmoud Abdelrahman	Amgad Mahmoud Abdelrahman	Public Sector		M
Ahmed Reda Mohamed	Ahmed Reda Mohamed	Public Sector		M
Mahmoud Gamal	Red Cross - Egypt	Civil Society		M
Salma Okasha	Red Cross - Egypt	Civil Society	F	
Naglaa Abdelfatah	Foundations of the Ambassadors of Voluntary Work and the Camp Foundation	Civil Society	F	
Salah Kamel Ibrahim	Foundations of the Ambassadors of Voluntary Work and the Camp Foundation	Civil Society		M
Nesma Tawakol	Journalist	Media	F	

Hagar Mohamed Younis	Journalist	Media	F	
Mohamed Abousree	Youth Cadre	Civil Society		M
Omar Karam Mohamed	Youth Cadre	Civil Society		M
Ahmed Nasr Mohamed	Youth Cadre	Civil Society		M
Luxor				
Azza Mohamed Hesham	Director of the Office of the Undersecretary of the Ministry of Education in Luxor	Public Sector	F	
Somaya Mohamed AlMadany	Chairman of the Board of Directors of the Egyptian Girl Association for Development	Civil Society	F	
Amany Abdelfatah Mohamed	General Director of Public Relations and Awareness of the Drinking Water Company in Luxor	Semi-Governmental Sector	F	
Alzahraa Abdelhamid Hussein	EIYoum5 correspondent	Media	F	
Hanaa Araby	Director General of Planning at the Luxor Governorate Bureau	Public Sector	F	
Afaf Abdelbasset Mohamed	Head of Animal Health Research Laboratories (Southern Sector)	Public Sector	F	
Sabreen Abdelmaasoud	Chairman of the Board of Directors of the Afaq Association for Development in Luxor	Civil Society	F	
Safaa Zaghoul Abdelhamid	Director of Health Affairs at the Health Directorate in Luxor	Public Sector	F	
Mohamed Nageeb Hegazy	President of the Regional Federation of Associations in Luxor	Civil Society		M
Mohamed Abdelaal Said	Gersp Project Manager (Action Against Hunger)	Private Sector		M
Diaa Alomda Betiti	Leader of Al-Adaymeh village / former People's Assembly member	Non-State Actor		M
Mohamoud Ahmed Negm	Director of the Nile Media Center in Luxor	Media		M
Mohamed Hamed Ahmed	Chairman of the Rowing Club in Luxor	Civil Society		M
Abu ElHaggag Ramadan	Communications Engineers	Private Sector		M
Ahmed Mohamoud Ahmed Negm	Graduate faculty of Science	Youth Activist		M
Cairo				
Hafez Osman Hafez	Conservative Party	Civil Society		M
Habeeb Adel Ahmed	Conservative Party	Civil Society		M
Mohamed Sobhy Dawood	Conservative Party	Civil Society		M
Rana Ibrahim Khalil	Conservative Party	Civil Society	F	
Mennatullah Ameen	Conservative Party	Civil Society	F	
Marco Maged Guirguis	Conservative Party	Civil Society		M
Mahmoud Abdelrahman Mahmoud	Conservative Party	Civil Society		M
Ahmed Radwan	Ministry of Environment	Public Sector		M
Hala Ibrahim Mohamed	Ministry of Environment	Public Sector	F	

Gamal Barakat	National Council for Women	Semi-Governmental Sector		M
Nada Mostafa	Conservative Party	Civil Society	F	
Nashwa Magdy Mostafa	Conservative Party	Civil Society	F	
Mostafa Magdy Mohamed	Conservative Party	Civil Society		M
Ahmed Magdy Mohamed	Conservative Party	Civil Society		M
Reda Abdelhakim Gad	Ministry of Higher Education	Public Sector		M
Qena				
Salama Husseiny Hassan	Department of Inspection and Monitoring in City Council	Public Sector		M
Ahmed Abu Bakr Hanafy	Agricultural Directorate in Qena	Public Sector		M
Amir Hussein Mohamed	Teacher at Faculty of Science in Qena	Public Sector		M
Asaad Mohamed Ahmed	Head of the Media Department at the Environmental Affairs Agency	Public Sector		M
Mohamed Awad Ahmed	Head of Financial Training Department at the Drinking Water Company	Private Sector		M
Mahmoud Mohamed Mohamed	Social affairs Directorate	Public Sector		M
Sherine Aboouelseoud	Youth and Sports Directorate	Public Sector	F	
Youssef Mohamed Ragab	Journalist in Sada Masr	Media		M
Yasmine Eid	Project manager for Redik Society	Civil Society	F	
Kheir Mohasseb Al Shamy	Health Administration in Qena	Public Sector		M
Omar Fawzy Mohamed	Youth Workers Union in Qena	Syndicate		M
Nahed Mohamed Abdo	Observer of the Minister's Office of Education	Public Sector	F	
Asmaa Mohamed Ramzy	National Council for Women member	Semi-Governmental Sector	F	
Omar Abdelwahab Kheir	Child Rights Project Coordinator	Civil Society		M
Faten Nasr El Din	General Training Manger at Qena Water Company	Private Sector	F	
Heba Salah El Fooly	Head of the local unit of a village council	Public Sector	F	
Gharbiya				
Mohamed Ayman Sarhan	University Student	Youth Activist		M
Ahmed KhalafAllah Mohamed	Civil Engineer	Private Sector		M
Shahat AbdelGhany	City Council	Public Sector		M
Ahmed Selim	City Council	Public Sector		M
Magdy Samir	City Council	Public Sector		M
AlSayed Mohamed AlKomy	City Council	Public Sector		M
Nasr Mesbah	City Council	Public Sector		M
Sharaf Boshhr	City Council	Public Sector		M

Gomaa Gomaa Awad	City Council	Public Sector		M
AlSayed Mohamed AlMohr	Director of the Youth and Sports Administration	Public Sector		M
Nagah Elsayed Mohamed	Department of Health in Bassioun	Public Sector	F	
Ismail Mohamed	Department of Health in Bassioun	Public Sector		M
Iman Nagib Abdelsalam	Department of Health in Bassioun	Public Sector	F	
Mohamed Mohamed Hussein	Department of Social Solidarity Administration	Public Sector		M
Rehab Saad EIDIn	Department of Social Solidarity Administration	Public Sector	F	
Hayam Aly Alfaras	City Council Department Official – Information technology Center	Public Sector	F	
Badreya Mohamed Sonbol	City Council Department Official – Information technology Center	Public Sector	F	
Alaa Abdelhamid	National School in Gharbiya	Public Sector		M
Seham Youssef Zidan	Hospital - Health Affairs Administration	Public Sector	F	
Doaa Saeed Nagaty	Hospital - Health Affairs Administration	Public Sector	F	
Sahar Gamal EIDin	Journalist	Media	F	
Heba Mohamed Rasheeb	Volunteer at the Information Technology Center	Civil Society	F	
Mahmoud Fathy Zeiada	Pharmacy University Student	Youth Activist		M
Total	100	100	43	57

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magadif

Simulation Game

In the simulation game "Magadif", participants step into the roles of decision-makers with the aim of fostering cooperation between different sectors (public sector – private sector – civil society – media) by exchanging knowledge and carefully allocating resources. The participants of the simulation game gain profound knowledge about how to establish and maintain networks of local stakeholders.

Description

The development of local communities relies heavily on the cooperation between stakeholders from different sectors, as they are considered the engines for sustainable growth. Through the simulation game "Magadif" ("Oars" in Arabic), the participants experience the challenges, as well as the advantages of cooperation between actors from different sectors. By stepping into their roles, participants undergo a change of perspective and from this gain a more holistic understanding of individual needs and expectations towards a network of local stakeholders. Furthermore, the simulation game is used to develop different strategies on how to form and manage such kind of networks.



Scenario and Procedures



The events of the simulation game take place in the city of "Kela" ("Boat" in Nubian language), which faces many challenges in the areas of education, environment and the inclusion of people with disabilities. Some of the services provided are not efficient enough due to scarce resources and mismanagement. During the simulation game, the participants search for possible solutions for the challenges in Kela aiming to overcome existing gaps and combine the strengths of different sectors. After identifying the nature and root causes of the local challenges, the participants create structures for local networks of local stakeholders, as a prerequisite to participate in a nationwide conference.

Objectives

The simulation game sheds light on the role of cooperation between different sectors. The main objective is to emphasize the importance of networks through their potential impact on local communities as they enhance the exchange of experiences, ideas and resources. Participants are motivated to create and evaluate a sustainable plan that ensures robust networks within different local communities that can surpass the boundaries of the game and reflect on real-life situations.

TARGET GROUP: decision-makers, stakeholders from different sectors (mixed group desirable).
PARTICIPANTS: 15 participants both women and men
DURATION: 4 -5 hours
LANGUAGES: Arabic and English



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Anlage 7: Final Programme Report



Final Programme Report

December 2020

Organized by



Funded by:



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Introduction

Y-Lead is a social leadership program that promoted inclusive participation of youths in the public sphere. The program aimed at empowering local youth to take leading roles in their local communities through innovative and non-formal learning methods. As the project is based on the theory of change, it relied on simulation games and initiatives building as a tool to promote youth and women community engagement and active citizenship. Simulation games are designed to closely simulate real world activities for various purposes such as training, analysis, or prediction. Thanks to Y-Lead, many young people, including young women, became aware of political participation in general and local councils in specific and mastered the method of simulation gaming. Additionally, the project built their capacities through a number of activities in the project's five working packages to take responsibility and engage in the political life in Egypt. Furthermore, the project managed to enable young people to create safe spaces and opportunities by working with multiple key actors and stakeholders, including CSOs, local authorities, media and private sector, especially in developing and implementing community-based initiatives to contribute to sustainable change in their communities. This has, accordingly, fostered skills such as networking, communication and building cross-sectoral partnerships. This will ideally provide a solid basis for any further efforts towards a more open environment for change and cohesive society. It is very crucial to mention that Y-Lead also built on CDS and CRISP's previous projects, Simulating Egyptian Transition (SET) project series, that have worked for six years (2012-2018) on supporting the Egyptian youths to lead change in the post 2011 uprising era. SET I introduced the method of simulation gaming. SET II developed and implemented the first Egyptianized simulation game. SET III created a vision for Egypt in 2025. SET IV developed and implemented more simulation games and introduced the idea of community initiatives; whereas SET V upscaled these community-led initiatives and conducted 15 initiatives; as well as two simulation games on decision-making processes and gender equality.

Y-Lead programme consisted of five working packages (WPs):

WP1: Awareness Campaign aimed at increasing the understanding of young people regarding the political system in Egypt, in particular the role and responsibilities of the local councils, which are considered as the most direct link between citizens and their government. Through developing and implementing a simulation game titled "Helios" (City of the Sun), which revolves around local councils in Egypt, WP1 aimed to highlight the importance of local councils by emphasizing their role and functionality. The simulation game enabled the participants to step into the roles of local decision-makers. The decision-making process in the simulation game fully reflected the Egyptian constitution; and thus, enabled the participants to better understand the processes and dynamics of local councils. This game encouraged youth to become more aware about the political system in Egypt. Furthermore, it encouraged them to politically participate in the public sphere. In the fictitious city of "Helios", participants stepped into the roles of decision-makers where they had to find creative solutions for everyday challenges related to the access and availability of key public services. The fictitious events of "Helios" placed emphasis on local councils and the crucial role that they play within a community. Through this simulation game, the participants were able to meet as citizens of "Helios" and discuss the most important challenges of their everyday lives regarding health, education, and public utilities. They were also able to find possible and pragmatic solutions for the city's issues. The simulation game was played 170 times in 23 governorates, with a total number of 3,268 beneficiaries.

WP2: Online-Survey (nationwide) and Creation of Policy-Papers consisted of two parts: 1) creation of a nationwide online survey, and 2) creation of policy papers. The online survey was used as a means to get a valid and representative poll on the needs and expectations of youth and women regarding values, family and

professional life, social and political participation. As for the policy papers, they helped analyze pestering topics on community level and present alternative solutions; and by this way influence the political agenda. Hence, the findings of the survey and the subsequent policy-papers supported the planning of local initiatives, in the sense that the initiatives were more need-driven and helped forces join together more easily. Three policy papers' workshops took place at the University of Assiut in partnership with the Center of Political and Strategic Studies. The first workshop was dedicated to understanding the details of writing a research paper. It gave participants information around the creation of a research paper, which was used as the building block for the creation of policy papers. The second workshop focused on dissecting the research papers presented by each group in order to eventually form different policy papers under the following topics: political empowerment of youth, women's empowerment in the ICT sector and volunteerism. At the end of the workshop, points of interventions for each group were outlined and acted as the basis for the policy papers that they were to present at the following workshop. The third workshop was dedicated to finalizing and developing recommendations for the policy papers presented under the following three finalized topics. Guest speakers were invited to provide each group with a thorough critic of the developed papers. A dissemination event also took place in order to display the published policy papers.

WP3: Realizing (cross-sectoral) Local Initiatives aimed at starting, facilitating and maintaining dialogue among different sectors of society. The local initiatives targeted marginalized groups such as disadvantaged children, youth lacking opportunities and women living in poverty. WP3 was a gateway to establish good relations with local stakeholders (from different sectors) in general and with local authorities in particular. Throughout WP-3, youth and women learned how to facilitate dialogue, how to include marginalized groups and how to reach out to local stakeholders from different sectors. In this regard, they implemented local initiatives that aimed at opening channels of communications among the different sectors of society, which usually do not interact. Furthermore, thanks to these local initiatives, the involved youth and women addressed community issues by developing and implementing their own solutions. In partnership with CDS, Mashrou' Watan Party and local organizations, the beneficiaries implemented 15 initiatives; five of which were up-scaled. The initiatives were designed and successfully implemented in 16 governorates in Central Egypt (Cairo, Qaliyubia and Giza), Delta (Sharkeya and Gharbeya), Lower Egypt (Luxor, Awan, Assiut, Sohag and Qena) and Upper Egypt (Minya, Beni-Suef and Fayoum). The initiatives covered several community developments issues and the Sustainable Development Goals (SDGs) that pertain to issues such as Environment, Education, Health, Social Change and Economy.

WP4: Capacity Building and Empowerment for Youth and Women aimed at empowering youth and women to take leading roles in the public sphere and participate in local council elections when they resume in Egypt. As such, a series of workshops have been organized to strengthen the capacities of the selected participants, providing them with resources and exercises to further develop their skills. 28 participants (16 females and 14 males) from 15 governorates were selected to attend the workshops in WP4. Through WP4, the participants learnt about communication, negotiation, persuasion, leadership, agenda setting, campaigning and public speaking. Additionally, they learnt about resource mobilization, networking and advocacy. These topics were delivered over the course of three workshops. After WP4 ended, two participants ran for parliamentary elections, ten participants decided to run for the local councils' elections when they resume and others supported candidates who were running for the parliamentary elections with their electoral campaigns.

WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums) aimed at establishing cross-sectoral networks on the governorate level to serve as collaborative spaces for stakeholders from the private sector, the media, academia, civil society and the state to exchange ideas and support their communities in their social and economic development. In order to create a solid basis, a stakeholder analysis was conducted across 23 governorates, focusing on entities that work with youth in the different sectors. The stakeholders from various sectors such as public entities, private businesses or ministries such as Education, Social Solidarity and

Youth and Sports and NGOs were identified. Following an evaluation of the stakeholder analysis, Y-LEAD used the innovative method of simulation gaming to facilitate the exchange among the different stakeholders and to establish mutual trust as a crucial pre-condition for the upcoming formats for dialogue. Hence, a workshop for the development of the simulation game for “Creating Local Networks” took place in Mercure Hotel in Ismailia before the implementation phase. The simulation game was named “Magadif” – meaning “Oars” in English. The simulation game “Magadif” was successfully disseminated 6 times in 6 governorates with total number of 100 diverse participants from various different sectors. Additionally, at the end of each simulation game, the participants proposed three initiatives. Yet, cooperation and networking did not end with the termination of the implementation phase as roundtable discussions were introduced and they focused on discussing and refining the proposed initiatives of each simulation game implementation.

Following the completion of the project in December 2020, it has successfully managed to achieve the following:

- Build the capacities of youth and women in 23 targeted governorates on how to facilitate dialogue, include marginalized groups and reach out to local actors from different sectors to bring positive change and develop the sense of ownership, inclusion and social cohesion.
- Establish cross-sectoral networks that supported the implementation of local community initiatives in 23 governorates. The cross-sectoral networks included local authorities, civil society organizations, media, private sectors, and Nadi El Mohakah (Simulation Game Club, Egypt).
- Build strong coalitions of actors from different sectors across the Egyptian governorates, which significantly contributed to greater social cohesion through the successful implementation and sustainability of the youth's proposed initiatives.

Project Goals and Outcomes

The project's main objective was to increase social and political participation among youth and women, increasing the overall accountability of the political system in Egypt.

The five previously mentioned working packages served as activities to achieve the following specific outcomes of the project:

Outcome 1: Increased participation in public sphere regarding being an active citizen among youth and women

Outcome 2: Increased agenda-setting capabilities among youth and women

Outcome 3: Youth and women acquire sufficient capacities to start, facilitate and maintain dialogue among different parts (religious, economic, cultural, ethnic, etc.) of society.

Outcome 4: Youth and women acquire the needed knowledge and skills to run for Local Council Elections

Outcome 5: Public demand for Local Council Elections increases due to the establishment of cross-sectoral networks on governorate's level

OP-1: Greater awareness of the political system in Egypt, in particular rights and duties of the Local Councils

WP1: Awareness Campaign aimed at increasing the understanding of young people regarding the political system in Egypt, in particular the role and responsibilities of the local councils, which are considered as the most direct link between citizens and their government. Through developing and implementing a simulation game titled “Helios” (City of the Sun), which revolves around local councils in Egypt, WP1 aimed to highlight the importance of local councils by emphasizing their role and functionality. The simulation game enabled the

participants to step into the roles of local decision-makers. The decision-making process in the simulation game fully reflected the Egyptian constitution; and thus, enabled the participants to better understand the processes and dynamics of local councils. This game encouraged youth to become more aware about the political system in Egypt. Furthermore, it encouraged them to politically participate in the public sphere. In the fictitious city of “Helios”, participants stepped into the roles of decision-makers where they had to find creative solutions for everyday challenges related to the access and availability of key public services. The fictitious events of “Helios” placed emphasis on local councils and the crucial role that they play within a community. Through this simulation game, the participants were able to meet as citizens of “Helios” and discuss the most important challenges of their everyday lives regarding health, education, and public utilities. They were also able to find possible and pragmatic solutions for the city’s issues. The simulation game was played 170 times in 23 governorates, with a total number of 3,268 beneficiaries.

A.1.1. Kick-Off-Workshop

A kick-off-workshop took place between May 23rd -24th, 2019 with 29 participants (21 women and 8 men) from 16 governorates in order to introduce the participants to the project’s objectives and key work packages, particularly work package 1; to highlight the lessons learnt from the last phase of SET-V in simulation games and initiatives; and to discuss and come up with an implementation plan for the dissemination of the Simulation Game on Local council elections. During the workshop, participants were asked to critically reflect on their achievements and lessons learnt in relation to the development, implementation and evaluation of simulation games. Furthermore, the participants were also asked to consider their existing resources and networks within their governorates in order to provide the project team with an estimate of how many times they will be able to implement the game in their respective governorates in order to reach the targeted 150 game implementations.

In addition to the participants, Nadi El Mohakah Foundation (NMF) also attended the kick off workshop and discussed their strategic plan for the implementation of the simulation game. A SWOT analysis was undertaken to identify their internal strengths and weaknesses, as well as its external opportunities and threats. Based on their findings, a detailed strategy for growth was developed which focused on three main pillars: the outreach, sustainability and development of the NMF. Furthermore, action points were determined in addition to a list of potential new members.

A.1.2. Workshop – Helios Simulation Game Development

The “Local Councils and Simulation Game Development” Workshop took place between June 15th – 21st, 2019. The objective of the workshop was to develop an Egyptian Simulation game about Egypt’s Local Councils in order to spread awareness regarding Egypt’s political system and especially the role of Local Councils in enabling women and youth to participate in Egypt’s political life. The workshop was divided into two parts: introduction on Local Councils and Simulation Game Development.

In the first part of the workshop was attended by 28 participants (19 women and 9 men) from 15 governorates. The participants were educated on Local Councils by an expert and consultant on Local Councils. They were informed of the history of Local Councils, their four pillars, their hierarchy, and their main role. Furthermore, they were also informed on the quota system which allocated 25% of the seats for youth and 25% for women.

The second part of the workshop was attended by 13 NMF members (9 women and 4 men) from 9 governorates. The participants were focused on developing a Simulation Game to spread awareness among youth about the importance of Local Councils and the main roles and responsibilities of Local Council members towards their communities by integrating the knowledge they had learnt in the previous days. The process

aimed at integrating simulation game development methodology as a core skill among participants and NMF members. The workshop focused on developing and finalizing the game to be ready for implementation 150 times in 23 different governorates. During the workshop, participants determined the following learning goals for the simulation game:

- How do we enhance social participation among Egyptian citizens?
- What are the mechanisms used for discovering/focusing on different community needs?
- What is the importance, role and effect of Local Councils in Egypt? (why do we need LCs)
- What are the roles and responsibilities of Local Council members?

Next, three main topics that addressed the community needs were narrowed down: Health, Education and Public Utilities. This enabled participants to develop a skeleton for the scenario and characters in the game in addition to the following outcomes:

- The game will take place in a City;
- Mapping out the legal structure of Local Councils on the City level;
- Representing both the Executive part and the Local Popular Council part in the game;
- Simulating the General Assembly sessions and also simulating the Special committees;
- Differentiating between Special Committee meetings and General Assembly meetings;
- Dividing the Special Committees into three according to the topics; Health, Education and Public Utilities.

The participants also determined rules and procedures in addition to the evaluation questions that will be asked after the simulation game is implemented.

Based on this, the participants, with the support of the project team developed the simulation game “Helios”. The scenario of the simulation game is in the fictitious city “Madinat El Shams” where its citizens meet to discuss the most important challenges of their everyday lives regarding health, education and public utilities. Afterwards, the citizens proceed with finding possible solutions that are pragmatic for “Madinat El Shams”. In the end, the most effective solutions will be elected and will receive funding for their implementation. In the developed game, the decision-making processes fully reflects the Egyptian constitution and as such, enables the participants to better understand processes and dynamics of the Local Councils.

The main objective is to raise awareness on the importance and functionality of the Local Councils. The Simulation game specially sheds light on the role of Local Council members, highlighting that they have to represent all citizens regardless of their social class and their different needs during their decision and policy making processes. Through the simulation game, participants are encouraged to be active members of society and attain constructive roles on the community level, by acquiring pragmatic decision-making skills. **A Fact sheet of the simulation game can be found in Annex 1**

The optimal number of participants for the simulation game is 20 participants between the ages of 18-35 and the duration of the game approximately takes a day.

A.1.3. Test-Run of Helios Simulation Game

The test-run for Helios took place between July 13th and 14th, 2019 and was attended by 31 participants from 17 different governorates. The workshop was divided into two days; one day for the test run and the next day for the evaluation of the game, discussing possible changes and edits of the game and a session about the needed facilitation skills.

The initial participants who developed the game served as the facilitators in the test run. Following the test run, the participants and the facilitators partook in evaluating the game and presenting the structure of the Local Councils. After this, a collaborative session took place where the needed points and rules that needed to be added to the game were highlighted.

To conclude the session, the participants were given a presentation on facilitation skills and instructions that should be followed when facilitating the game. The participants were also given printed facilitation manuals to ensure that each representative from the implementing governorates had their own facilitation manual as reference during the implementation process.

A.1.4. Implementation of Helios Simulation Game in 23 governorates

Following the successful design, development and test run of Helios, the game was successfully implemented 170 times in 23 governorates, expanding beyond the initial target of 150 game implementations.

The total number of youths who partook in the game was 3,268 disaggregated as follows: 1,923 (59%) women and 1,345 (41%) men. Regarding the regional coverage; 32% of the participants are residents of the Central Region and Delta area which is composed of the following governorates:



Figure 1: participants during Helios implementation

Central or Greater Cairo Region (GCR) consisting of Cairo, Giza, Qaloubiya; and Delta consisting of Sharqiya, Daqahliya, Damietta, Gharibiya, Menoufiya and Kafr el Sheikh; 28% reside in Upper Egypt in these designated governorates: Aswan, Luxor, Assiut, Qena, and Sohag; 18% from the West, specifically Alexandria, Marsa Matrouh, and Beheira; 15% inhabit Lower Egypt, particularly Fayoum, Beni Suef, and Minya; finally, only 7% of the participants came from the Eastern area of Egypt, specifically Ismailia, Suez, and Port Said.

Following the implementation, the collected data from the **Helios Simulation Game – Synthesis Analysis Report (Annex 2)** reveals that a total of 375 individuals out of 500 participants revealed serious potential to run for local council in the future and a total of 40% of the participants found the idea of running for local council elections or participating in the public sphere acceptable. The data also found that the participants (83%) in the game managed to grasp the importance of local councils and the roles they play within a community. Furthermore, the participants managed to form an understanding about the role of local council members and displayed high levels of enthusiasm, curiosity, and team spirit throughout the implementation.

OP-2.1: Valid and representative poll on the needs and expectations of youth and women regarding: values, family and professional life, social and political participation

WP2: Online-Survey (nationwide) and Creation of Policy-Papers consisted of two parts: 1) creation of a nationwide online survey, and 2) creation of policy papers. The online survey was used as a means to get a valid and representative poll on the needs and expectations of youth and women regarding values, family and professional life, social and political participation. As for the policy papers, they helped analyze pestering topics on community level and present alternative solutions; and by this way influence the political agenda. Hence, the findings of the survey and the subsequent policy-papers supported the planning of local initiatives, in the sense that the initiatives were more need-driven and helped forces join together more easily. Three policy papers' workshops took place at the University of Assuit in partnership with the Center of Political and Strategic Studies. The first workshop was dedicated to understanding the details of writing a research paper. It gave participants information around the creation of a research paper, which was used as the building block for the creation of policy papers. The second workshop focused on dissecting the research papers presented by each group in order to eventually form different policy papers under the following topics: political empowerment of youth, women's empowerment in the ICT sector and volunteerism. At the end of the workshop, points of interventions for each group were outlined and acted as the basis for the policy papers that they were to present at the following workshop. The third workshop was dedicated to finalizing and developing recommendations for the policy papers presented under the following three finalized topics. Guest speakers were invited to provide each group with a thorough critic of the developed papers. A dissemination event also took place in order to display the published policy papers.

A.2.1. Setting the Roadmap: Defining the expected outcomes, the according questions and the technical realization

To define the expected outcomes of the online survey, the project team convened to discuss the possible expected outcomes and research questions that would support the project in best understanding the needs of the youth and their perceptions towards community engagement. Once the objectives were determined, the research team then set out to find a reputable company that could conduct the survey on behalf of the project.

A.2.2. Technical Realization

The task of conducting an online nationwide survey was outsourced to Baseera, a third-party consultancy firm specialized in conducting polls and surveys, which is also known as "The Egyptian Center for Public Opinion Research." Baseera conducted a survey concerning the perception of the youth towards community participation.

The survey served as a means of information for the second part of WP-2 in which the participants were trained on how to write policy papers. The online survey was used as a means to get a valid and representative poll on the needs and expectations of youth and women regarding: values, family and professional life, social and political participation. As such, the data collected from nationwide survey carried out by Baseera was used as a basis for the policy papers.

A.2.3. Launch and Evaluation of the online survey

The survey was conducted on youth aged 18-35 years old in 15 targeted governorates. In this survey, Egyptian youth were asked about their knowledge concerning community participation in order to know their expectations regarding social engagement. They were also asked about the importance of community

participation, as a means for Baseera and the project to identify different motivational levers for youth involvement in local communities and help understand their capability to develop social initiatives.

The objectives of the survey were to:

1. Obtain a current sociodemographic profile of the targeted population of men and women in 15 governorates;
2. Assess the target populations' current levels of knowledge, awareness, attitudes, and practices related to social engagement and community participation;
3. Identify the propensity and capacity to design and implement social action initiatives

The report by Baseera aimed to answer the following three research questions:

1. What is the level knowledge, attitudes, and motivations on the needs and expectations of youth and women regarding values, social engagement and community participation?
2. What are the best behavioral and/or motivational levers to enable young men and women to be active citizens and change agents in their local communities?
3. To what extent youth (under 35) and especially young women have the know-how to develop social action initiatives or interventions that help them towards the goal of reaching a cohesive society?

The data collected was obtained between June 27th – August 4th,2020 using two different methods of data collection: an online survey and phone calls. The online survey was developed using SurveyMonkey and was sent to the target respondents from the “Nes2alak” mobile application and phone surveys were done through mobile phone numbers which were randomly generated through Random Digit Dialing. The purpose of the phone survey was to ensure that there was a representative sample in the targeted governorates.

Following the successful launch of the online survey, the final results of the survey were presented to the project team and were evaluated.

A.2.3.1. Presentation of Survey

The results of the survey were presented in Assiut among students of the Center for Political and Strategic Studies inside Assiut University and again at Assiut University with the participants of the workshops for the development of the policy papers. The participants analyzed the context from a qualitative perspective based on the quantitative data presented in the survey results.

The preliminary results of the online survey showed higher community participation among the youth when compared to previously published percentages. The sample of respondents is divided into two groups, those who were surveyed by the online questionnaire with a count of 550 respondents, representing 55% of the sample, and those surveyed by phone with a count of 450 respondents, representing 45%. Males represent 69% of the sample while females represent 31%. The sample is equally divided between age categories with 48% of respondents being between the ages of 18-25 and 52% of the respondents being between the ages of 26-35 years old. Around 70% of the respondents live in urban areas while the remaining 30% reside in rural areas. And finally, regarding employment, those who are currently employed represent 51%, unemployed represent 24% and 25% are out of the labor force. Among youth between the ages of 18-25, unemployment is 25% and among the older age group of respondents between the ages of 26-35, the unemployment rate is 20%.

The most notable findings of the survey revealed that majority of the respondents believed that voluntary and community work has a positive impact. The main reason for this is because they believe that this work helps

people in need and as a result, the majority of the respondents expect community participation to play a major role in achieving development in the long run in addition to providing direct financial and in-kind aid to support vulnerable groups of people in the short run. A high percentage of respondents believe that NGOs play a very important role in the provision of long-term development projects related to health and education projects (89%) and providing financial and in-kind aid (88%). Additionally, it was revealed that charity work appears to be the highest ranking in terms of volunteering preference with a percentage of 43%. This is followed by education projects (40%) and health projects (36%) which have a long run impact on communities overall. Furthermore, the results of the survey revealed that respondents prefer participating in these community activities through student unions, labor unions and political parties slightly more than volunteering in private sector institutions.

Subsequently, those who do not believe that community work has an impact at all stated that the main reason is that they believe that NGOs do not provide any real support (31%), benefit personal interests (6%) and 5% stated that their work is restricted to specific geographical areas which are not necessarily in need. Additionally, when respondents were asked how to positively participate in the public domain, the majority (31%) said they did not know and some were also not completely convinced that their participation has an impact on issues related to politics or policies formulations. This indicates that Egyptian communities need more awareness of the roles of individuals in their community in order to utilize their resources according to their capabilities.

Additionally, the findings indicated that the respondents lacked awareness of the real role of NGOs, their importance in the development processes and how people can benefit from them. As such, the respondents agree that their participation is effective in making positive change and development as 79% agree that it is important to have freedom of speech and to actively participate in elections to establish positive change. Furthermore, 78% agreed that participation in community work and the public domain in general have a positive impact on development.

In regards to real participation experience of the respondents, around 45% mentioned that they have previously participated in a group to work on a certain issue that they believe in and the percentage is higher among men (47%) than women (41%) and his slightly higher in urban areas compared to rural areas (45% vs 43% respectively).

Regarding education level, as the education level increases, the participation of the respondents in their community (NGOs, labor unions and political parties) increases.

The reasons that motivate respondents who still participate in community work the most were to the aim of helping people (33%), participating positively in their community (14%) and to be rewarded from god “Thawab” (12%). The majority also stated that participation has a positive impact on a personal level as well as the community level as 83% said that it affected them positively and 77% said that they believe that they positively impacted the community as a whole.

Although respondents generally have a positive perception towards community participation and believe in its impact, their knowledge when asked about the laws that regulate the work of NGOs and decision-making processes in developing new laws and regulations, only 26% said that they know that there is a law that regulates the activities of NGOs.

When asked about their experience in community participation through an entity, percentages were significantly low which reflects the lack of ability from youth, especially women (due to their lower percentage of participation) to develop initiatives and interventions on the community level. As such, youth, and especially women do not only need awareness about NGOs, community activities and their rules and regulations, but they also need to be more engaged on the practical level to gain experience and the know-how in order to

effectively lead their communities efficiently towards real progress in the short run and sustainable development in the long run. **The complete findings of the survey can be found in Annex 3.**

OP-2.2: Policy papers shall analyze pestering topics on community level and present alternative solutions and this way influence political agenda

A.2.4. Capacity Building: Policy-Paper-Writing – Topic: Conflict Analysis

The first Policy Paper workshop took place at the University of Assuit in partnership with the Center of Political and Strategic Studies between December 9th-12th, 2019. A total of 27 participants (17 women and 10 men) from eight different governorates attended the workshop. The purpose of the first workshop was to provide participants information on the basics of developing a research paper which will be used as the building block for the creation of policy papers.



Figure 2: participants during a working session

During the workshop, participants had their capacities built in a number of subjects such as research writing, qualitative and quantitative analysis, data collection, the purpose of research papers, rules and procedures for citing papers, research methods in addition to common challenges when developing research papers.

Following the presentation of the results of the survey conducted by Baseera on the “Perception of Youth towards community participation” the participants brainstormed different topics of intervention for the papers and were then split into groups to divide the issues at hand into sub sections.

Throughout the workshop, the participants collaborated in three working groups to develop an outline for a research paper based on one of the three selected themes which were determined based on the findings of the nationwide survey. Each of the three groups were supervised by a professor from the University of Assuit. The three topics for the research paper were:

- Political empowerment of the youth
- Women’s economic empowerment
- Volunteerism

Based on the developed outlines and the tasks that were assigned to each participant within their working groups, the participants then presented their initial plan and findings for the research papers on their selected topics. At the end of the workshop, each group that presented stated their problem statement, their hypothesis, described the goals and research questions, gave a brief literature review, shed light on certain key terms and lastly gave an outline of the entire research paper. The following is a summary of each group and the initial information that was presented on their research papers:

Political Empowerment of the youth

Research questions:

- *What are the main obstacles preventing political empowerment of youth in Egypt?*
- *What are the mechanisms that were followed to politically empower Egyptian youth?*
- *What are the roles of different societal actors (government, CSOs, etc.) in the political empowerment of the youth in Egypt?*

The research paper aims to:

1. Describe the initiatives put in place by the Egyptian to politically empower the youth and monitor its influence.
2. Analyze civil society initiatives targeting the political empowerment of the youth in order to assess the success of politically engaging the youth.
3. Establish a forward-looking vision for the political empowerment of youth in Egypt.

Women's economic empowerment

Research question:

What are factors that influence the economic empowerment of women in Egypt from 2015 to 2019?

The research paper aims to:

1. Outline and analyze the indicators of women's economic empowerment.
2. Establish an understanding around the social, political and economic obstacles that hinder the economic empowerment of women.
3. Study and analyze different governmental policies that support women's economic empowerment.
4. Suggest different interventions that help economically empower women.

Volunteerism

Research question:

What are the problems facing youth volunteering in civil society?

The research paper aims to:

1. Understand volunteering, its importance and different forms.
2. Discuss the different areas of volunteering and the opportunities available for the youth.
3. Identify the challenges facing youth volunteering in the community.
4. Develop a proposed vision for increasing youth volunteering in the community.

A.2.5. Capacity Building: Policy-Paper-Writing – Topic: Structured Writing

The second Policy Paper workshop took place at the University of Assuit in partnership with the Center of Political and Strategic Studies between January 12th – 16th, 2020. A total of 19 participants (11 women and 8 men) from five different governorates attended the workshop. The purpose of the second workshop was to

assess the research papers developed by each group in order to eventually form different policy papers under the following topics: political empowerment of youth, women's empowerment and volunteerism.

Through the training participants were given the appropriate skills and tools to construct a policy paper. They were given presentations regarding the overall format of policies, the definition of a problem, data collection and how to develop suggestions and implementation.

Furthermore, based on the knowledge they had developed in the first workshop regarding their selected topics and research papers, participants were asked to develop policy papers on an unrelated topic. Following that exercise, the participants were taught how to properly write policy papers and the rules and procedures for policy papers. Based on this, the participants worked in working groups to divide the research problem and intervention, distribute the sections among group members and begin developing a workplan.

At the end of the workshop, each group gave a small presentation about their workplans for the policy papers and points of interventions for each group were outlined and act as the basis for the policy papers that they are to present at the following workshop.

A.2.6. Capacity Building: Policy-Paper-Writing

The third Policy Paper workshop took place at the University of Assiut in partnership with the Center of Political and Strategic Studies between March 9th – 12th, 2020. A total of 16 participants (10 women and 6 men) from five different governorates attended the workshop. The purpose of this final workshop was to finalize the policy papers based on recommendations from the invited guest speakers.

The invited guest speakers were specialized in topics of the respective policy papers that they were critiquing. Each group presented their policy papers and highlighted their main findings, alternatives and recommendations. The guest speakers provided their input and their recommendations to improve the policy papers while also shedding light on the real-life context existing in Egypt today. These recommendations were then integrated to the working documents and participants were able to finalize their policy papers. By the completion of the workshop series, the following three policy papers were developed:

Politically Empowering Youth through Information Technology

The absence of youth in the Egyptian political sphere is impeding the capacity of political parties, the parliament and local councils to function effectively, as these entities are required to have a quota of youth representatives. Thus, there seems to be a lack of youth in Egypt's political life due to several problems including the lack of inclusive platforms of communication for youth to openly express their opinions with the government. As such, three alternatives were proposed in the hope of politically empowering youth. The first deals with a creative and attractive online platform that provides political information and campaigns. Moreover, it would allow an open dialogue between the youth and the government; hence, politically engaging them. The second alternative is based on the use of social media platforms to create youth political ambassadors who would link youth to the central government. These representatives would then meet up with government officials in order to create campaigns and conferences for local youth. The final alternative is based on forming a website for which party members are encouraged to include the youth in their activities and thereby involve them in political situations. As the evaluation took place on the basis of several criteria, it was recommended that the first alternative should be carried out. **A copy of the policy paper can be found in Annex 4.**

Promoting Young Women’s Opportunities in Egypt’s ICT Sector

There has been a recent increase in the percentage of female graduates in the fields of information and communication technology, but the percentage of job opportunities for women is still small. As such, the research question focuses on the few opportunities available to the female youth in the field of information technology. Three alternatives tackled different aspects of the rationale: infrastructure of ICT, training techniques and curriculums of ICT and networking in the sector of ICT. The infrastructure is to be strengthened through the involvement of the government and other institutions to provide the necessary equipment needed. Education enhancement is stimulated through the state’s endorsements and potential scholarship donors and network formation is guaranteed as universities and organizations cooperate with one another to provide female graduates with opportunities in ICT. Lastly, the alternatives were evaluated on the basis of relevance, continuity, flexibility, social acceptance, political acceptance, effectiveness, efficiency, expected outcomes and applicability. It was thereby recommended that the implementation of enhancement of training techniques and educational centers would be the best option for economically empowering women in

ICT. A copy of the policy paper can be found in Annex 5.

Enhancing Volunteerism in Egypt

Volunteerism is an important aspect in Egypt as this work provides help to people in need and thereby has a crucial role in achieving development. Yet, it seems that youth participation is lacking. The youth are reluctant to volunteer and are not motivated to volunteer due to the lack of data on motivational motivators on the types of volunteering that the youth adhere to and enjoy. Economic obstacles hinder the participation of youth in voluntary work. Social obstacles also limit the amount of youth volunteers because it often seems as a burden to take on over their existent responsibilities. Three alternatives were proposed to overcome such obstacles. First, a legislative approach that urges for the creation of a law that would manage volunteerism across Egypt. Second, strengthen the institutional capacity of volunteerism through the creation of a council that would monitor and oversee volunteering actions. Third, implementing volunteerism through educational systems as a means to form cooperation between schools and the civil society. For the sake of encouraging youth to volunteer and participate in community work, a legislative approach was recommended amongst the three presented. **A copy of the policy paper can be found in Annex 6.**

A.2.7. Conference on Enhancing the Role of Youth in the Public Sphere – Dissemination Event

A conference on “Enhancing the Role of Youth in the Public Sphere” took place at the University of Assiut’s Administrative Building on November 17th, 2020. The conference ensued in the presence of esteemed invited guests from the university’s executive administration, government representatives, civil society organizations, political science specialists, media representatives and university students.

The conference aimed to raise discussion and analysis between different stakeholder’s



Figure 3: guest panel evaluation of policy papers

regarding the content of the three policy papers to provide greater guidance to the students who worked on the policy papers and to discuss the application of the suggested interventions in the current Egyptian context. Experts on public policy, political science, youth empowerment and women's empowerment were invited to provide their inputs and recommendations on the developed policy papers and to engage in discussions with those in attendance.

OP-3: Active engagement of youth and women in community issues by developing and implementing own solutions (local initiatives). In order to increase impact and security of participants, all initiatives shall have a cross-sectoral approach

WP3: Realizing (cross-sectoral) Local Initiatives aimed at starting, facilitating and maintaining dialogue among different sectors of society. The local initiatives targeted marginalized groups such as disadvantaged children, youth lacking opportunities and women living in poverty. WP3 was a gateway to establish good relations with local stakeholders (from different sectors) in general and with local authorities in particular. Throughout WP-3, youth and women learned how to facilitate dialogue, how to include marginalized groups and how to reach out to local stakeholders from different sectors. In this regard, they implemented local initiatives that aimed at opening channels of communications among the different sectors of society, which usually do not interact. Furthermore, thanks to these local initiatives, the involved youth and women addressed community issues by developing and implementing their own solutions. In partnership with CDS, Mashrou' Watan Party and local organizations, the beneficiaries implemented 15 initiatives; five of which were up-scaled. The initiatives were designed and successfully implemented in 16 governorates in Central Egypt (Cairo, Qaluyubia and Giza), Delta (Sharkeya and Gharbeya), Lower Egypt (Luxor, Awan, Assuit, Sohag and Qena) and Upper Egypt (Minya, Beni-Suef and Fayoum). The initiatives covered several community developments issues and the Sustainable Development Goals (SDGs) that pertain to issues such as Environment, Education, Health, Social Change and Economy.

A.3.1. Training-of-Trainers: Capacity Building (3 workshops) for 2 local trainers from 15 governorates in required skills, such as: conflict + stakeholder analysis, theory of change, risk-assessment, project management cycle, etc.

The workshop series conducted served to systematically build the capacities and skills of a diverse group of young people and women to implement 15 local initiatives and upscale five of the most successful and high impact initiatives. The work package was built on the active engagement of youth and women in community issues through recognizing needs and developing and implementing their own solutions (local initiatives). In order to increase impact of participants, all initiatives had a cross-sectoral approach.

The first workshop on "How to Initiate Change" took place between July 15th-18th, 2019 with a total of 33 participants (17 women and 16 men) from 17 different governorates in attendance. The objective of the workshop was to build the capacities of the attending participants on the needed skills such as: theory of change, risk-assessment, project management cycle, and to introduce them to the Sustainable Development Goals (SDGs), and to shed light on the environment and the potential of developing and implementing initiatives that focus on it. Throughout the workshop, participants were informed on various concepts such as what constitutes a good local initiative, the SDGs, Project Management, how to identify long-term goals, Theory of Change (ToC) and various environmental issues that needed to be highlighted in local communities. The workshop hosted Dr. Hussein Abaza, Senior Advisor to the Minister of Environment who provided the participants with an introduction on the history and evolution of the environmental movement in addition to how to move

forward and ensure a better world for all. The workshop also hosted representatives from the environmental organization Youthinkgreen who presented the work that they do which is related to fostering sustainability and entrepreneurship among the youth through their educational programs and events. Furthermore, a presentation was also given by a representative from Media Arts for Development (MADEV) which uses media production and media training as a means for creating positive societal change for children and young people. In this workshop, following the knowledge that the participants had learnt, they were split into groups and were asked to develop initiatives which tested ToC and aimed to empower communities in one of the following themes; public health, gender, social justice, environment, diversity and consciousness. These initiatives were presented and the participants were given feedback from the project team. By the end of the workshop, the participants were asked to develop initiatives for their governorates based on what they learnt throughout the week and to have presentations ready for the upcoming workshop.

The second workshop took place between August 30th to September 2nd, 2019 with a total of 36 participants (19 women and 18 men) from 17 different governorates in attendance. The purpose of the second workshop was to build the capacity of the attending and participating youth in required skills, such as: initiative planning, setting goals, unconscious bias, non-violent communication etc. and to see their progress in their initiative planning. In this workshop, the participants presented their initial initiative plans that they had been working on from the first workshop and were given feedback and guidance from the project team. The presented initiatives addressed themes related to women's empowerment and improving the environment in their governorates. Additionally, participants were taught on how to develop themselves as leaders in their communities and how to develop themselves as implementors of initiatives and workshop planners. The participants also learnt about topics related to communication and perceptions such as professional communication, unconscious bias, conformity bias, beauty bias, affinity bias, halo effect, horn effect and similarity bias. Throughout the workshop, the participants spent time working on drafting their initiative proposals. The project team explained the outline of how the draft should look like in addition to differentiating different concepts such as the difference between goals and activities in addition to what constitutes as a successful initiative. The participants were able partake in the process of proposal drafting as well as understanding the required steps needed to execute this task. These individuals were also able to obtain a clearer perception of their initiative's goals and activities. When the participants had completed their proposal sheets, representatives of each governorate re-presented their initiatives once again in front of the Y-LEAD project team. The purpose behind these presentations was to convey the importance of a properly drafted proposal in terms of gaining a clear and concise perception of the posited initiative and its purpose.

The third workshop took place between March 2nd – 5th 2020 with a total of 29 participants (17 women and 18 men) from 15 different governorates. The purpose of the workshop was for the participants to share with each other and learn from each other about initiative implementation, 2) to become familiar with a variety of evaluation tools/methods and standards of professional evaluation, 3) finalize evaluation of their successes and challenges of their initiative implementation and 4) to evaluate Work package 3 (all 3 workshops). In the workshop, all governorates teams were asked to give a presentation on their initiatives: explaining the idea, stating the goals, shedding light on the achievements and mentioning the partners. The participants were also taught how to conduct self-evaluations by utilizing the DAC Criteria in the evaluation process to ensure its effectiveness. Furthermore, participants were informed on how to report and document their initiatives to support in their evaluations in addition to how to formulate a concise evaluation report by ensuring that they had set indicators to measure their success and designated personnel in charge of documenting the progress of the initiative.

A.3.2. Regional Capacity Building Workshops (2) for participants in required skills in 15 governorates.

Two regional capacity building workshops took place the initiatives were evaluated by different stakeholders in the designated governorates to ensure that the initiatives were meeting the needs of the targeted communities.

In the first phase of the regional workshops which took place between March – July, 2020, evaluations were conducted for the initiatives from the following governorates: Qena, Qaliobiya, Beni Suef, Fayoum, Sohag, Minya, Luxor Gharbiya, Assiut and Sharqiya.

In this workshop, the participants gathered the relevant stakeholders and their initiatives were evaluated based on the DAC Criteria. Recommendations were provided to the participants in order to improve their initiatives.

In the second phase of the regional workshops, evaluations were conducted for the initiatives from the following governorates to determine if they would be upscaled or not: Assiut, Cairo, Fayoum, (Giza, Qaliobiya and Beheira), Qena, Sharqiya, Qalioubiya, Sohag and Minya.

In this workshop, the results of the initiatives were presented and evaluated and based on this, it was determined that the following five governorates would upscale their initiatives: Assiut, Cairo, Fayoum, (Giza, Qaliobiya and Beheira) and Qena.

A.3.3. Submission of initiative proposals and selection of initiatives by a committee of organizers and partners

Following the three capacity building workshops that were held, a total of 15 initiatives were submitted to the project team. Following the review and assessment of the initiatives, all 15 of the initiatives were approved and the participants received funding to implement their initiatives in their governorates.

A.3.4. Implementation of 15 local initiatives.

A total of 15 initiatives were successfully implemented across 16 governorates through collaboration with local stakeholders. **Factsheets of the implemented initiatives can be found in Annex 7.** The following table details each of the implemented initiatives:

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
Assiut	“Abnoub Madina Sadiqa lel Be’aa” – Abnoub, an Environmentally Friendly City	Enabling Abnoub Local Council to adopt participatory approaches and techniques with the local community, particularly young people and children through raising awareness about environmental challenges such as pollution, waste collection and management, and environmental protection.	The initiative team targeted 10 local Executive Council members and 10 young men and women from the same city	<ul style="list-style-type: none"> • 10 members of the local Executive Council capacitated to conduct needs assessments and planning activities using participatory approaches, tools and techniques. • 10 young men and women supported the local council members and suggested solutions to the identified environmental challenges in their city. • Development of participatory initiative by the local council and youth to address the needs of the local community of the city of Abnoub. • 500 schoolchildren actively participated in an “Environment Open Day” that involved numerous non-formal educational and recreational activities to clean and protect the environment inside their school. 	Hayat Association for Development was taking the lead in the planning and implementation of the initiative’s activities in coordination with Abnoub City Council and its Executive members. The Environment Department at the City Council provided the initiative team with technical resources. The Education Administration and the school management provided the initiative team with tools and resources to be used with the schoolchildren during the Environment Open Day.
Aswan	“Heya Dayra” – It is a Circle	Raise awareness about environmental protection, waste management and oil recycling and economically empowering women by building their capacities in soap making from recycled oil.	The initiative team targeted women and girls aged 18-50 from four poor villages in Aswan: Al-Daka, Dahmit, Al-Durr and Umberkab.	<ul style="list-style-type: none"> • Raised the awareness of 80 women and girls in four villages about the danger of oil waste on the environment; • Built the capacity of 40 women and girls to recycle oil waste and 	The initiative team partnered up with the Future Association and Empercap Association which provided the initiative team with the tools and resources to extract products from oil waste; with halls to conduct the trainings in and with access

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
				<p>make homegrown soap products in the four villages.</p> <ul style="list-style-type: none"> • Raised the efficiency and empowered 20 women and girls to develop handmade, homegrown soap products extracted from recycling oil in the four villages. • Raised the awareness of 5,000 young men and women on social media about the dangers of oil waste on the environment. 	<p>to vendors where the women can sell their handmade, homegrown products.</p> <p style="text-align: right;">Page 22</p>
Beni Suef	“Etrok Athar” – Make an Impact	Building young people’s capacity to become active citizens through imparting them with the technical knowledge and skills to plan and implement youth-led initiatives.	The initiative team targeted young women and girls aged between 14-18 from Ihnasya Commercial Secondary School.	<ul style="list-style-type: none"> • Provided young women and girls with knowledge and skills that help them actively play a positive role in their local communities; • Raising the awareness of 50 young women and girls about the importance of community participation. • Empowered 50 young women and men to assess needs within their local communities. • Enabled and supported 50 young women and men to find practical solutions in the form of local youth-led initiatives. • Designed and implemented 6 small youth-led initiatives to address basic community needs. 	The Initiative team partnered up with Al-Fagr Al-Gaded Association, which was responsible for communications with governmental agencies and for coordinating with youth centers to help the initiative team implement its activities. Salah Salem Youth Center and Kom Abu Khallad Youth Center provided the target group with training halls and supported the beneficiaries in implementing their initiatives.

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
Fayoum	“Geel Men Al Aseha’a” – A Generation of Healthy Children	Raise awareness about personal hygiene, proper nutrition, and hepatitis A among community school children and their parents.	The initiative team targeted women working at community schools aged between 21 to 35 years old, children in community schools between the ages of 8 to 14 and parents of children between the ages of 25 to 60 years old.	<ul style="list-style-type: none"> Built the capacity of 35 facilitators in community schools on hygiene, proper nutrition, and hepatitis A. Raised the awareness of 950 girls and boys (500 girls and 450 boys) from 25 community schools about personal hygiene, proper nutrition and hepatitis A. 20 theatrical performances were implemented for 750 boys and girls. Raised the awareness of 900 parents (700 mothers and 200 fathers) about personal hygiene, proper nutrition and hepatitis A in 25 group discussions, awareness raising sessions, and panel meetings. After the initiative concluded its activities, some parents went to get their children tested for anemia and hepatitis C. Those with positive results, received the necessary care and funding from the <i>Kolna Ma’ Ba’d</i> Association. Due to the great success of the initiative, <i>Kolna Ma’ Ba’d</i> Association will be implementing the initiative in all Fayoum and Beheira schools. 	<p>The initiative team reached out to the Ministry of Education, which provided them with all the necessary clearances. Then proceeded with supervising the initiative and providing the initiative with teachers and facilitators who would then receive facilitation training.</p> <p>Reaching out to the Ministry of Health to approve the scientific material that was going to be used in the workshops, the initiative team ensured that all the material was scientifically correct.</p> <p>The Ministry of Culture provided the initiative with coaches for the workshops. Relying on the help of non-governmental organizations, Ahla-Hayah Association provided the initiative with halls for meetings and training, as well as with volunteers and the scientific material used in the trainings and workshops and submitted to the Ministry of Health, while <i>Kolna Ma’ Ba’d</i> Association recommended the community schools in which the initiative was implemented and provided the initiative with facilitators, children and transportation.</p>

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
Gharbiya	Hakhod Haa'I – I Will Reclaim My Right”	Raising the awareness of 30 women about gender-based violence and the laws combatting it as well as economically enabling them and providing them with psycho-social support and self-defense classes.	The initiative team targeted 30 women survivors of domestic violence from the city of Al-Mahalla Al- Kubra aged between 20 to 40, who have been subjected to different forms of violence. The initiative also targeted 10 men interested in becoming advocates and supporters of women’s rights.	<ul style="list-style-type: none"> • Raised the awareness of 30 women about gender-based violence and the laws combatting it and their legal rights. • Provided 30 women with psycho-social support sessions. • Enabled 40 women to make handicrafts that would support them in generating income. • Enabled 30 women to be able to protect their bodies and themselves by learning Wen Do. • Used social media to spread awareness about gender-based violence to reach a bigger audience. • Raised the awareness of 10 men about women’s rights to support in advocacy activities. • One key outcome of the initiative is the new perspective on life and supporting the targeted women’s self-development; as stated by one beneficiary <i>“I have learned that there is a world outside my family and my acquaintances. There is so much more I can achieve. There is a whole world out there.”</i> 	The initiative team partnered up with Emaar Land and Legitimacy Association which assisted the initiative team in accessing the beneficiaries, and providing the training halls and the material that was used during the workshops.
Giza, Qalioubiya	“Games for Goals (G4G)”	Raise awareness about the Sustainable Development goals (SDGs) with	The initiative targeted youth from Giza,	<ul style="list-style-type: none"> • Developed an awareness-raising curriculum, which targets 	The Ambassadors of the World’s Youth team who provided the initiative with volunteers, trainers and scientific materials

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
and Beheira		particular focus on sexual and reproductive rights; and peace and social justice.	Qalioubiya and Beheira aged 18-30, interested in capacity building and volunteer work to train them to become facilitators. The initiative then targeted Schoolchildren from the same three governorates, aged 14-17, to introduce them to the SDGs through games.	<p>reproductive health, gender equality, values, and the concept of peace.</p> <ul style="list-style-type: none"> Trained 23 facilitators from the 3 target governorates. Trained 24 game designers for sustainable development. Designed 9 creative educational and awareness raising games surrounding the mentioned goals (3, 5 and 16) and the issues related to them. Produced 3 educational development games. Implemented 10 awareness raising campaigns for children (5 in Giza, 3 in Qalioubiya, and 2 in Beheira). Established a network of partners from 6 associations in the 3 governorates. 	<p>implemented the initiative. For issuing permits and approvals, Salah Al-Din Association provided the initiative with all the necessary formal documentation required for them to work in schools.</p> <p>The Community Pioneers Association as well as Fahmy Abaza School provided the initiative with the different target groups the initiative worked with.</p>
Greater Cairo	“Kawkabna” – Our Planet	Raising awareness of children and young people about the SDGs and encouraging them to protect the environment.	The initiative targeted children and young women and men within the age bracket (9-18) from disadvantaged areas in the three targeted governorates of Greater Cairo: Cairo, Giza and Qalioubiya	<ul style="list-style-type: none"> Raised the beneficiaries’ awareness regarding SDGs. Implemented 160 workshops with 1,080 beneficiaries. Trained 75 participants to recycle waste (in the form of wood and rubber) and create wooden toys. 	The initiative worked with numerous governmental and civil society actors. The Initiative was implemented under the auspices of the Ministry of Environment (MoE). MoE provided training for the facilitators who worked with the targeted children and young people. The Ministry also provided materials and resources such as trees and tools for the cleaning activities.

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
				<ul style="list-style-type: none"> Implemented 14 recycling and handicraft workshops with 160 beneficiaries. Implemented an online social media campaign titled “Green Challenge”. Implemented a biodiversity camp in Wadi Al Rayan. 50 participants were educated on the importance of biodiversity and qualified to spread awareness in their communities. Strengthened the concept of gender equality 	<p>The Ministry of Youth and Sports (MoYS) provided the necessary permits to access the youth centers where the activities took place. The Ministry of Education (MoE) provided access to the targeted schools to reach out to the schoolchildren.</p> <p>The Initiative formed strong relations with NGOs, namely Baladna Youth Association and Al-Safa Association for Community Development in Qalioubiya; the Age Line Association for People with Disabilities in Cairo; Tourism Development Association in Dahshur as well as Al-Amal and Al-Aamal for Development helped with the implementation of the SDG games.</p>
Luxor	“Nesa’a Ra’edat” – Women Pioneers	Building the capacity of a young cadre of disadvantaged women in Luxor governorate to start their own micro projects/businesses in handicrafts making.	the initiative targeted disadvantaged young Women aged between 21-35 who demonstrate interest in learning new skills and profiting off of this skill, aiming to enable them to start their own micro projects in handicrafts making	<ul style="list-style-type: none"> 30 young women trained on how to start their own projects within the “Start Your Business” Program enabling them to become small entrepreneurs. 10 young women trained in handicrafts making from natural leather. 10 young women trained in crochet. 10 young women trained in knitwear. Economically supported 30 women by giving them materials to start their projects. 	<p>The initiative partnered with the Micro, Small and Medium Enterprise Development Agency (MSMEDA) which built the capacity of the beneficiary young women through its certified “Start Your Business” Program, and provided them with the certificates.</p> <p>The initiative team partnered up with Al-Masry Association in Luxor and relied on the expertise of Afaq Association for Comprehensive Development as well as the Nile Palace Foundation. Through these associations, the initiative team managed to get adequate training for its beneficiaries.</p>

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
Minya	“Fareeq Insaniyah” – The Humanity Team	Improve the health status of the poorest villages, especially community school students, and provide health services, while integrating young people to participate in raising health awareness among their local communities.	The initiative team implemented their activities in the three poorest villages in Minya in community schools and among disabilities	<ul style="list-style-type: none"> • Raised awareness about disease prevention through early disease detection at 14 community schools; • 150 students took part in the awareness raising sessions and learnt about infectious diseases, methods of preventing cancer and proper nutrition; • Built the capacity of 14 young women and men on presentation skills to work as community health outreach facilitators to deliver health-related messages; • The Community Health Outreach Facilitators raised the awareness of 150 community members both women and men on infectious and chronic diseases and viruses. • An early detection of viruses and chronic diseases was provided at 3 villages through medical caravans reaching 260 beneficiaries. 	<p>The Initiative liaised with a number of governmental and non-governmental stakeholder. Partnering up with the Directorate of Education in Minya, the initiative team managed to acquire all the necessary permits that enabled them to enter the targeted 14 community schools.</p> <p>The Health Directorate provided the initiative with the trained physicians, medical caravans to conduct the early detection check-ups to the targeted beneficiaries.</p> <p>The Directorate of Youth and Sports supervised the medical caravans and provided access to the youth centers where the health awareness sessions for community members took place. Partnering up with NGOs, Alnor Association for People with Disabilities provided assistance to the people with disabilities who participated in the initiative.</p>
Qalioubiya	“Awladna” – Our Kids	Promoting a culture of tolerance and acceptance among schoolchildren within the age bracket (10-14), and spreading awareness about positive parenting among their parents and	The initiative team targeted 68 school children aged between 10-14 and 30 newlywed couples and parents	<ul style="list-style-type: none"> • 68 schoolchildren received anti-bullying training and tips on social intelligence, and soft skills needed to interact well with their peers and to stand up to bullying. 	The initiative team reached out to the Ministry of Youth and Sports (MoYS) Directorate in Qalioubiya to provide the initiative team with permits to enter youth centers in the targeted places. Relying on the Ministry of Education Directorate, the

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
		newlywed couples, with the ultimate aim of reducing bullying among schoolchildren in public schools.		<ul style="list-style-type: none"> The schoolchildren participating in the initiative showed great interest in the activities to build their characters and teaching them soft skills. 30 newly wed couples and parents received training on positive parenting and on bullying, its effects and ways to deal children experiencing it. 	initiative team managed to reach its target group to deliver the training and awareness raising sessions. Page 28
Qena	“Takhta Khadra” – Green Board	Enable public primary school teachers to implement sustainable creative and environmental practices to provide a high-quality educational service and promote environmental sustainability practices with the learning process within the targeted schools, with the ultimate aim of raising the level of educational system quality and to make it more interesting for students.	The initiative team targeted school teachers in public schools at Qous District in Qena Governorate, and its villages	<ul style="list-style-type: none"> Trained 25 teachers and provided them with a toolkit to use with more students; 25 teachers were enabled to design and implement educational tools and fun games in the learning process; Implemented 12 games in 5 schools; Reached 60 students per classroom. 	The initiative team reached out to Holding Co. For Water and Wastewater to provide the initiative with materials to be used during the workshop with the targeted school children. Watan Development Association provided the initiative team with the necessary permits to work in schools and helped them reach out to their target groups. Ambassadors for Dialogue, Al-Masry Association and Youth Workers Union provided the initiative with educational tools, materials and helped reach out to the target group as well.
Qena	“Bekya Med” – Waste Remade	Raise women’s environmental awareness along with placing emphasis on the importance of recycling waste as well as improve their environmental practices and enable women to generate	The initiative team targeted women from El Hamideyat Village, a small village in Qena Governorate.	<ul style="list-style-type: none"> Raised the awareness of 100 women regarding recycling waste and the effects of hazardous waste disposal (specifically located in the village’s main street). 	The Initiative team worked with a number of stakeholders to implement the initiative’s numerous activities. Qena Agricultural Administration helped the team acquire the necessary permits. The Local Council at the village level

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
		an income through local environmental resources.		<ul style="list-style-type: none"> Conducted two workshops for 50 women on methods of collection, sorting, and recycling field and household waste. Established and built the capacity of the Ambassadors for Environment Team (composed of 20 women and men) in order to ensure the sustainability of the initiative. Equipped 50 young women and men with the knowledge regarding the importance of environmental conservation through sports activities. 60 women and girls gained the knowledge and capacity to collect, sort, classify, and recycle their field and household waste as well as benefit from it. Implemented a “cleaning camp” for the removal of waste from the main street of the village. Implemented a door to door campaign within the village in order to raise women’s awareness regarding the importance of recycling. 	<p>helped the initiative reach out to their target groups and facilitated resources for the cleaning campaign. Page 29</p> <p>The Youth and Sports Directorate in Qena provided the initiative with educational tools, materials and helped reach out to the target group as well. Partnering up with these governmental bodies enabled the initiative team to not only reach out to the right people but to also implement the activities of the initiative effectively and efficiently.</p>
Sharqiya	“Enti Te’dar” – You Can	Raise awareness about the benefits of utilizing naturally based products	The initiative team targeted women and girls	<ul style="list-style-type: none"> Raised the awareness of 365 girls and women in cooperation with 	The initiative team reached out to the Ministry of Youth and Sports that

Governorate	Title of Initiative	Objective	Target Group	Results	Partners
		instead of purchasing and applying chemically infused items that can cause serious health damage and enable women to acquire and sell naturally based products.	aged 18-50 with diverse educational backgrounds from three districts in Sharqiya governorate: Zagazig, Deyarb Negm, and Belbeis.	<p>the Faculty of Pharmacy at Zagazig University, the National Council for Women, and other civil society partners, namely the Eastern Youth Association, Al-Wafd Party, and the Women Development Association in Deyarb Negm.</p> <ul style="list-style-type: none"> Created a YouTube channel (Oil and Kemya) with 14 educational videos, with a total of up to 7,500 views, reaching geographical areas outside of Sharqiya and created a Facebook group with 300 members of the initiative. 	<p>provided the initiative with the necessary information and permits and to reach certain villages and to work in the youth centers.</p> <p>The National Council for Women (NCW) helped organize workshops and seminars inside its local premises in Zagazig.</p> <p>The initiative team also reached out to Al-Fanar Foundation for Community Development for volunteers to organize activities, obtain security clearances, and communicate with the participants.</p> <p>Al-Sharqiya Youth Association helped in the selection of the target group, managed individual and group interviews and was responsible for the activities for the beneficiaries.</p> <p>The Community Development Association in Deyarb Negm helped organize workshops, reaching out and communicating with the target group, and providing catering for the participants.</p>
Sohag	“SDGs for Little Bees”	Raising awareness and building the capacity of 25 children from two schools: A Community School and a Public School in Sohag Governorate and introducing them to the SDGs.	The initiative targeted Primary school children in Sohag Governorate, aged between 7-14 years.	<ul style="list-style-type: none"> Raised the awareness and build the capacity of 25 school children from a Community School and a public school. 	<p>The initiative team reached out to the Ministry of Education for the necessary permits to enable the initiative team to enter schools.</p> <p>Through building a partnership with Art Space Company, the initiative managed to receive technical support for trainings</p>



Figure 4: Sobag initiative



Figure 5: Giza, Qaloubiya, Behira initiative



Figure 6: Qena initiative

Following the successful implementation of the 15 initiatives, nine applicants submitted new proposals for scaling up their initiatives, of which, the following five proposals were approved and implemented:

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
Assiut	“Herfa Fi Eidak” – A Skill in your Hands: Phase II	Building the capacity of a young cadre of disadvantaged youth in Assiut governorate to start their own micro projects/businesses in handicrafts making.	Youth, both men and women, between the age of 18-35 in Assiut governorate.	<ul style="list-style-type: none"> The creating of 5 educational videos about 5 different skills; plastic recycling, the making of jewelry, ceramic, sewing and rubber recycling. The videos are divided into two types; promos about the skills and long videos with explanations and step-by-step guides. In each video a professional explains slowly and clearly how something can be simply created at home with minimal materials that can easily be bought and acquired. The professional begins the videos by introducing the skill the videos will focus on followed by what materials will be needed. Following the brief introduction, the rest of each video provides the viewer with a step-by-step guide on how to acquire these skills. In one of the videos the professional explains how to make bracelets, in another she explains how to make a small crochet tablecloth or how to draw and paint on a ceramic plate. The videos which are easy to understand are also properly filmed and made, which helps the viewer pay attention and benefit enormously from the material that is being presented. 120 young women and men were trained online. A Facebook page was created to help trainees stay in touch and access the material until the website is up and running. 	Hayat Association for Development was taking the lead in the planning and implementation of the initiative’s activities. They provided the initiative team with technical resources as well as tools and resources.
Greater Cairo	“Kawkabna” – Our Planet: Phase II	The second phase of the Greater Cairo Initiative “Kawkabna” aimed at empowering and enabling 30 young men	The direct beneficiaries were 30 young women and men who were	<ul style="list-style-type: none"> The initiative team called for proposals on social media platforms about environmental initiative ideas and received 22 initiative proposals (12 females and 10 males) about sustainable development and the SDGs 	The initiative worked with numerous governmental and civil society actors. The Initiative was implemented under the auspices of the Ministry of Environment (MoE). MoE provided

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
		and women to implement initiatives within their communities.	capacitated to raise awareness and support their local communities. The initiatives conducted by these direct beneficiaries served hundreds of children and young women and men between the age of 16-35 from disadvantaged areas in the three targeted governorates of Greater Cairo: Cairo, Giza and Qalioubiya.	<ul style="list-style-type: none"> Following the submission of proposals, a committee to evaluate the ideas and proposals was formed and 15 proposals were selected. The participants behind the 15 proposals then received training and in the form of 7 workshops and 2 roundtable discussions Only 9 out of the 15 initiative proposals were resubmitted, 3 of which were selected to receive financial and technical support and 2 were selected to receive technical support. The final three proposals which received funding were: Chaise Longue Initiative, The Manawat Model Village Initiative and Games for the Future Proceedings of the Workshops and Roundtable Discussions: The initiative team called for proposals on social media platforms about environmental initiative ideas and received 22 initiative proposals about sustainable development and the SDGs, covering topics such as a platform for news about the environment, raising awareness about the SDGs, increasing the greenery in villages and conducting cleaning-up campaigns. Following the submission of proposals, a committee to evaluate the ideas and proposals was formed and 15 proposals were selected. The participants behind the 15 proposals then received training and in the form of 7 workshops and 2 roundtable discussions about sustainable development, environmental conservation, crisis management, initiative management, proposal writing, networking and partnership mechanisms, as well as volunteer management mechanisms, and 	<p>training for the facilitators who worked with the targeted youth. The Ministry also provided materials and tools for the activities.</p> <p>The Ministry of Youth and Sports (MoYS) provided the necessary permits to access the youth centres where the activities took place.</p> <p>The Initiative formed strong relations with NGOs, namely Baladna Youth Association and Al-Safa Association for Community Development in Qalioubiya; the Age Line Association for People with Disabilities in Cairo; Tourism Development Association in Dahshur as well as Al-Aamal for Development helped with the implementation of the SDG games.</p>

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
				<p>were asked to work on their proposals and to submit them again after refining and developing the ideas further.</p> <ul style="list-style-type: none"> • Only 9 out of the 15 initiative proposals were resubmitted, 3 of which were selected to receive financial and technical support and 2 were selected to receive technical support. • The three initiatives selected to receive financial, technical and legal support are the following: • <u>Chaise Longue Initiative:</u> The initiative aims to provide psycho-social support to those who suffered during the Corona crisis, and helping instil positive values through storytelling sessions, psychological support and through social behavioural change communication (SBCC) approaches. • The initiative team advertised for the initiative online on various social media platforms as well as asked young people to take a survey about the struggles they have faced during covid-19. The survey included 12 questions, based on which the answers of the participants were analysed. The analysis of the answers helped divide the participants into groups. Each group was then encouraged to attend a specific number of sessions covering a certain topic that related to their answers. In the different groups and within the sessions the participants were introduced to each other and eventually felt confident and safe enough to share their experiences with Covid-19 and how it had affected them and their lives. They were encouraged to discuss their fears and habits and how Covid-19 altered their behaviour. Moving on from the negatives, the participants were encouraged to focus on the positives and to share 	

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
				<p>them with the other participants, helping them find and recognize the good even within the most difficult of situations. The initiative team managed to partner up with The Ministry of Culture and have so far conducted 4 sessions with 22 participants, 14 young women and 8 young men</p> <ul style="list-style-type: none"> • After the conclusion of the sessions, all the participants were encouraged to take part in an open day. The day shed light on the success stories that emerged during the pandemic. In the next few weeks, the implementers of the initiative plan on staying in contact with the participants through phone calls and on encouraging them to become implementers, too. Dr. Enas Abdel-Dayem, Minister of Culture, proposed holding regular sessions on a fixed day every month under the auspices of the Ministry of Culture to help people coper with the pandemic. • <u>The Manawat Model Village Initiative:</u> The initiative aimed to set up a system for collecting garbage in the village, beautifying and afforesting its areas and centers and planting some fruit trees in schools and hospitals. The initiative team, consisting of 20 young people (17 men and 3 women) managed to establish partnerships with The Ministry of Environment and the Ministry of Local Development, and the National Council for Human Rights. It targeted 50 beneficiaries. • A rapid assessment was conducted to determine the needs and requirements of the community. It was observed that the citizens of the village suffer from poor waste management and are unable to tackle the situation due to their inability to network, reach out to decision makers or take initiatives themselves. As a result, an awareness 	

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
				<p>campaign about the environment and waste management was developed. With the help and support of the National Council for Human Rights 25 children (13 girls and 12 boys) were trained on issues related to human rights through creative and interesting games. After the training period, the children were handed school bags with environmentally friendly stationery items that they could use during the school year.</p> <ul style="list-style-type: none"> The initiative team is planning on developing initiatives that include youth groups from different families in the village and to help them network with active institutions in the local community, to solve their waste problem. <u>Games for the Future:</u> The initiative aims to support innovation by making and converting local waste into games, toys and decorative tools that everyone can utilize in the house and elsewhere. The initiative team, consisting of 15 participants (10 women and 5 men) managed to establish partnerships with the United Nations Volunteer Program, the United Nations Information Center, the Ministry of Environment, the Ministry of Culture. After conducting brainstorming sessions, games were developed and game samples were implemented and tested. The initiative team produced 7 different boardgames that were then reviewed by specialized psychologists. The participants were then trained on how to utilize the boardgames for the best educational outcomes. With the help of the Our Planet team, the three initiatives, Games for the Future, The Manwat Model Village Initiative and the Chaise Longue Initiative, all managed to network and to work together to implement the games that were 	

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
				<p>developed within the initiative in the two other initiatives.</p> <ul style="list-style-type: none"> A closing ceremony was prepared to honour the participants of the initiatives and to present their success stories. The closing ceremony was implemented in the Environmental Cultural Centre (Cairo House), affiliated to the Ministry of Environment. 	
Fayoum	“Geel Men Al Aseha’a” – A Generation of Healthy Children: Phase II	Raise awareness about COVID-19 among community school children and their parents.	The initiative team targeted children in community schools aged between 8 to 14 years old and their parents.	<ul style="list-style-type: none"> Raised the awareness of 400 girls and boys (250 girls and 150 boys) from 20 community schools about Covid-19 and personal hygiene. Distributed 400 face masks and 400 soap bars and sanitizers. Trained the children, their parents and teachers in schools on how to deliver scientific information through story telling. Raised the awareness of 900 parents (350 mothers and 200 fathers) about Covid-19 and health behaviors and practices in a number of group discussions, awareness raising sessions, and panel meetings. 	<p>The initiative team reached out to the Ministry of Education, which provided them with all the necessary clearances and then proceeded with supervising the initiative and providing the initiative with teachers and facilitators who would then receive facilitation training.</p> <p>Reaching out to the Ministry of Health to approve the scientific material that was going to be used in the workshops, the initiative team ensured that all the material was scientifically correct.</p> <p>The Ministry of Culture provided the initiative with coaches for the workshops. Relying on the help of non-governmental organizations, Ahla-Hayah Association provided the initiative with halls for meetings and training, as well as with volunteers and the scientific material used in the trainings and workshops and submitted to the Ministry of Health,</p>

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
					while <i>Kolna Ma' Ba'd</i> Association recommended the community schools in which the initiative was implemented and provided the initiative with facilitators, children and transportation.
Giza	“Games for Goals (G4G)” Phase II	Raise awareness about the Sustainable Development goals (SDGs) with particular focus on sexual and reproductive rights; and peace and social justice at the time of COVID pandemic and how to face its effect on the community.	The initiative targeted youth from all over Egypt aged 18-30, interested in capacity building and volunteer work to train them to become game facilitators and health educators. The initiative then targeted children from six governorates (Cairo, Giza, Qalyubia, Luxor and Aswan) aged 14-17.	<ul style="list-style-type: none"> Developed an awareness-raising curriculum which targeted the effects of the corona-virus; on reproductive health, gender equality, values, the concept of peace and the common mistakes regarding the ways of protection against the corona-virus. Trained 40 facilitators from 15 governorates; (Cairo, Giza, Qalyubia, Alexandria, Gharbia, Portsaid, New Valley, Dakahlia, Qena, Sohag, Minya, Assiut, Luxor and Aswan). Trained 35 game designers for sustainable development goals and protection against COVID pandemic. Organized an advanced training for 7 trainers and supervisors. Designed 18 creative educational and awareness-raising games; on the mentioned goals (3, 5 and 16) and the issues related to them. Designed the first board game in the world that focuses on fighting covid-19, named “Corona Race “ under the umbrella of “Youth Fighting Corona “. Produced 3 educational development games and one game specifically about covid-19. Implemented 10 awareness-raising campaigns for children (1 in Great Cairo, 2 in Minya, 2 in Qalyubia, 2 in Luxor and 3 in Aswan). Established a media network of 3 journals and 3 content producers in local TV channel to broadcast 	The initiative was implemented by the Global Youth Ambassadors team in Egypt who provided them with volunteers, trainers and scientific materials. For advanced training on Gamification; they cooperated with a specialized well-spring. In each governorate; the initiative networked with Youth centers to implement the awareness campaigns and local associations to provide the target group; with the support of the Ministry of Youth and Sports. In Minya, the initiative managed to cooperate with student activities to provide them with volunteers and youth target group are Youth-leading group

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
				the outcome of the initiative and raise awareness through media programs to reach more beneficiaries.	
Qena	“Takhta Khadra” – Green Board: Phase II	To enable public primary school teachers to implement sustainable creative and environmental practices to provide a high-quality educational service and to promote environmental sustainability practices with the learning process within the targeted schools, with the ultimate aim of raising the level of educational system quality to make it more interesting for students.	The initiative team targeted school teachers in public schools in Qous district in Qena governorate and its villages. Furthermore, it also targeted five preparatory schools	<ul style="list-style-type: none"> A 5-day workshop was held where the participants managed to learn about strategies, tools and activities that can be integrated into the learning process for teaching outside the classroom The 5-day workshop aimed for providing the participants with the theories and tools needed but focused more on a know-how and do-it-yourself (DIY) approach, to ensure that the participants leave the workshop equipped with the necessary skills as well as reminding them that this is the most efficient and effective way of education and teaching. The participants were able to analyze training needs as well as come up with solutions and ideas for the challenges they could face in future interactions, helping them develop processes that can help students and become more confident in utilizing these processes in healthy and enjoyable environment in which the learner is dedicated and committed and in which teaching methods and effective and efficient With the participants leaving the workshop with knowledge, skills and material that can be used in education outside the classroom and developed further to be used with different target groups, the trainers ensured that the participants are fully equipped to start implementing what they have learned in an efficient and effective way, ensuring the success of the initiative and the actual improvement of students Realizing the importance, the role media plays in spreading information about new projects, and 	The initiative team reached out to Holding Co. For Water and Wastewater as well as the Ministry Youth to provide the initiative with materials to be used during the workshop with the targeted school children. Watan Development Association provided the initiative team with the necessary permits to work in schools and helped them reach out to their target groups. Ambassadors for Dialogue, Al-Masry Association and Youth Workers Union provided the initiative with educational tools, materials and helped reach out to the target group as well.

Governorate	Title of Initiative	Objective	Target Group	Progress/Results	Partners
				<p>putting into consideration the creativity behind the idea of the initiative, the initiative team received media attention and coverage, proving that what they had to offer is indeed of value and importance. Hoping to reach out to more schools and teachers, the initiative team was happy to help different media report on it and on the work it has done. The following are some of articles, discussing the work that has been done.</p> <ul style="list-style-type: none"> • All the activities and games that were developed during the workshop are currently being made into movies that can be used by other teachers as material for outside of the classroom teaching • 5 teachers for 5 different subjects in 5 different schools are currently implementing the knowledge they have acquired and games they have learned about in the workshops. • 3 schools have already vouched to continue offering the games to their students. 	

Factsheets of the five upscaled initiatives can be found in Annexes 8 - 12.

Organized by



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A.3.5. Evaluation Workshops – Impact-Measurement and Lessons Learned

The evaluation workshop for the initiatives of WP-3 took place between December 3rd – 4th, 2020 which was attended by the participants who upscaled their five initiatives. The aim of the evaluation was to assess the success of their initiatives and further understand what lessons the participants learnt and gather insight on ways of improving future initiatives. On the first day of the workshop, the participants presented their initiatives and on the second day, they evaluated them based on the DAC criteria which assessed the relevance, effectiveness, efficiency, impact and sustainability of each of the implemented initiatives.

OP-4: Youth and women get empowered enough to actually run for office in the Local Council Elections. They command the necessary knowledge and (soft) skills to win a seat in the Local Council.

WP4: Capacity Building and Empowerment for Youth and Women aimed at empowering youth and women to take leading roles in the public sphere and participate in local council elections when they resume in Egypt. As such, a series of workshops have been organized to strengthen the capacities of the selected participants, providing them with resources and exercises to further develop their skills. 28 participants (16 females and 14 males) from 15 governorates were selected to attend the workshops in WP4. Through WP4, the participants learnt about communication, negotiation, persuasion, leadership, agenda setting, campaigning and public speaking. Additionally, they learnt about resource mobilization, networking and advocacy. These topics were delivered over the course of three workshops. After WP4 ended, two participants ran for parliamentary elections, ten participants decided to run for the local councils' elections when they resume and others supported candidates who were running for the parliamentary elections with their electoral campaigns.

A.4.1. Identification of 60 youth and women who have the potential to run for Local Council Elections

In order to identify potential youth and women candidates to run for Local Council Elections, an intensive evaluation process was established by the project team to ensure that those selected would meet a specific criterion to ensure their commitment and desire to enhance their capabilities and launch successful campaigns in their governorates.

Applications were opened starting from June 30th 2020 and were launched through a Facebook announcement. The post included a detailed application for potential participants to fill out to further understand the applicants' motivations and ambitions. To understand their interests, participants were asked questions such as:

- Why do you want to join “Y-LEAD Program”?
- Were you ever awarded or nominated for a position? Please elaborate.
- What are your plans when running for a leadership role? How do you believe that “Y-LEAD Program” will support and assist you in achieving this plan?
- Tell us about your experience in advocacy and lobbying about youth-related issues?
- How would you describe your personality?
- Discuss a situation that demonstrated your leadership skills?
- If you are accepted for this training program? What strengths, skills, and ideas would you add to the team?

In addition to the above-mentioned questions, the applicants had to meet the following selection criteria:

- Egyptian nationals
- Between the ages of 21 – 35 years old
- Encompasses leadership qualities
- Possesses good communication and negotiation skills and social intelligence
- Has a clear plan for the position they want to run for, whether in a social club, association, including others.
- Works or volunteer in running election campaigns
- Works on youth-related issues and is highly skilled in writing speeches and articles
- Biased towards youth affairs, whether in university activities, volunteer work, or public work
- Has access to stable internet connection
- Prepared to commit to the project throughout its entirety given full attendance to workshops, program meetings and conferences.

After having fulfilled the requirements, several applicants underwent a phone interview with Y-LEAD staff prior to their final acceptance into the program. These phone interviews were conducted with applicants that were deemed of full potential and gained the team's interest. The final acceptance was announced by e-mailing to the participants with an invitation to the first workshop that took place on the 16th of August.

There was a total of 60 youth who applied for the workshop. Of which, a total of 30 participants; 16 women and 14 men, from 15 different governorates were accepted.

A.4.2. Advanced Training on Leadership Skills and Capacity Development Workshop

The first workshop on agenda-setting and campaigning took place between August 16th – 20th, 2020. A total number 26 participants (14 women and 12 men) from 15 different governorates were in attendance. This workshop focused on disseminating the concepts of communication, negotiation, persuasion and leadership. The workshop series aimed to prepare a cadre of leaders who are willing to make a difference in their communities. When local council elections start, the goal of the project is to have a pool of candidates with skills who will guide their entities.

Through the workshop, the participants were taught how to identify the skills needed for elections, negotiation skills and how to apply different negotiation types, how to effectively lead and demonstrate the ability to inspire others, how to identify existing personal leadership resources and gaps, how to adapt different leadership types according to the situation and how to identify the different power sources of leaders. Additionally, participants were able to develop their listening skills, their non-verbal communication skills and their capacity to community effectively by overcoming communication barriers.

Participants were asked to critically assess themselves, their ambitions and goals. Through self-reflection and understanding themselves, they were able to comprehend concepts related to communication such as nonviolent communication, transactional analysis, the art of negotiation and the key components of successful negotiation as well as its different strategies. The participants were also informed on the characteristics of a successful persuader.

Throughout the workshop, participants learnt about the traits of a successful leader, the concept of leadership by presenting theories such as the great man theory and the skills approach leadership theory. The workshop

also introduced concepts related to building the participants capacity on the importance of feedback. Concepts such as the sandwich theory were introduced.

The workshop also introduced participants to the “Wheel of life” in which participants were asked to score themselves of each of the components with reasoning for each score. This self-reflection exercise intended to help participants in establishing their future goals. As a take away for the next workshop, the participants were given a set of 10 questions which the participants needed to respond to send back to the project team as they would be used as a basis for the individual coaching sessions.

A.4.3. Advanced Training on Agenda Setting, Campaigning and Public Speaking

The second workshop on agenda-setting and campaigning took place between September 12th – 17th, 2020. A total number 27 participants (15 women and 12 men) from 15 different governorates were in attendance. The objective of this workshop was to continue to build the capacities of the participants by focusing on agenda setting, campaigning and public speaking.

Through the workshop, participants were taught how to define an election campaign and how to plan one, how to avoid factors that can jeopardize their campaign, how to hold elections, how to manage a full election campaign, constitutional voting, and how to identify advocacy and networking. Additionally, the participants had their public speaking skills assessed, and had their team building skills developed.

The workshop was primarily led by Dr. Akmal Nagaty, an Egyptian elections specialist who provided the participants with a comprehensive overview of the electoral process and explained the main electoral terminology to equip the participants with the necessary political vocabulary. He provided participants with crucial tips to consider when running for a candidacy such as the importance of collecting information relevant to the constituency in which the candidate aims to nominate themselves and the need for data analysis in addition to the strategic choices that need to be made when establishing a team that will manage the election campaign.

In the workshop, participants were also informed of the key agents who constitute the team of the electoral campaign such as the campaign manager, the legal person, financial leader, media committee in addition to the thermometer. Each position was explained to the participant in addition to the desired key attributes of each member. The participants were then split into groups and were asked to establish a campaign team based on the descriptions given. The participants when simulated these roles and were given constructive feedback regarding the roles that were played. This provided them with an opportunity to apply the theoretical knowledge that they were taught. After explaining the components of an election campaign, the participants split into two groups and were asked to form an election campaign with the goal of convincing volunteers to join their respective campaigns.

Throughout the workshop, the participants worked on various strategies and goals to achieve the objectives of the campaign and presented their campaigns through two presentations; a visit to the campaign headquarters in which Dr. Nagaty approached the team and asked them various questions and an electoral presentation to win over votes. Following the end of the two presentations, feedback was given to the groups.



Figure 7: participants presenting their campaign

The workshop also hosted another two guest speakers; Mr. Gamal Barakat and Mr. Khalid Maarouf from the National Council for Human Rights (NCHR). They presented participants with the key concept of advocacy and applied it to the Egyptian context, the key terms of the field of human rights and the use of diplomacy in conflict situations. They provided an overview of the NCHR and the main role of the council which is to offer protection and strengthening through cooperation and coordination.

The participants were acquainted with the seven key elements that are needed to gain support; justice, responsibility, cooperation, acceptance, engagement, respecting differences and respect. This was then incorporated into the topic of advocacy campaigns and how to gain support. It was emphasised that when campaigning, one needs to take account the different customs, traditions, and different cultural and societal thoughts. Participants were also informed on the lifetime of a problem in addition to the seven steps to mitigate a problem. They were also given an overview of the most important tasks of advocacy in addition to the key components of advocacy as well as how to build successful relationships and develop visions. To conclude the workshop, the participants were taught how to create a successful presentation and by working in groups, developed presentations on harassment in which each group had to tailor their presentation to a specific audience. This exercise enabled the participants to incorporate all of the different skills and information that they had learnt throughout the workshop.

A.4.4. Individual Coaching 1

In the first workshop, the participants were provided with a set of questions that needed to be answered in order to attend the second workshop. The questions were as follows:

1. What is the goal that you aspire to achieve?
2. What impact do you hope to have? Describe the effect.
3. What is the framework through which you will achieve your goal? Where, when and with whom?
4. Is the goal useful? How will it be useful? Will it negatively influence anyone?
5. Why do you want to achieve this goal? What is your real motivation to achieving this goal?
6. What do you need to do in order to achieve the goal? Explain in detail the steps needed.
7. Can you achieve your goal? Can you personally do it? Have you done it before?
8. What are the steps that you will go through? What resources are needed? What are the anticipated obstacles?
9. What is your final decision? Can you achieve this goal completely?
10. How will you know that you have reached the desired outcome? Discuss "Indicators of Success".

Based on the above 10 questions, each individual participant met with the Y-Lead coach to discuss their responses, assess the practicality of the goals that they have set, and establish a working plan as to how they will achieve their desired goals.

During these individual sessions, the participants were provided with guidance and advice on how to realign their current efforts and how to best achieve their goals given their current capabilities and resources. The project team developed progress folders for each individual participant to monitor their progress, note their comments and allow for effective follow up in the upcoming coaching session.

A.4.5. Advanced Training on Resource Mobilization, Fundraising, Networking and Advocacy

The third workshop on resource mobilization, fundraising, networking and advocacy took place between October 10th – 15th, 2020. A total number 27 participants (15 women and 12 men) from 15 different governorates were in attendance.

Throughout the workshop, the participants were taught how to define strategic planning and how to apply it, the definition of advocacy and how to define a social case to work on, how to analyze the status quo and set goals for advocacy and defining the target group, how to define networking and identifying in challenges, how to develop monitoring and evaluating plans for campaigning and how to successfully fundraise.

In this workshop, the participants were given a presentation by Dr. Youssef Wardany, Assistant to the Minister of Youth and Sports on the definition of a leader, the characteristics of a leader in addition to the duty that potential leaders have in understanding the needs of their communities and being prepared to undertake the task of seeking support from those around them who can support them in establishing change in their communities. He also emphasized that when starting out, one should never shun away from asking questions and seeking help.

Dr. Mashhour Ibrahim, a Strategic Planning Expert at the Ministry of Planning and Economic Development provided participants with an overview of the steps of strategic planning and improving current and future management outputs.

A portion of the workshop was also dedicated to support the participants in improving their public speaking skills and how to create a clear and informative PowerPoint Presentation that could be used in events while speaking to people. Participants were split into groups and asked to pick an issue they perceive as a problem in their communities and to analyze the circumstances for allowing it to exist. Each group strategically analyzed the drivers behind the unfolding issues and presented their outcome by the end of the day.

Participants also covered the importance of setting goals and how goals can and should be set to ensure the success of an initiative. The steps needed to achieve one's goal were discussed in addition to how to set a strategy and come up with an executive plan for an initiative.

Lastly, the participants focused on resources and how to mobilize them. The four different types of resources that organizations and initiatives rely on to function were presented and the concept of successful resource mobilization through utilizing different mechanisms to implement an organization predetermined goals were discussed. **An evaluation report for WP4 can be found in Annex 13.**

A.4.6. Individual Coaching 2

The second round of individual coaching aimed at supporting the participants in setting smaller personal goals and developing workplans on how to achieve their set goals with visible milestones that would be achievable in both the short-term and the long-term.



Figure 8: group photo of WP4 participants

OP-5: Cross-sectoral networks on governorate’s level will be established as safe spaces for people with different backgrounds (social, economic, religious, ethic, etc.) to exchange opinions

WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums) aimed at establishing cross-sectoral networks on the governorate level to serve as collaborative spaces for stakeholders from the private sector, the media, academia, civil society and the state to exchange ideas and support their communities in their social and economic development. In order to create a solid basis, a stakeholder analysis was conducted across 23 governorates, focusing on entities that work with youth in the different sectors. The stakeholders from various sectors such as public entities, private businesses or ministries such as Education, Social Solidarity and Youth and Sports and NGOs were identified. Following an evaluation of the stakeholder analysis, Y-LEAD used the innovative method of simulation gaming to facilitate the exchange among the different stakeholders and to establish mutual trust as a crucial pre-condition for the upcoming formats for dialogue. Hence, a workshop for the development of the simulation game for “Creating Local Networks” took place in Mercure Hotel in Ismailia before the implementation phase. The simulation game was named “Magadif” – meaning “Oars” in English. The simulation game “Magadif” was successfully disseminated 6 times in 6 governorates with total number of 100 diverse participants from various different sectors. Additionally, at the end of each simulation game, the participants proposed three initiatives. Yet, cooperation and networking did not end with the termination of the implementation phase as roundtable discussions were introduced and they focused on discussing and refining the proposed initiatives of each simulation game implementation.

A.5.1. Stakeholder Analysis per governorate

In order to develop a comprehensive understanding of potential Y-LEAD stakeholders that work with youth in different sectors, a stakeholder analysis was conducted across 23 governorates. The purpose of the stakeholder analysis was to serve as a live document that would be revisited and updated throughout the course of the project to ensure that the list of stakeholders was updated and taken into consideration during the design and the implementation of Magadif. Stakeholders from various sectors such as public entities, private businesses or ministries such as education, social solidarity and youth and NGOs were identified in each governorate. This information was collected by Y-LEAD participants through a workshop in which they were informed on the definition of stakeholders and how to classify their importance in relation to their mutual interests. The participants were then asked to classify potential/existing stakeholders within their governorates into three categories: public, private and civil society. Next, they were asked to classify them on an importance/influence matrix; this provided both the participants and the project team with insight on the potential stakeholders that would benefit the project.

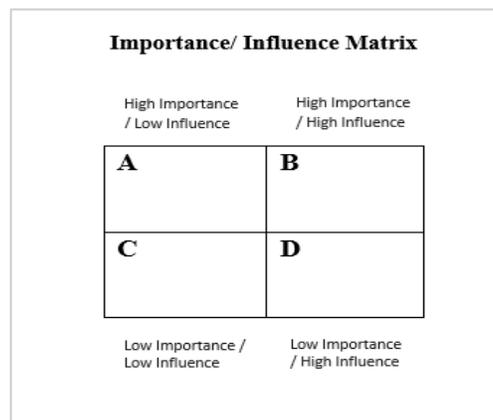


Figure 9: Importance / Influence Matrix

The stakeholder analysis served as a live document that identified the interests of stakeholders and ways to harness the support of those in favor of supporting project activities as well as managing the risks posed by those stakeholders who were against it.

Following the stakeholder's analysis workshop, participants met with stakeholders within their governorate to discuss how they would be involved in Y-LEAD. They presented the projected idea and established communication that would lead to effective participation and the creation of collaborative action in favor of the project. Following these meetings, the participants were asked to present an updated list with the stakeholders that they actually worked with in implementing the project activities.

The analysis was split into two parts, Part A presented information on the 23 participating governorates in addition to the list of stakeholders that their participants listed in addition to a matrix with their classification of the stakeholders. Part B analyzed the data reported and expanded on the stakeholders which have relevant interests to Y-LEAD.

The conclusion of the stakeholder analysis presented the findings regarding which sectors were most beneficial in supporting participants in the different governorates in implementing the project activities. The findings revealed that during the implementation of project activities and initiatives, participants were best able to network with NGOs and CBOs within their governorates due to the strong connection's participants have as youth leaders.

In regard to governmental instructions, the analysis showed that participants were able to forge strong connections with a number of governmental institutions, specifically local directorates for the Ministry of Education, Ministry of Youth and Sports, Ministry of Culture, Ministry of Health and Population in addition to the Ministry of Social Solidarity. Through these networks, participants were enabled to implement project activities in government venues and were provided with free materials, resource booklets, trainers as well as permission to work in community schools.

Additionally, the findings revealed that in all the governorates, networking with more than one stakeholder was necessary in order to successfully work within the governorate. In most cases, it was a collaboration between the project, local NGOs/CBOs and a governmental institution. This confirmed that the establishment of a local network of stakeholders within each governorate of the project is necessary to ensure the successful implementation of Y-LEAD activities.

The results of the stakeholder analysis were then integrated into the learning goals of Magadif. One of the main learning goals of the game was to; understand the importance of local networks due to their potential impact, in addition to developing a comprehensive understanding of the mutual benefits of networking with different sectors.” The game focused on brining different stakeholders together to discuss the local needs and challenges of youth and women.

In sum, the stakeholder analysis provided valuable insight of the different networks and dynamics that are prevalent within the 23 governorates participating in Y-LEAD. This enabled the project to utilize the valuable information in developing a simulation game to further expand on these networks in addition to providing the participants with clearer strategies in regard to establishing new stakeholders and partners for upcoming initiatives and future projects.

A.5.2. Workshop - Simulation Game Development: Local Cooperation – “Magadif”

A workshop for the development of the simulation game for “Creating Local Networks” took place between February 13th – 19th, 2020 with 11 participants from NMF. The objective of the workshop was to develop a simulation game that would support in creating local networks that targets decision makers and stakeholders from different sectors and which aims to achieve the following learning goals which were set by the participants in the first day of the workshop:

- 1) understanding the importance of local networks, especially due to their potential impact, as well as getting a concrete idea about the mutual benefits of networking with different sectors
- 2) developing new creative structures and/or formats for local networks and clarifying the roles of their member
- 3) managing resources and developing a sustainability plan that ensures robust networks

As such, the participants developing the simulation game were required to consider cultural and/or traditional differences between the targeted governorates in addition to integrating the above-mentioned learning goals into the development of the scenario, characters, rules & procedures and the evaluation of the game. Through this, participants who play the game will be able to step into the roles of decision-makers with the aim of fostering cooperation between different sectors (pubic, private, civil society and media) by exchanging knowledge and carefully allocating resources.

Through team work and support from the project team, the participants were spilt into working groups to work on the overarching structure of the game such as character development, rules and procedures, the scenario and the evaluation. The following points were agreed upon for the game development:

- The duration of the game will be 4-5 hours

- The number of participants will be 15
- The game will split the participants into three different groups with five participants in each group representing different sectors (public, private, civil society, media and citizen)
- Cards will be given to each participant to describe their character's available capacities and resources
- The game will tackle three topics: environment, disability inclusion and education
- Each working group will develop a plan/proposal and present it to the rest of the participants

By the end of the workshop, the simulation game “Magadif” – Oars was developed by the participants with the support of the project team. The objective of the game is to shed light on the role of cooperation between different sectors and the importance of networks through their potential impact on local communities as they enhance the exchange of experiences, ideas and resources.

The events of the simulation game will take place in the city of “Kela” (“Boat” in Nubian language), which faces many challenges in the areas of education, environment and the inclusion of people with disabilities. In this city, a number of the services provided are not efficient enough due to scarce resources and mismanagement. Through the simulation game, the participants need to search for possible solutions for the challenges existing in Kela in order to overcome existing gaps and combine the strengths of different sectors. After determining and linking up with relevant stakeholders and identifying the nature and root causes of the local challenges, the participants create structures of local networks of local stakeholders, as a prerequisite to participate in a nationwide conference. **A factsheet for the simulation game can be found in Annex 14.**

A.5.3. Test-Runs of Simulation Game Local Cooperation – Magadif

The test-run for Magadif took place on March 1st, 2020 and was attended by 23 participants (13 women and 10 men) from 13 different governorates. The objective of the test run was to evaluate how comprehensive the material of the developed game was, if the allocated time of four hours was sufficient to complete the game, and if the learning objectives that were set prior to the game's development were met.

The initial participants from NMF who developed the game served as the facilitators in the test run. Following the test run, the participants and the facilitators partook in evaluating the game and presenting the benefits of cross-sectoral collaboration. After this, a collaborative session took place where the needed points and rules that needed to be added to the game were highlighted.

Those who partook in the game expressed that the game was easy to play and the character roles were easy to be immersed into, some participants noted that they felt a sense of responsibility throughout the game and that it tended to the needs of the citizens of Kela. The participants also stated that the time allocated for the game was very appreciated as it did not take too much time. They also stressed that despite the short duration of the game, this did not prevent them from understanding the point of the game and engaging in it thoroughly. They concluded that such cooperation that was demonstrated in the simulation was the root of the success of the simulation, as it was all based on forming alliances and being able to collect various resources.

A.5.4. Implementation of simulation game Local Cooperation in 6 governorates

The simulation game Magadif was successfully implemented six times in the following six governorates: Cairo, Giza, Gharbiya, Fayoum, Luxor and Qena. The total number of participants who partook in the game was 100 (43 women and 57 men). These participants were composed of a highly diverse group of representatives from different sectors. This made the implementation distinct given that the participants reflected the appropriate representation of all sectors of the society.



Figure 10: participants during ice-breaker

Throughout the implementation of the simulation game, the participants were introduced to the concept of simulation gaming and the idea of utilizing the participatory method when creating relationships. The collected data from the **Magadif Simulation Game – Synthesis Analysis Report (Annex 15)** found that when playing the game, each participant was given a distinctive number of resources that were used as negotiation leverage with the participant’s inherent goal of maximizing their own benefits. As participants began to further immerse themselves in the game, groups began to be formed when participants began to discuss their interests and how to develop mutually benefiting coalitions. These coalitions were guaranteed given that the resources of different stakeholders completed one another. As such, the participants were easily able to see the benefits of successfully forming relations with different sectors which each had important roles to contribute to ensure their mutual benefit. During the evaluation, the participants were convinced with the idea that by establishing a common goal, different sectors can come together and can successfully achieve the goal together. After playing the game, participants were motivated to create and evaluate a sustainable plan which would ensure robust networks within different local communities that can surpass the boundaries of the game and reflect on real-life situations.

Following the six implementations, Magadif succeeded in connecting different stakeholders together, highlighted the immense benefits of networking with different sectors, and enabled participants to form connections and make decisions for the greater good of their societies in a way that enriched all their resources and capabilities. Overall, the participants were satisfied with the outcome of the simulation and realized the importance of cooperation and building relationships. A participant expressed that they had significantly learnt about cooperation and networking. He stated that he works in education and another participant works in environmental affairs and they have decided to work together on future projects.

A.5.5. Defining the members of the respective networks

The members of the respective networks were determined based on the prior to the round table discussions that took place in the six implementing governorates. Project participants contacted stakeholders from different sectors that were interested in cooperating and supporting their local communities. In the six implementations, representatives from the following sectors were present:

- Public sector – 42 participants;
- Civil society – 30 participants;

- Private sector – 8 participants;
- Media – 7 participants;
- Youth activists – 6 participants;
- Semi-governmental sector – 4 participants;
- Non-state actor – 1 participant;
- UN agency – 1 participant;
- Syndicate – 1 participant.

A.5.6. Holding first meetings on governorates' level. Developing sustainable formats and the fundamental policies of the networks regarding the Local Council Elections.

To ensure the sustainability of Magadif's implementation goals, round table discussions were initiated in the six implementing governorates with different stakeholders. The purpose of the discussions was to establish a platform which mimics the content of the simulation game on the governorate level where members of the society from different sectors could meet and discuss the viable implementation of initiatives across their communities. The round table discussions were held in the following governorates: Cairo, Giza, Gharbiya, Fayoum, Luxor and Qena.

During these roundtable discussions, the initiatives that were developed during the game by the participants were discussed. The initiatives developed revolved around the following three themes which Magadif sought to discuss: Education, Environment, inclusion of persons with disabilities. The roundtable discussions enabled the learning goals of Magadif to be spread as networks grew and relationships were being sustained. Stakeholders from different sectors were willing to work with each other and to efficiently utilize their existing resources to support their communities. These discussions served as a valuable tool to share experience, knowledge, concerns and connections with other members of the community and for stakeholder to vent about their concerns, brainstorm and establish effective joint solutions for issues existing within their communities. The successful outcomes of these roundtable discussion can be viewed as a snapshot of the stakeholder's cooperative potential. The following section details the outcomes of the roundtable discussions:

Cairo and Giza

A joint roundtable meeting for participants from Cairo and Giza took place on November 5th, 2020 with a total of 26 participants (16 women and 10 men). During the meeting, the six initiatives that were presented during the implementation of Magadif in Cairo and Giza were presented and discussed by the group of stakeholders. Following the discussion, the participants agreed on several points that could develop an effective initiative and proposed to implement a joint initiative between the two governorates.



Figure 11: Cairo and Giza roundtable discussion

The proposed initiative incorporated the concept of networking and cooperation which reflected the impact of Magadif on the participants when trying

to address real-life community issues. The initiative is centred around voluntary community participation and rehabilitating community members. The joint initiative aims to work on the following:

- Instilling a spirit of volunteerism among youth;
- Encouraging youth to join national initiatives (political leadership);
- Train 10,000 university youths (men and women) crisis and disaster management;
- Raising awareness through providing youths with a number of research papers highlighting the role and importance of volunteering, in particular with work related to MoSS;
- Organizing a conference that will integrate youth, specialists and parliamentarians to discuss:
 - Conceiving a general regulation for volunteerism in order to organize its process and policies, i.e. creating a national guide for volunteerism;
 - Alternative ways of integrating an environmental and sustainable perspective into people's lives and eventually reach proper decision-making authorities.

Luxor

In Luxor, three roundtable discussions took place on September 30th 2020; October 2nd, 2020; and October 5th, 2020, respectively. These discussions served as a continuation of the simulation game Magadif but instead focused on taking the lessons learnt and applying them on the field. During the implementation of Magadif in Luxor, the winning initiative that was presented addressed environmental issues. As such, the series of round table discussions aimed to develop an initiative that could be implemented in Luxor to address the environmental issues that the governorate was having.

In the first roundtable discussion that took place on September 30th, 2020, there were a total of 25 participants (8 women and 17 men). During this meeting, negotiations arose around the importance of implementing an initiative to address the environmental issues in Luxor. The participants identified the main issues that the initiative will tackle which is the accumulation of garbage in the streets of Luxor city. The initiative emphasized the importance of eliminating this phenomenon in order to preserve the environment and human health.

Fayoum

A roundtable meeting took place in Fayoum on August 29th, 2020 with a total of 15 participants (8 women and 7 men). In the onset of the meeting, it was agreed that an initiative which focuses on improving the environment would be implemented. They decided that pollution-free initiative would be developed due to its urgency and importance within the community. As such, through networking and cooperating, the participants established that the goal of their initiative was that "Fayoum is litter-free by 2021". The following activities were proposed to establish this goal:

- Enhancing cooperation and networking between bodies involved in environmental matters, such as the directorate of Agriculture, Environment and Health;
- Establishing 500 garbage bins for solid waste that are colored and labeled;
- Placing 500 boxes for non-solid waste;
- Selling garbage to waste factories as to generate income for the community;
- Organizing seminars and trainings in collaboration with the Health Directorate centered around the importance and procedures for waste separation.

The roundtable discussions succeeded in creating networks and a definitive goal for the development of Fayoum. The discussion provided a platform for participants to speak freely and voice their concerns with members of the community.

Qena

A roundtable meeting took place in Qena on October 27th, 2020 with a total of 14 participants (5 women and 9 men) in attendance. The meeting revolved around discussing the initiative that would be most effective after evaluating the three initiatives that were developed during the implementation of Magadif. The winning initiative was determined to be the one which tackled the issue of improving education, particularly the quality of elementary science teachers.

The meeting focused on finalizing the goal of the initiative, actions, target population, expect results and its potential impact. Following discussions and fruitful debates which resulted in effective solutions centered around networking and knowledge sharing between the participants, the overarching goal of the initiative was established and aimed to; “enhance the quality of teachers in the targeted schools and ensure their ability to make use of science laboratories for students in the 2021 academic year. Through networking and joint collaboration, they expect to achieve the following results following the implementation of the initiative:

1. Science teachers are able to use laboratory equipment;
2. Students are able to apply scientific activities;
3. Schools are effective in utilizing their laboratories;
4. Society is aware and educated about the importance of science;
5. Exemplary educational environment is enhanced.

Gharbiya

A roundtable discussion took place in Gharbiya on November 1st, 2020 with a total of 15 participants (8 women and 7 men) in attendance. The discussion centered around creating a network within the society that will successfully implement initiatives to enhance the society. The participants evaluated the proposed initiatives that were developed during the implementation of Magadif and determined that their initiative would focus on ensuring a prosperous future for the city of Bassioun, which is one of the most important cities in the governorate of Gharbiya. The initiative aims to achieve the following goals:

1. Beautify Bassioun’s entrance by adding a historical artistic twist and using their city flag;
2. Assign the concept development for the entrance to the city of Bassioun to the engineer department at the city council;
3. Renovate historical, prestigious and importance places in Bassioun;
4. Create a park for children in Bassioun (location has been identified);
5. Establish a system dedicated to garbage collection in order to recycle and reuse certain material.

A.5.7. Networks run their own events/activities/meetings, on a quarterly basis, respective agendas are presented and approved by organizers

The objective of targeted networks running their own events/activities/meetings is to ensure that the networks created will sustain and as such ensure that the stakeholders within the targeted governorates are meeting on a regular basis to discuss potential opportunities for joint cooperation and potential initiatives to improve their communities. Given the challenges of COVID-19 and the government issued lockdown, there was a delay in the implementation of the roundtable meetings. As a result, only Luxor was able to hold its events, the remainder of the participants meet to host their proposed activities, but will do so in the upcoming months.

The governorate of Luxor has held two additional meetings following the first roundtable discussion that took place on September 30th, 2020. The purpose of these two meetings was to continue planning for the upcoming

initiatives and to ensure that all the stakeholders were cooperating and working together to ensure the success of the implementation. The following section details the proceedings of the two meetings:



Figure 12: quarterly network event in Luxor

The second roundtable discussion took place on October 2nd, 2020, there were a total of 6 participants (4 women and 2 men). In this meeting, the participants went into greater details to assess the actual goals and actions that the initiative will seek to accomplish. They determined that the overall goal of the initiative is to raise the awareness of at least 1,000 community members in “East Sikka”, a district Luxor city about the importance of protecting the environment. It was also decided that the initiative would be implemented throughout a nine-month period and will be completed by May 2021.

The third roundtable discussion took place on October 5th, 2020, there were a total of 10 participants (5 women and 5 men) in attendance. This meeting

focused on finding the right people to approach in order to establish networks with to support in the initiative to ensure that the greatest number of stakeholders from different sectors are cooperating to meet the common goal of raising awareness of the importance of protecting the environment. Following the conclusion of the roundtable discussion, it was evident that cooperation mechanisms were enhanced as the participants were able to determine who the right stakeholders to support them were and how they could establish connections with them.

Coordination, Monitoring and Evaluation

Given the wide-range of activities included in every work package and their timely and thematic coordination, monitoring and evaluating mechanisms were incorporated in all of the project activities that were conducted throughout the duration of the project. Evaluations were distributed to participants following every workshop to ensure that the project team was constantly able to improve upcoming trainings and workshops based on participants’ feedback. Furthermore, regular field visits were conducted by the project team during the implementation phases of all the work packages to ensure that the participants were fully supported and working in line with the project’s objectives. Regular monitoring was vital given the geographical extent of the project. Especially, as the project included 23 different governorates and inside the governorate’s remote areas, maintaining good and output-oriented communication was crucial in ensuring the overall success of the project. The following activities were conducted to ensure swift coordination and effective and efficient monitoring and evaluation:

A.6.1. Kick off Meeting

The kick off meeting for the project took place between March 22nd – 26th, 2019 with the project team members of CDS and CRISP. During this meeting, the branding of the project was discussed, matters of public relations in addition to the main forms of communication channels, reporting mechanisms, monthly evaluation sheets and meeting schedules. Additionally, each work package was presented by the key focal point of the work package in addition to the roles and responsibilities of each team member. Ideas and strategies for implementation and planning were discussed and finalized in addition to prospect partners for the project. The

kick off meeting succeeded in developing a clear and attainable strategy to meet all of the projects set outcomes and implement the activities within the set timeline of the project.

A.6.2. Monitoring and Evaluation Meeting (semi-annual)

Semi annual meetings were held in September 2019 and October 2020 to discuss the progress of the project in addition to mitigating any issues that arose as a result of the country situation and the COVID-19 situation. Meetings were attended by the project manager from CDS in addition to the director of CRISP and took place in Cairo.

A.6.2.1. Monitoring and Evaluation of Local Activities (field visits)

Regular field visits were conducted throughout the implementation of all of the project activities throughout the two years of the project. CDS project team conducted visits during the implementation of all of the work packages with the exception of WP 2 and WP 4 which primarily consisted of workshops. During these field visits, the project team would assess the performance and progress of the activity that was being implemented in addition to providing any needed guidance and support to the participants.

WP1: Field visits were conducted to the 23 governorates in which the Helios simulation game was being implemented

WP3: Field visits were conducted to the 16 governorates in which the initiatives were being implemented

WP5: Field visits were conducted across the 23 governorates to support participants to identify potential stakeholders during the stakeholder analysis in addition to field visits to the six governorates in which the Magadif simulation game was being implemented

A.6.3. Final Evaluation

The final evaluation was conducted between December 5th -7th, 2020 with the objective assessing the success of the project and to shed the light on the outcomes of the project, lessons learnt and key takeaways. The evaluation utilized the Development Assistance Criteria (DAC) criteria. The evaluation provided key recommendations which will be incorporated into future phases of Y-Lead project. The evaluation consisted of a desk review of all of the project documents (proposal, log frame, reports and previous evaluations) and a Focus Group Discussion (FGD) with Y-Lead participants. Overall, the evaluation found that through multi-party collaboration including CRISP, CDS, Sim Club (NMF), civil society, local authorities, private sector and the media and the many other local stakeholders, the project managed to achieve its goals, outcomes and outputs.

A.6.4. Closing Event

The closing event of the project took place on December 9th, 2020 in the attendance of 200 esteemed guests and the project's participants. During the closing event, speeches were given by the heads of CRISP and CDS to commemorate the achievements of the project. The project participants developed short plays and movies for the audience to best capture the essence of the project. The key achievements of the project were highlighted in addition to all of the material that the project had produced over the last two years.



Figure 13: Y-LEAD programme team

A.6.5. Retreat: Team-Development

A team development retreat for the project team took place between September 3rd-5th, 2019. The purpose of the workshop was to reflect on the six previous months of the Y-Lead program, improve productivity, and develop a workplan for future activities and milestones. The retreat also served to support the project team to regroup, achieve better communication and rediscover their passion for their work by shedding light on all the milestones that have been achieved, the way forward and the challenges that might arise and focusing especially on answering all the questions that the team members have.

The retreat consisted of facilitated discussions to reach specific outcomes and decisions, team awareness, finding answers for unanswered questions, and a clear action plan for the upcoming months. In addition, there were a series of interactive team and group exercises for team building and bonding and enhancing team communication.

Way Forward

With the successful completion of Y-Lead across 23 governorates in Egypt, both CRISP and CDS would like to embark on a new phase to build on the success of Y-LEAD. As such, a second phase of the project will be launched in 2021 with the aim of achieving increased social and political participation among youth and women, increasing the overall accountability of the political system in Egypt and will primarily target youth and women. This new phase of Y-Lead, CDS and CRISP, in partnership with NMF will build on the accomplishments of the first project and takes into account all of the best practices, lessons learnt and recommendations from the first phase of the project to ensure that the project will be implemented in the most efficient and sustainable way possible.

In this sense, all the five designed working packages for the project will mutually support one another with the overall aim to increase the overall voter turnout and the number of youth and women running for office in the next Local Council Elections. The working packages also aim to significantly increase the number of youth and women taking part in social/political events [Roundtables, Panel-Discussions, etc.]. Furthermore, as youth and women become more familiar with the rights and duties of Local Councils, they will likely hold the deputies of Local Councils accountable and demand that they represent their needs and interests.

The project will work in line with both the strategic objectives of the German Federal Foreign Office in addition to the government of Egypt. Through Y-Lead's strong cooperation with the Ministry of Youth and Sport's in the first phase, the new phase of the project will support the functioning of governmental structures, e.g. nationwide youth centers and will contribute to good governance by increasing the accountability of Parliament Deputies and Local Councils. Furthermore, the new project will establish a mentorship-program which will create a direct link between youth, women and actual decision makers via the MoYS.

To increase outreach and ensure that the greatest number of youth and women will be able to benefit from the project activities, an online platform called *Ma'kana* will be created. Through the enormous outreach of *Ma'kana*, people's awareness towards Local Councils will increase along with the transparency of the electoral process and other activities associated with Local Councils. Additionally, this will contribute to a greater accountability of the latter. The online platform will be utilized in all five of the working packages to ensure greater accessibility to the targeted groups. The anticipated total outreach of the project is 100.000 people living in Egypt.

Annexes

Work Package 1

Annex 1: [Helios Factsheet](#)

Annex 2: [Helios Synthesis Report](#)

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Work Package 2

Annex 3: ["Perceptions of Youth towards Community Participation" 2019 Nationwide Survey](#)

Annex 4: [Politically Empowering Youth through Information Technology](#)

Annex 5: [Promoting Young Women's Opportunities in Egypt's ICT Sector](#)

Annex 6: [Enhancing Volunteerism in Egypt](#)

Work Package 3

Annex 7: [Youth-Led Implemented Initiatives](#)

Annex 8: [Assiut Phase II](#)

Annex 9: [Cairo Phase II](#)

Annex 10: [Fayoum Phase II](#)

Annex 11: [Giza Phase II](#)

Annex 12: [Qena Phase II](#)

Work Package 4

Annex 13: [WP4 Evaluation Report](#)

Work Package 5

Annex 14: [Magadif Factsheet](#)

Annex 15: [Magadif Synthesis Report](#)

Organized by

>CRISP



Funded by:



Federal Foreign Office



Anlage 8: External Evaluation Report

Y-LEAD

“Creating Civic Spaces for Active Citizenship”

Final Evaluation Report

December 2020

Organized by:

>CRISP



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List of Acronyms

CAPMAS	Central Agency for Public Mobilization and Statistics
CDS	The Center for Development Services
CRISP	Crisis Simulation for Peace
CSOs	Civil Society Organizations
DAC	Development Assistance Committee
EDHS	Egypt Demographic Health Survey
EU	European Union
FGDs	Focus Group Discussions
HCV	Hepatitis C virus
MOETE	Ministry of Education and Technical Education
MoHP	Ministry of Health and Population
MoSS	Ministry of Social Solidarity
MoYS	Ministry of Youth and Sports
MSMEDA	Micro, Small & Medium Enterprise Development Authority
NCCM	National Council for Childhood and Motherhood
NCD	Non-communicable diseases
NCW	National Council for Women
NGOs	Non-Governmental Organizations
SCAF	Supreme Council of the Armed Forces
SDGs	Sustainable Development Goals
SET	Simulating the Egyptian Transition
STIs	Sexually Transmitted Infections
UNFPA	United Nations Population Fund
WP	Working Packages
WPs	Working Packages
Y-LEAD	Youth Leadership

Executive Summary

Crisis Simulation for Peace (CRISP) in cooperation with the Center for Development Services (CDS), implemented the “Y-LEAD” Program between 2019 and 2020. Y-LEAD, which was branded as “*Dorna*” that means “our role” in Arabic, is a social leadership program that promotes inclusive participation of youth and encourages their active role in the local councils and public sphere. The program aimed at empowering local youth to take leading roles in their local communities through innovative and non-formal learning methods. Additionally, it worked on creating spaces and opportunities by working with multiple key actors and stakeholders to support empowering youth and women to contribute to sustainable change in their communities; and thus, maintain the motivation for social change. This will ideally provide a solid basis for any further efforts towards a more open environment for change and cohesive society.

Throughout its implementation period, Y-Lead reached 23 governorates in Egypt and more than 5,000 beneficiaries who were direct and indirect beneficiaries in Y-Lead’s five working packages (WPs). **WP1: Awareness Campaign** aimed at increasing the understanding of young people regarding the political system in Egypt, in particular the role and responsibilities of the local councils, through developing and implementing a simulation game titled “Helios” (City of the Sun), which revolves around local councils in Egypt. The simulation game was played 170 times in 23 governorates, with a total number of 3,268 beneficiaries (1,923 (59%) women and 1,345 (41%) men). **WP2: Online-Survey (nationwide) and Creation of Policy-Papers** consisted of two parts: 1) creation of a nationwide online survey, and 2) creation of policy papers. The online survey was used as a means to get a valid and representative poll on the needs and expectations of youth and women regarding values, family and professional life, social and political participation. As for the policy papers, they helped analyze pestering topics on community level and present alternative solutions; and by this way influence the political agenda. Hence, the findings of the survey and the subsequent policy-papers supported the planning of local initiatives. **WP3: Realizing (cross-sectoral) Local Initiatives** aimed at starting, facilitating and maintaining dialogue among different sectors of society. The local initiatives targeted marginalized groups such as disadvantaged children, youth lacking opportunities and women living in poverty. The beneficiaries implemented 15 initiatives; five of which were up-scaled. The initiatives were designed and successfully implemented in 13 governorates, covering issues such as Environment, Education, Health, Social Change and Economy.

WP4: Capacity Building and Empowerment for Youth and Women aimed at empowering youth and women to take leading roles in the public sphere and participate in local council elections when they resume in Egypt. 28 participants (16 women and 14 males) from 15 governorates were selected to attend the workshops in WP4, learning about communication, negotiation, persuasion, leadership, agenda setting, campaigning and public speaking. After WP4 ended, two participants ran for parliamentary elections, ten participants decided to run for the local councils’ elections when they resume and others supported candidates who were running for the parliamentary elections with their electoral campaigns. **WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums)** aimed at establishing cross-sectoral networks on the governorate level to serve as collaborative spaces for stakeholders from the private sector, the media, academia, civil society and the state to exchange ideas and support their communities in their social and economic development. In order to create a solid basis, a stakeholder analysis was conducted across 23 governorates, focusing on entities that work with youth in the different sectors. Following an evaluation of the stakeholder analysis, Y-LEAD used the innovative method of simulation gaming to facilitate the exchange among the different stakeholders and to establish mutual trust as a crucial pre-condition for the upcoming formats for dialogue. Hence, a workshop for the development of the simulation game for “Creating

Local Networks”. The simulation game was named “Magadif” – meaning “Oars” in English. The simulation game “Magadif” was successfully disseminated 6 times in 6 governorates with total number of 100 diverse participants from various different sectors. At the end of each simulation game, a roundtable discussion was organized where the participants proposed action plans for implementing the selected initiatives.

As the program ended in December 2020, it has successfully managed to achieve the following:

-Build the capacities of youth and women in 23 targeted governorates on how to facilitate dialogue, include marginalized groups and reach out to local actors from different sectors to bring positive change and develop the sense of ownership, inclusion and social cohesion.

-Establish cross-sectoral networks that supported the implementation of local community initiatives in 23 governorates. The cross-sectoral networks included local authorities, civil society organizations, media, private sectors, and Nadi El Mohakah (Simulation Game Club, Egypt).

-Build strong coalitions of actors from different sectors across the Egyptian governorates, which significantly contributed to greater social cohesion through the successful implementation and sustainability of the youth's proposed initiatives.

This report will shed light on the findings of Y-LEAD program, using Development Assistance Criteria (DAC) criteria, which use relevance, effectiveness, efficiency, impact and sustainability. It provides key recommendations for broader strategic ideas that will be shared for future phases of Y-LEAD program.

Key findings:

A) Relevance

Y-LEAD program, with its five working packages, demonstrated its relevance to the needs of Egyptian youths and women, especially amid the current political context in Egypt; which is largely characterized by high levels of bureaucracy and centralization, difficulty to reach decision-makers and the lack of or limited political expertise among young people. Through Y-LEAD program, Egyptian youths and women became aware of the Egyptian political system, local councils’ structure and role, civic participation and active citizenship. Through “Helios” simulation game (WP1), the beneficiaries acquired the skills needed to run for the local council elections and become active members of society. They also established networks and partnerships with a number of entities from the governmental sector, civil society and the private sector.

The creation of policy papers (WP2) was also relevant to the needs of the participants who managed through the survey, which Baseera conducted, to gather data on topics that are important and relevant to their communities; and thus, close the gap between elected representatives and their electorates. Through the capacity-building component and the provision of know-how skills of writing policy papers, the participants were able to present policy papers that reflect the needs of their communities, including recommendations and alternative solutions, to decision-makers.

As for realizing the local initiatives (WP3), the participants managed to come up with ideas and write proposals for initiatives that respond to the needs of their communities, including disadvantaged children, youth lacking opportunities and women living in poverty. The initiatives covered several community development issues and SDGs such as: Environment, Education, Health, Social Change and Economy. Through realizing cross-sectoral local initiatives, the participants managed to start, facilitate and maintain dialogue among the different sectors of society. Additionally, they managed to build partnerships with different stakeholders such as governmental entities, media, private sector and

civil society, which are very essential to foster their political engagement and help them become active members in their communities.

Building the capacity of youths and women (WP4) was particularly relevant to the needs of youths and women as they learnt how to assess societal needs, prepare for campaigns, run for elections, which aligned perfectly with their goals; whether they want to run for parliamentary or local elections or take on leadership positions in community work. In fact, some participants recount using what they learnt in real life situations. For example, one of the participants reached out to the executives in Luxor to collaborate in finding solutions to one of the community's most urgent challenges: economic vulnerability of women. The participant in question suggested that NGOs partner and network together to provide women in Luxor with vocational trainings to start autonomously generating income.

Bridging the gap between decision-makers and youths was also addressed through the creation of sustainable Formats for Dialogue (WP5), which managed to establish formats that allow discussion on local needs and challenges of youth and women through the simulation game “MagadiP”. The latter helped create inter and intra sectoral cooperation with the aim of forming longstanding networks in various communities for upcoming initiatives and future projects. The roundtables that followed the simulation game also helped bring decision-makers and young people together to discuss communal and societal concerns and share the different perspectives.

B) Effectiveness

Y-LEAD program managed to achieve its overall objective, which is to increase the social and political participation among youths and women in the public and political spheres. Through “Helios” simulation game (WP1), which was played 170 times by 3,268 beneficiaries in 23 governorates, the participants became aware of the importance and functionality of the local councils. The game had a clear and lasting impact on the participants as some of the beneficiaries proceeded to run for the Parliament and others ran for youth centers’ administrations/elections. Additionally, after 28 participants received capacity building trainings through WP4, two of the participants ran for the parliamentary elections, 3 supported candidates in their electoral campaigns and 10 decided to run for the upcoming local council elections.

Through building their capacities on how to write policy papers (WP2), 27 participants from 8 governorates managed to generate ideas for three policy papers on political empowerment of youth, women’s empowerment in the ICT sector and volunteerism. They also received feedback from officials in governmental entities such as the Ministry of Social Solidarity (MoSS), Ministry of Youth and Sports (MoYS) and Micro, Small & Medium Enterprise Development Authority (MSMEDA) who work closely with decision-makers and have hands on experience. Additionally, the partnerships with executives from MoSS, MoYS and MSMEDA helped the participants establish strong networks that are beneficial for them if they want to engage in the political and public spheres in Egypt.

Building cross- sectoral networks with different sectors of the society, including government officials, media, private sector and civil society, was also realized through the cross-sectoral local initiatives (WP3). Moreover, through “MagadiP” simulation game (WP5), the participants managed to establish networks and partnerships with various sectors in the society, which enabled the participants to plan the implementation of several local initiatives because of resource sharing and knowledge exchange. Additionally, as majority of the participants were local officials, the work package was successful in altering the perception of decision-making bodies, concerning the importance of inter and intra sectoral cooperation. In alignment with the goal of the Y-LEAD program as a whole, the youth have been

equipped with the right partnerships and the creation of community networks, which have encouraged youth to engage in political life.

C) Efficiency

Y-LEAD program managed to deliver its results in an efficient and timely manner despite the challenges imposed by the outbreak of COVID-19 pandemic and the lockdown. The participants of the different work packages mentioned that the methods and strategies used to implement the different activities were efficient. In regards to WP1, the participants were satisfied with the interactive trainings offered, the follow-up and monitoring activities; as well as the established partnerships that helped this component achieve its objectives. Several resources were available for utilization such as human resources (exchange of experiences among the participants as well as the expertise of the specialists involved), financial resources and technological resources (online platforms to promote “Helios”). The effective utilization of the resources of this component resulted in unintended results. The game was played 170 times instead of 150 times, targeting larger number of participants than planned.

As for WP2, the use of the Baseera survey as a basis for the creation of policy papers was very efficient as it decreased the effort and time that participants allocated to identify potential gaps in the community. The participants, specifically, benefited from the expertise of University of Assiut professors in the Center for Political and Strategic Studies, participants with higher educational backgrounds and executives from MoSS, MoYS and MSMEDA to efficiently gather knowledge and information to create policy papers in a short period.

With regards to WP3, the participants mentioned that they utilized their resources and networks efficiently and smartly. They relied on their experiences and the skills of each other to come up with efficient and adequate plans despite the challenges that occurred throughout 2020. They also had a clear plan since the beginning and managed to deliver the exact ideas they had from the start. Hence, some of the initiatives managed to get the attention of the media (health-focused initiatives). Their preparedness, efficient use of existing resources, networking skills and having alternative plans helped many of them deal with challenges.

As for WP4, the participants mentioned that the educational approach used (participatory methodology), sequencing of the topics, exchange of expertise among participants and the careful choice of trainers were very efficient and helped achieve the goals of the WP. The efficient use of human resources was stressed upon also in WP5. The facilitators’ experiences and skills played a role in the success of the simulation games. Likewise, the diverse background of the participants, some of whom are local officials, was helpful in efficiently implementing the initiatives across their communities due to their wide connections.

D) Impact

Y-LEAD program has managed to generate significant impact among youths and women in Egypt. Through “Helios” simulation game, 3,268 participants became aware of local councils, specifically their role and functionality in society. Many showed interest in running for local council elections once they are announced within the coming year. Moreover, building the capacity of 28 participants through WP4 encouraged 10 of them to run for local councils, two ran for parliamentary elections and three worked in electoral campaign teams. Hence, the program succeeded in increasing youths and women’s participation in the political sphere.

Moreover, the program has also helped many of its beneficiaries acquire important skills such as creating policy papers to influence the agenda setting on a local level. The program’s impact was also

evident through the cross-sectoral local initiatives, which helped address environmental, educational, health, economic and social change-related challenges. The most significant impact of WP3 is creating cross-sectoral networks and partnerships between different sectors of society. The initiatives also had indirect impact as the beneficiaries took active steps to transfer the accumulated information to their communities. Hence, a trickledown effect was observed as impact multiplied to reach individuals beyond the targeted audience. Finally, Y-LEAD program has managed through the simulation game of “Magadif” (WP5) to shift the perceptions of 100 local officials and youths regarding the importance of networking. All of the participants have been more accepting to the art of networking and realized how the implementation of successful initiatives can only be achieved by merging resources, knowledge sharing and experience exchange.

It is crucial to mention that the simulation games have been positively perceived by the majority of the participants who were very impressed by the use of simulation games to transfer messages that they have grown an interest in becoming simulation game facilitators. Also, after the termination of the simulation game implementation, several participants have become active citizens participated in meetings throughout their governorates, which are organized to serve their community and implement local initiatives.

E) Sustainability

Many of the activities conducted under Y-LEAD program have a high chance of being sustainable for the upcoming period. In regards to WP1, its sustainability is ensured as a number of educational institutions (Assiut and Helwan Universities), and youth centers have expressed their interest in “Helios” simulation game and adopted it themselves along with the presence of trained cadres in game facilitation in most governorates. Professors from Assiut and Helwan universities were quite satisfied with “Helios” because they noticed the significant impact that it had on their students.

As for WP2, its sustainability stems from the reach of the policy papers and their ability to influence decision-makers and the political agenda. CDS has distributed the policy papers to several executive authorities. As such, official leaders have received and dissected the alternative policies and recommendations that were proposed in the three policy papers. It was planned to have these policy papers turn into initiatives. But as the policy papers were not distributed to all of the Y-LEAD participants, it was difficult to carry this out. In regards to WP3, building cross-sectoral partnerships can play an important role in the sustainability of this component. Many of the participants also mentioned that , the outcomes of the initiatives and the awareness raised will still be used again in projects that serve the same purpose, ensuring that work will be built on what has already been made and will not have to start from scratch.

WP 4 was deemed sustainable by participants as long as it stays close to its participatory and discussion based learning methodology. Participants were actually in praise of field tasks that should be practically applied by the end of each phase. Moreover, complimentary capacity-building sessions, networking with the youth committees in the political parties, and more contact with parliamentarians were presented as channels through which sustainability of the package could be enforced. In WP5, to ensure the sustainability of the game implementation’s goal, round table discussions were initiated. These round table discussions are meant to be a platform where members of the society from different sectors meet and discuss the viable implementation of initiatives across their communities

Key recommendations:

-Invoking partnerships with political entities (i.e. Political parties) and helping the trained participants network with youth committees in political parties and/or attend sessions in the Parliament is very important for the trained participants to gain practical experience and apply what they learnt in real life situations.

-Capacity-building trainings shall take into account practicality as well as the theoretical content. For example, the concepts of advocacy and lobbying should be taught in a practical manner and not only through indoctrination.

-Proposal-writing training sessions shall be provided to participants in simulation games as they are highly important since they develop initiatives after the simulation games.

-Ideation camps can be a good approach to the implementation of simulation games and/or development and preparation for the implementation of the participants' local initiatives. It was sometimes very difficult to bring together a group of stakeholders who have daily jobs for the implementation of the simulation games. The facilitators also faced difficulty in finding an appropriate date and time that would suit all the participants. This was problematic for the success of the simulation game "Magadif", as a minimum of 15 participants are required for its effective implementation.

-The length of the implementation phase of simulation games shall be increased to reach more beneficiaries and target more governorates.

-The use of social media platforms shall be taken into account in similar future projects with youths and women for recruitment purposes and implementation of activities.

-A follow-up on the participants' performance in the upcoming period and their plans to participate in elections (i.e. local councils' elections), join civil society initiatives and/or become community leaders is very crucial and can be considered as a good learning opportunity, especially in terms of the program's sustainability.

-It is very important to take into account the timing of the activities in relevance to the surrounding context. Particularly in WP4, participants saw that it would have been more relevant if the timing of the workshops had not coincided with the parliamentary elections as they could have had enough time to apply what they learnt to real life situations. They wanted more time to work on their electoral campaigns and run for the parliamentary elections.

-The importance of the follow-up phase and the significance of meeting up with the participants to be able to measure the impact of the activities. Some of the participants in WP2 mentioned that not all the professors were following up on the policy papers that were being created by the participants, which resulted with some topics having weaker recommendations than others.

-The importance of ensuring that a balance exists between the educational/academic and practical aspects of the activities. For instance, in WP2, the approach to the policy papers was controversial between the participants due to its purely academic nature. The content presented lacked a reflection of reality due to the professors having an academic background. Hence, it was recommended to have a balance between the academic and practical aspects as it was pivotal to incorporate real-life examples and interactive learning alongside the theoretical content of the policy papers.

Introduction and Contextual Background

During the 30 years of former President Hosni Mubarak's reign, political participation in Egypt was limited. Even though very few political parties managed to engage in the political life in Egypt, many of them believed that their political engagement was ineffective in influencing the governmental decisions. Additionally, Mubarak's regime has for so long repressed the regime's opposition, making political participation sound like a taboo. During his reign, youth political participation was minimal. Nevertheless, with the outburst of the 2011 uprising, many have acquired a great sense of political entitlement; alongside a great sense of optimism in the possibility of political change. This was reflected in the increase in the levels of political engagement that was evident in voting in elections, joining political parties, civil society initiatives and Non-Governmental Organizations (NGOs).

Following the ouster of Mubarak, the political scene in Egypt became quite unstable as the Supreme Council of the Armed Forces (SCAF) led an interim government. During the transitional period from the SCAF rule to the government of Mohamed Morsi, Egypt witnessed a period of political and economic instability. Additionally, the role of young people started to be marginalized again even though they endeavored to influence the country's roadmap through their participation in political parties, civil society initiatives, referendums and elections (Parliamentary and Presidential elections). With the fall of Morsi's regime in 2013 and the advent of Abdel Fattah El Sisi, Egypt's former Minister of Defense and current Egyptian President, the levels of political and public participation have severely declined as the state has tightened its grip over the public and political scenes, including civil society and the media, as part of its strategy to counter terrorism. This has made many young people believe that the 2011 events have failed to reach its goals, especially that very few changes have taken place since 2011.

After nine years from the outbreak of the 2011 Egyptian uprising, the Egyptian society is still in a precarious situation, conflicts and divisions; resulting in the fact that many young people feel excluded from the political system. In addition, the link between the government and the population follows a strict top-down approach, which negatively affects the general concept of an active citizenship. Citizens also experience intense state violence and strong repression. For example, state repression is very apparent in the President's crackdown on media and civil society. Since May 2017 to date, more than 57 news and media websites have been shut down, according to Reuters, for alleged accusations of supporting terrorism. Furthermore, since October 2017 to the present, a Presidential Decree has been issued to extend the Emergency Law in the state, which results in increased censorships and arbitrary arrests. Concerning civil society, In August 2019, President Abdel Fattah El Sisi ratified Law 149 of 2019 Regulating the Exercise of Civil Work (commonly referred to as the Non-Governmental Organizations (NGO) Law). The new law replaced Law 70 of 2017, which was widely criticized for being draconian. While the government claimed that the new law responded to about 80 percent of CSOs' demands, some human rights organizations have objected to the new law because it retained many of Law 70's restrictions on CSO formation, funding, and activities. This situation is creating a sense of alienation among activists in the field of development. Youth activists are affected mostly by this crackdown. To date, the executive regulations or bylaws of the law have not yet been issued. Not only is the political scene heavily controlled by the regime, but there is also lack of transparency in the existing political processes, including presidential and parliamentary elections. The latter have been held in November 2020 and the chances are high that they were not free or fair elections, as was the case with the 2018 presidential elections. This further prevents the improvement in the democratic system in Egypt.

Within this context, many young people pin their hopes on the local council elections that are one of the most progressive parts of the Egyptian Constitution as the composition of the local councils is pre-defined by 25% seats for women and 25% seats for youth under 35. Local council councils have a promised role in pushing for democratic transition in Egypt, as it will enable excluded citizens, including young people, to engage in the political scene in Egypt; and thus, they can start participating in parliamentary elections and political parties later on.

In light of the potential opportunities present in the current political context, and given CRISP's extensive experience in the field of conflict transformation and development and implementation of simulation games and CDS' nationwide network with the public sector and CSOs across Egypt, both organizations designed and implemented Y-LEAD program in 2019 and 2020. Y-LEAD is a social leadership program that promoted inclusive participation of youths in the public sphere. The program aimed at empowering local youth to take leading roles in their local communities through innovative and non-formal learning methods. As the program is based on the theory of change, it relied on simulation games and initiatives building as a tool to promote youth and women community engagement and active citizenship. Simulation games are designed to closely simulate real world activities for various purposes such as training, analysis, or prediction. Thanks to Y-LEAD, many young people, including young women, became aware of political participation in general and local councils in specific and mastered the method of simulation gaming. Additionally, the program built their capacities through a number of activities in the program's five working packages to take responsibility and engage in the political life in Egypt. Furthermore, the program managed to enable young people to create safe spaces and opportunities by working with multiple key actors and stakeholders, including CSOs, local authorities, media and private sector, especially in developing and implementing community-based initiatives to contribute to sustainable change in their communities. This has, accordingly, fostered skills such as networking, communication and building cross-sectoral partnerships. This will ideally provide a solid basis for any further efforts towards a more open environment for change and cohesive society.

It is very crucial to mention that Y-LEAD also built on CDS and CRISP's previous projects, Simulating Egyptian Transition (SET) project series, that have worked for six years (2012-2018) on supporting the Egyptian youths to lead change in the post 2011 uprising era. SET I introduced the method of simulation gaming. SET II developed and implemented the first Egyptianized simulation game. SET III created a vision for Egypt in 2025. SET IV developed and implemented more simulation games and introduced the idea of community initiatives. As for SET V, it upscaled the community initiatives to realize Egypt's vision 2025.

Y-LEAD program consisted of five working packages (WPs):

WP1: Awareness Campaign aimed at increasing the understanding of young people regarding the political system in Egypt, in particular the role and responsibilities of the local councils, which are considered as the most direct link between citizens and their government. Through developing and implementing a simulation game titled "Helios" (City of the Sun), which revolves around local councils in Egypt, WP1 aimed to highlight the importance of local councils by emphasizing their role and functionality. The simulation game enabled the participants to step into the roles of local decision-makers. The decision-making process in the simulation game fully reflected the Egyptian Constitution; and thus, enabled the participants to better understand the processes and dynamics of local councils. This game encouraged youth to become more aware about the political system in Egypt. Furthermore, it encouraged them to politically participate in the public sphere. In the fictitious city of "Helios",

participants stepped into the roles of decision-makers where they had to find creative solutions for everyday challenges related to the access and availability of key public services. The fictitious events of “Helios” placed emphasis on local councils and the crucial role that they play within a community. Through this simulation game, the participants were able to meet as citizens of “Helios” and discuss the most important challenges of their everyday lives regarding health, education, and public utilities. They were also able to find possible and pragmatic solutions for the city’s issues. The simulation game was played 170 times in 23 governorates, with a total number of 3,268 beneficiaries.

WP2: Online-Survey (nationwide) and Creation of Policy-Papers consisted of two parts: 1) creation of a nationwide online survey, and 2) creation of policy papers. The online survey was used as a means to get a valid and representative poll on the needs and expectations of youth and women regarding values, family and professional life, social and political participation. As for the policy papers, they helped analyze key topics on community level and present alternative solutions; and by this way influence the political agenda. Hence, the findings of the survey and the subsequent policy-papers supported the planning of local initiatives, in the sense that the initiatives were more need-driven and helped forces join together more easily. Three policy papers’ workshops took place at the University of Assiut in partnership with the Center for Political and Strategic Studies. The first workshop was dedicated to understanding the details of writing a research paper. It gave participants information around the creation of a research paper, which was used as the building block for the creation of policy papers. The second workshop focused on dissecting the research papers presented by each group in order to eventually form different policy papers under the following topics: political empowerment of youth, women’s empowerment in the ICT sector and volunteerism. At the end of the workshop, points of interventions for each group were outlined and acted as the basis for the policy papers that they presented at the following workshop. The third workshop was dedicated to finalizing and developing recommendations for the policy papers presented under the following three finalized topics. Guest speakers were invited to provide each group with a thorough critic of the developed papers. A dissemination event also took place in order to present the published policy papers.

WP3: Realizing (cross-sectoral) Local Initiatives aimed at starting, facilitating and maintaining dialogue among different sectors of society. The local initiatives targeted marginalized groups such as disadvantaged children, youth lacking opportunities and women living in poverty. WP3 was a gateway to establish good relations with local stakeholders (from different sectors) in general and with local authorities in particular. Throughout WP-3, youth and women learned how to facilitate dialogue, how to include marginalized groups and how to reach out to local stakeholders from different sectors. In this regards, they implemented local initiatives that aimed at opening channels of communications among the different sectors of society, which usually do not interact. Furthermore, thanks to these local initiatives, the involved youth and women addressed community issues by developing and implementing their own solutions. The program implemented 15 initiatives; five of which were up-scaled. The initiatives were designed and successfully implemented in 13 governorates at Central Egypt (Cairo, Qualiyubia and Giza), Delta (Sharkeya and Gharbeya), Upper Egypt (Luxor, Awan, Assiut, Sohag and Qena) and Lower Egypt (Minya, Beni-Suef and Fayoum). The initiatives covered several community development issues and the Sustainable Development Goals (SDGs) that pertain to issues such as environment, education, health, social change and the local economy.

WP4: Capacity Building and Empowerment for Youth and Women aimed at empowering youth and women to take leading roles in the public sphere and participate in local council elections when they resume in Egypt. As such, a series of workshops have been organized to strengthen the capacities of the selected participants, providing them with resources and exercises to further develop their skills. 28 participants (16 women and 14 men) from 15 governorates were selected to attend the workshops

in WP4. Through WP4, the participants learnt about communication, negotiation, persuasion, leadership, agenda setting, campaigning and public speaking. Additionally, they learnt about resource mobilization, networking and advocacy. These topics were delivered over the course of three workshops. After WP4 ended, two participants ran for parliamentary elections, ten participants decided to run for the local councils' elections when they resume and others supported candidates who were running for the parliamentary elections with their electoral campaigns.

WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums) aimed at establishing cross-sectoral networks on the governorate level to serve as collaborative spaces for stakeholders from the private sector, the media, academia, civil society and the state to exchange ideas and support their communities in their social and economic development. In order to create a solid basis, a stakeholder analysis was conducted across 23 governorates, focusing on entities that work with youth in the different sectors. The stakeholders from various sectors such as public entities, private businesses or ministries such as Education, Social Solidarity and Youth and Sports and NGOs were identified. Following an evaluation of the stakeholder analysis, Y-LEAD used the innovative method of simulation gaming to facilitate the exchange among the different stakeholders and to establish mutual trust as a crucial pre-condition for the upcoming formats for dialogue. Hence, a workshop for the development of the simulation game for “Creating Local Networks” took place in Ismailia before the implementation phase. The simulation game was named “Magadif” – meaning “Oars” in English. The simulation game “Magadif” was successfully disseminated 6 times in 6 governorates with total number of 100 diverse participants from various different sectors. Additionally, at the end of each simulation game, a roundtable discussion was organized where the participants developed action plans to implement the selected initiatives. In these meetings, the action plans proposed were refined to be taken to the implementation level.

As the program ended in December 2020, it has successfully managed to achieve the following:

- Build the capacities of youth and women in 23 targeted governorates on how to facilitate dialogue, include marginalized groups and reach out to local actors from different sectors to bring positive change and develop the sense of ownership, inclusion and social cohesion.
- Establish cross-sectoral networks that supported the implementation of local community initiatives in 23 governorates. The cross-sectoral networks included local authorities, civil society organizations, media, private sectors, and Nadi El Mohakah (Simulation Game Club, Egypt).
- Build strong coalitions of actors from different sectors across the Egyptian governorates, which significantly contributed to greater social cohesion through the successful implementation and sustainability of the youth's proposed initiatives.

Program Goals and Outcomes

Y-LEAD program's main goal is to increase the social and political participation among youth and women, increasing the overall accountability of the political system in Egypt.

As for the outcomes of the program, they were divided into the following:

Outcome 1: Increased participation in public sphere regarding being an active citizen among youth and women

Outcome 2: Increased agenda-setting capabilities among youth and women

Outcome 3: Youth and women acquire sufficient capacities to start, facilitate and maintain dialogue among different parts (religious, economic, cultural, ethnic, etc.) of society.

Outcome 4: Youth and women acquire the needed knowledge and skills to run for Local Council Elections

Outcome 5: Public demand for Local Council Elections increases due to the establishment of cross-sectoral networks on governorate's level

Evaluation Methodology

The principles that guide the approach to this evaluation assignment are to create a set of robust evidence on results achieved against those planned during the two years of the program implementation. Using a participatory approach, which engages the participants in the dynamics of the action and the continuous follow-up-activities and evaluation, this final evaluation incorporated diverse data collection tools and reflective activities that involved various program stakeholders including CRISP and CDS project teams, youth facilitators, and beneficiaries of the community-based initiatives and simulation games.

The main objective of this evaluation was to review the activities conducted, in order to assess the participants' understanding of the program, its goal, its effectiveness in the community, points of strength and weaknesses, learnt lessons, how relevant such workshops were to their communities' needs and their suggestions for future actions.

The evaluation used the Developing Assistance Committee (DAC) criteria as a guiding framework for evaluation. DAC examines the program's relevance, effectiveness, efficiency, impact and sustainability. Therefore, the evaluator conducted the following activities:

- Desk review of program documents including proposal, reports and previous evaluations;
- Focus Group Discussions (FGDs), organized in December 2020 (5-7 December) during an evaluation workshop.

Limitations

Due to the limited time and short span of the evaluation exercise, the evaluation team could not visit the local communities where the program's key activities were conducted to assess the extent to which they gained knowledge and acquired skills. Nevertheless, the responses and feedback obtained should be sufficient to formulate a comprehensive overview of the program and its effectiveness and impact

at the outcome and outputs levels of the completed activities during the two years period of implementation phase.

Evaluation Findings

A. Relevance

The extent to which the intervention objectives and design respond to beneficiaries', global, country, and partner/institution needs, policies, and priorities.

WP1: Awareness Campaign

The relevance of “Helios” to the Egyptian context could be understood through political and socio-economic lenses. Political participation for youth in Egypt lacks an enabling environment due to a number of factors such as the difficulty of reaching decision-makers, being exploited and discriminated against by executives and leaders due to “lack of or limited expertise”, corruption, and nepotism. Socio-economic factors also present several challenges that are related to youths’ political participation in the public sphere. These challenges include a lack of societal awareness regarding the importance of political participation, limited financial resources for political engagement (i.e. running for elections), economic and financial burdens, and the prominent patriarchal and misogynistic notions around women participation in the political arena.

The game’s main objective is to raise awareness towards the importance and functionality of local councils. This simulation game specifically sheds light on the role of local council members, highlighting that they have to represent all citizens regardless of their social class and their different needs during their decision and policymaking processes. Through the simulation game, participants are encouraged to be active members of society and to take over constructive roles, at the community level, by acquiring pragmatic decision-making skills.

The youths who were involved in work package one were driven towards participating in the political arena, particularly local councils. However, they lacked the awareness, knowledge, and know-how concerned with local councils and local council elections. “Helios” relevancy towards the political and socio-economic Egyptian context stems from the fact that it educates participants and raises their awareness about the structure and role of local councils. It acquaints them with a part of the Egyptian political system and encourages them to have and create political voices for themselves through a safe environment where they are able to learn about local councils, civic participation, and active citizenship. It enables them to exchange experiences and skills, leading them to become more politically engaged within their communities. For instance, some of the youth that participated in “Helios” simulation game decided to run for local council elections, once they are announced, in order to take up leadership roles and positively influence their communities. Other participants chose to contribute to their communities socially by joining CSOs and youth centers’ administrative councils.

The simulation game also inspired the participants to implement the initiatives that they developed during the game to better serve and address their communities’ needs.

Furthermore, “Helios” helped the participants establish networks and partnerships with a number of entities from the governmental sector, civil society, and the private sector such as the Ministry of Youth and Sports (MoYS), the Ministry of Social Solidarity (MoSS), Assiut University, the Scouts, CSOs, etc. The simulation game raised the awareness of the participants towards local councils and a number of

relevant issues occurring in their very own communities through the utilization of an interactive and productive methodology.

The participants mentioned that Y-LEAD Program team has provided financial, logistical, and legal support that were quite helpful for the success of WP1. Moreover, the trainings' material and qualifications of the participants, who were included in the game design and the facilitation teams were very integral to the packages' success.

WP2: Online-Survey (nationwide) and Creation of Policy-Papers

This work package was relevant due to several reasons. The survey conducted by Baseera enabled the participants to gather data on topics that are deemed important to their communities. As such, they were able to pinpoint relevant issues that their communities face and was thereby seen as a possible point of intervention. It attempts to close the gap between elected representatives and their electorate created by the lack of capacities of citizens to express their needs and interests in a way that they actually get attention by decision makers. Hence, it had societal and contextual relevance.

Additionally, the capacity-building component of this work package was relevant to the needs of the participants as the majority needed to understand the knowhow of policy papers. This work package was a means to enhance the skills of the participants with respect to policy papers writing as well as the skill of transforming communal issues into policy recommendations. Due to the participants' educational background, they were given a clear-cut differentiation between research papers and policy papers, which ties to their eagerness to successfully reach decision-makers. It was designed to demonstrate how to come up with a relevant research problem, conduct research, use references and write policy papers by evaluating past policies, recommending alternatives and forming an intervention plan. As such, the content and material presented was relevant to their needs, which were associated with the creation of policy papers and influencing the political agenda. Yet, it seems like some of the professors lacked field knowledge and purely focused on the academic relevance of the material and content presented to the participants.

Likewise, this work package was relevant to the entirety of the Y-LEAD program as the findings of the survey and the policy papers supported the planning of various local initiatives in the sense that they are more need-driven and contextualized. Several participants pointed out that it generated various partnerships with different academic entities and civil society members.

WP3: Realizing (cross-sectoral) Local Initiatives

The local initiatives targeted marginalized groups such as disadvantaged children, youth lacking opportunities and women living in poverty. The program implemented 15 initiatives; five of which were up-scaled. The initiatives were designed and successfully implemented in 13 governorates at Central Egypt (Cairo, Qualiyubia and Giza), Delta (Sharkeya and Gharbeya), Upper Egypt (Luxor, Awan, Assiut, Sohag and Qena) and Lower Egypt (Minya, Beni-Suef and Fayoum). The initiatives covered several community development issues and the Sustainable Development Goals (SDGs) that pertain to issues such as environment, education, health, social change and the local economy.

Example of the **environment-focused initiatives** are “Abnoub Madina Sadiqa lel Be’aa”- Abanoub an Environmental-Friendly City (Assiut), “Heya Dayra”- It is a Circle (Aswan) and “Bekya Med” Waste Remade (Recycling Waste) (Qena). **Education-focused initiatives** included “Takhta Khadra” – Green Board (Qena). Example of the **health-focused initiatives** are “Geel min al-Aseh’a”- A Generation of Heathy Children (Fayoum), “Fareeq Insaniyah”- The Humanity Team (Minya) and “Enti Te’dari”- You Can (Sharqiya). **Social change-focused initiatives** included

“Awladna”- Our Kids (Qalioubiya), “SDGs for Little Bees” (Sohag), “Kawkabna”- Our Planet (Cairo), “Games for goals” (Giza), “Etrok A’thar”- Make an Impact (Beni Suef) and “Hakhod Haa’i”- I Will Reclaim My Right” (Gharbiya). Finally, the **economy-focused initiatives** include “Nesa’a Ra’edat”- Women Pioneers (Luxor) and “Hirfa Fi Eidak”- A skill in your hands (Assiut).

- **Environment-focused initiatives**

Qena Egypt faces numerous threats to its environmental sustainability. The rapid population growth coupled with ambitious development policies have put a heavy pressure on Egypt’s natural resources in the form of severe air, water, and soil pollution. The scope and magnitude of these environmental and social costs are likely to offset some of the economic growth gains over time.

The situation is exacerbated with lack of awareness among the population with regards to waste and waste management, which has become an insurmountable challenge that the government, particularly local councils in both urban and rural areas deal with by their own. A combination of private, public and informal collection techniques has not been able to keep up with the growth of municipal waste; and as a result, the country is facing an environmental, health, safety, and economic crisis that cannot be resolved through this current approach.

Some attempts at recycling are present and growing in the country. However, these are largely informal or private actors, and government initiatives are necessary to properly manage these systems and provide them with appropriate resources. Nonetheless, one major challenge remains, the inability of local councils to reach out to people and to conduct needs assessments to better understand social needs when it comes to waste collection, waste management and recycling to realize the “**Green Transformation**” and reduce the carbon footprint.

In this context, the “**Abnoub: an Environmental-Friendly City**” Initiative launched in Abnoub City and District in Assiut Governorate tried to bridge the gap between the Abnoub Local Council and the community by raising awareness about the environmental challenges that the city faces and activating the role of the local council in community participation to address the pollution challenge in the city.

Disposal of cooking oil is an even bigger challenge. The difficulty that arises with throwing it away in a regular bin encourages households to get rid of cooking oil by pouring it down the drain. When greasy oil is poured down the drain, it will solidify and eventually block pipes or cause damage to the sanitation system, particularly in areas with poor infrastructural services. In governorates, like Aswan, this poses a bigger challenge when oil waste reaches the Nile, affecting the neighborhoods, plants, drinking water and agricultural soil. In that context, “**It is a Circle**” Initiative presented the idea of environmental protection through oil management and recycling, raising the awareness of women about environmental preservation and waste management and offering to produce new products that generate income for women living in poverty to enable them economically.

Recognizing that mainly women are among the first to suffer because of environmental pollution, Goal 5 of the SDGs focuses on gender equality; seeking to end all discrimination against women and to provide them with the necessary space, skills and opportunities to participate equally in existing markets. In that context, the idea of “**Bekya Med**” Initiative was to raise environmental awareness in Qena, while creating job opportunities that generate small income, particularly for women heads of households through local environmental resources.

- **Education-focused initiatives**

Egypt's education system needs an overhaul. School teaching, based mostly on memorization, does not give students practical skills, leaving them unprepared for college and hindering their transition to the job market. Overcrowded classrooms, poor attendance and a lack of good libraries or office space for teachers are problems that run through the system. Facilities like computers and science labs are often rundown if they exist at all in many public schools, particularly in remote and impoverished areas in rural Upper Egypt. More importantly, school textbooks are in need for updating and becoming more child-friendly.

Another major challenge in the educational system is the lack of skilled teachers. Accordingly, Egypt needs to work heavily on hiring/training skilled teachers who would be able to deliver educational content effectively and clearly in classrooms and outside of classrooms. Recently, the Egyptian government has been working towards giving greater priority to improving the education system in Egypt.

In this context, **“Takhata Khadra”** (Green Board) initiative launched in Qena Governorate aimed to introduce non-formal educational tools to the standard classroom, focusing on the science curriculum that leaves room for creativity and new ideas. The science curriculum focuses on topics related to the environment aware of the fact that Egypt faces severe environmental challenges and poor environmental awareness among the public about the idea of conservation and environmental activism, as well as the SDGs, particularly Goal 13: about Sustainable Development Knowledge, aiming to raise a generation aware and eager to be involved in climate action.

- **Health- focused initiatives**

With two thirds of child mortality attributable to malnutrition, Egypt stands as one of the 36 countries, where 90 percent of the global burden of malnutrition falls. Despite the notable decline in child mortality in Egypt, achieving the Sustainable Development Goal 2: Zero Hunger, remains challenging. Furthermore, Egypt has the highest prevalence of hepatitis C virus (HCV) in the world. In Egypt, HCV prevalence rates reach 13% of the population equating to an estimated 12 million Egyptians of whom around 8 million people are living with chronic hepatitis C without or with cirrhosis or liver cancer.

In that context and in the first phase of **“A Generation of Healthy Children”** Initiative, the initiative team aimed to raise awareness of a healthy diet for children and address malnutrition for children in schools in Fayoum Governorate. The Initiative was in line with the President's Initiative **“A Generation Growing Healthier”** launched by the **“100 Million Health Campaign”**, a nation-wide initiative implemented by the Ministry of Health and Population (MoHP) in Egypt.

During the first phase of the initiative, the team aimed at promoting children's healthy behaviors in schools to raise awareness of personal hygiene, proper nutrition and hepatitis A (C.C.) by training the facilitators of **“We are all together”** schools to transfer awareness within community schools through puppet theatre with children and awareness-raising seminars on topics with parents, provided that the puppet theatre remains permanent to convey awareness within the targeted community schools. During the second phase of the initiative, the team wanted to respond to the Corona Virus Pandemic and focused on raising awareness about it and about the preventative methods that can be used.

Further, chronic diseases represent a major problem and public health burden in developing countries such as Egypt. Non- communicable diseases (NCDs), including cardiovascular diseases, diabetes,

cancer, and chronic respiratory diseases, are currently the leading national cause of death in Egypt. In poorer governorates, chronic diseases are an even bigger problem. The Egyptian government has been focusing efforts on eradicating poverty and providing the people with adequate health services in Upper Egypt as part of its 2030 strategy, establishing a higher authority for the development of the region and launching national mega-projects to generate employment, while NGOs have been joining forces and pouring in money to projects to help improve life in rural Upper Egypt. In this context, The Humanity Team Initiative aimed at reaching out to the poorest villages in Minya to raise health awareness about combating viruses and chronic diseases and providing them with medical assistance.

Aspiring to better quality of life for all, promoting health and well-being is one of 17 Global Goals that make up the 2030 Agenda for Sustainable Development, in a world where cancer, infertility, allergies in children are on the rise, consumer health advocates and some researchers continue to warn against chemically based treatments, in an attempt to connect the dots between these intimately used products and some worrying and unexplained disease trends, particularly in women. Today, there is plenty of health awareness about the importance of using essential and vegetable oils as natural alternatives to chemicals. Egypt occupies the eleventh position in exports of aromatic plants with a contribution to the global market of up to 2-23% and is one of the most important countries exporting aromatic plants in the Middle East. Today the size of the aromatic plant market is 50 million pounds annually.

In that context, **“Enti Te’dari” (You Can)** initiative launched in Sharqiya focused on the role of women in health, with particular emphasis on the use of essential and natural oils as an alternative to chemically based treatments and products. This initiative was also concerned with providing the women beneficiaries with sufficient information regarding the side effects of purchased goods that contain harmful substances and how to acquire and sell natural based and essential oils. This had provided them with the ability to differentiate between hazardous and healthy products. The initiative aimed to raise awareness about the types of essential and vegetable oils, how to buy oils, and learn the difference between original and adulterated oils as well as raising awareness about some therapeutic and cosmetic products that are used incorrectly or contain harmful substances. The initiative also managed to enable women to acquire and sell these products on the market.

- **Social change- focused initiatives**

According to the latest global data collected by UNICEF, about 1 in every 3 schools, children aged between 13-15 around the world experience bullying. Girls are more likely to become victims of psychological forms of bullying and boys are more at risk of physical violence and threats. In 2015, the Center for Development Services (CDS) was commissioned by UNICEF to conduct a study on violence against children in three Egyptian governorates: Cairo, Alexandria and Assiut, in partnership with the National Council for Childhood and motherhood (NCCM). The study showed that the highest level of violence facing children occurs at home, followed by school. Based on the findings of this study, NCCM and UNICEF launched the first national campaign calling to end peer-to-peer violence in 2018 in partnership with the Ministry of Education and Technical Education (MOETE) with funding from the European Union (EU).

In an effort to continue on the results of this campaign, **“Our Kids”** initiative was launched in Qalioubiya governorate. The initiative aimed to spread awareness about bullying in schools as well as promote positive parenting values and principles, in an attempt to eliminate all forms of violence against children and touch upon Sustainable Development Goal 4: Ensuring inclusive and equitable quality education.

The 17 SDGs are integrated. They recognize that action in one area will affect outcomes in others, and that development must balance social, economic and environmental aspects. Countries have

committed to fast-track progress. That is why the SDGs aim to bring the world to several life-changing ‘zeros’, including zero poverty, hunger, AIDS and discrimination against women and girls. Everyone is needed to reach these ambitious targets. Egypt is committed to achieve the SDGs. Egypt’s Sustainable Development Strategy, Egypt Vision 2030, is in line with SDGs. The national strategic plan’s three dimensions (economic, social and environmental) are based on ten pillars covering broadly the SDGs. The plan provides programs, policies and measurable indicators in order to put Egypt on the right path toward sustainable development. Egypt is making huge efforts in order to build the capabilities of youth and create a conscious generation that is aware of the sustainable development goals and has the ability to spread and achieve them.

In that context, **“SDGs for Little Bees”** Initiative launched in Sohag Governorate worked towards preparing an educational training program for children aged between 7-14 years old, aiming at building these children’s abilities and educate them about the SDGs, with special focus on the fourth and ninth goals about education and innovation, through a training program and innovative community projects with these children's participation. The initiative seeks to build the capabilities of children and raise their awareness and knowledge aiming at creating a generation of active citizens.

Recognizing further the importance of the SDG’s and realizing that a large segment of Egyptian children and young people are unaware of the SDGs, **“Kawkabna”** (Our Planet) initiative aimed to change that notion by raising the children and young people’s awareness about the SDGs. The initiative focused its efforts in the Greater Cairo Region covering the governorates of Cairo, Giza and Qalioubiya to promote safe environments through its awareness raising activities. **“Kawkabna”** initiative invested its resources to train its participants on recycling paper, wood, and rubber. Furthermore, **“Games for Goals”** (G4G) is an initiative that aimed to raise awareness about the SDGs, specifically Goal 1 (Eradication of Poverty); Goal 3 (Health), with particular focus on reproductive health and sexuality; Goal 5 (Gender Equality); and Goal 16 (Peace and social justice) through gamification tools and techniques. The initiative capitalizes on Goal 17 (Creating Networks and Partnerships) in order to accomplish sustainable development. The initiative targets 3 governorates: Giza, Beheira, and Qalioubiya.

Women and girls experience domestic violence, violence in public spaces, in streets, in schools, at work, in public transportation and in their own neighborhoods. All forms of violence limit the rights and freedoms of women and often act as a barrier to their education and participation in economic and public life. Egyptian women suffer on daily basis from different forms of violence in the private and in the public domains. This situation is further exacerbated by the low level of awareness among women of their rights and their forbearance to the violence they suffer, especially in the form of domestic violence. According to the Egypt Demographic Health Survey (EDHS) (2014), 3 out of 10 ever married women (15 to 49 years) experienced physical, psychological and sexual violence by their husbands. One third of women who experienced violence were injured. Violence against women has a host of negative reproductive health outcomes, including more sexually transmitted infections (STIs), higher rates of unintended pregnancy, limited utilization of prenatal care, and low birth weight. "Egypt Economic Cost of Gender-based Violence" Survey 2015 undertaken by CAPMAS and UNFPA showed higher figures reaching 46% of ever married women (18-64 years) because they have included emotional violence. The survey showed also that the majority of women who experienced spousal violence never sought services or contacted people in positions of authority to deal with the violence inflicted on them. There is an urgent need to raise awareness of women on the need to report any violence inflicted on them as well as the need to provide women with services accessible to them widely to resort to such as health services, psychosocial support, legal aid and other services.

Today, Article 306 of Egypt's penal code declares that those found guilty of verbal sexual harassment in a private or public place will be sentenced to a minimum of six months in prison and fined no less than EGP 3,000. **“Hakhod Haa'i” (I Will Reclaim My Right)** is an initiative that aimed to raise awareness around gender-based violence, harassment and the legal stance against the different forms of violence women experience in Egypt, particularly in Gharbiya governorate, where the initiative initiated. It empowered women survivors of violence through a number of activities: Self-defense classes, capacity-building, legal knowledge and best practices. This initiative educates women on the legal measures that they could take when subjected to gender-based violence. The initiative also empowers women economically by providing them with vocational training workshops, hoping to provide women survivors of violence with a way out from abusive households.

Today, the concept of citizenship is increasingly used to refer to volunteering. Citizenship is no longer understood as a passive legal status to more of a process, participatory and society-oriented citizenship, which places an emphasis on citizens' responsibilities and not only their rights. It is not just the participation of a citizen in the public or political sphere, rather it is about the citizen engaging in volunteering activities in civil society and community. Active citizenship and volunteering should involve learning about and learning how to influence decisions, improve communities and solve problems together as well as improve the self. Recognizing the importance of encouraging young people to volunteer and enabling them to become active citizens, **“Etrok Athar” (Make an Impact)** initiative in Beni Suef aims to raise the awareness of the young people towards volunteering and active citizenship. The idea behind **“Etrok Athar”** is to impart the beneficiaries with the knowledge and skills to enable them to identify community challenges through conducting participatory needs assessment; reaching out to partners for advocacy; building networks of key actors and stakeholders; and planning, implementing, monitoring and evaluating their own initiatives. The initiative worked towards engaging these young people to become active members in their local communities through undertaking youth-led initiatives.

- **Economy- focused initiatives**

Until today, many girls still have to drop out from school since education is still considered a luxury for girls in Upper Egypt. In rural Upper Egypt, there remains a significantly high rate of out-of-school children and a large gender gap in education. For many of these girls, handicrafts making is a main source of generating income for their livelihoods. Investing in women's economic development through handicrafts production sets a direct path towards gender equality, poverty eradication and inclusive economic growth. Generally, women make enormous contributions to economies, whether in businesses, on farms, as entrepreneurs or employees, or by doing unpaid care work at home. Goal 5 of the Sustainable Development Goals (SDGs) focuses on Gender Equality affirming that ending all discrimination against women and girls is not only a basic human right, but is also crucial for sustainable future. In this context, the **“Women Pioneers”** initiative in Luxor optimized on building disadvantaged women's capacity to produce handicrafts to be sold for tourists, in an attempt to enhance their livelihoods and provide them with the necessary skills to start their own micro businesses in handicrafts making.

As COVID-19 has spread in Egypt, as in other places around the globe, many people have lost their jobs due to the confinement measures and the impact of the pandemic on the country's economy. With the pandemic spreading, many governorates were forced to go into lockdown. Assiut governorate also faced a full lockdown and the prohibition of travel. Recognizing the financial struggles of those living in Assiut in specific and in Lower and Upper Egypt in general and the huge losses in jobs, **“A Skill in your Hands”** initiative aimed at teaching men and women skills from the comfort of their own homes to help them earn a living while staying safe. Some handicraft professionals volunteered

and recorded educational videos to teach 120 young men and women skills such as plastic recycling, the making of jewelry, ceramic, sewing and rubber recycling.

WP4: Capacity Building and Empowerment for Youth and Women

The participants judged the content covered by the workshops as extremely relevant to their needs. They learnt how to assess societal needs, prepare for campaigns, run for elections, which aligned perfectly with their goals; whether the later were running for parliamentary or local elections or take on leadership positions in community work. The material used was deemed of high quality and beneficial to the partakers who saw in the design of the program an enabling aspect that allowed them later to implement some of the concepts they learned. In fact, some part participants recount using what they learnt in real life situations. For example, some of the participants reached out to the executives in Luxor to collaborate in finding solutions to one of the community's most urgent challenges: economic vulnerability of women. The participant in question suggested that NGOs partner and network together to provide women in Luxor with vocational trainings to start autonomously generating income.

On another hand, the facilitation of trainers was also judged as relevant. The capacity building training provided by the National Council for Human Rights as well as Dr.Akmal's interventions were deemed relevant to the needs of the participants. Moreover, the one-to-one coaching on personal development delivered by the CDS team was viewed as extremely helpful as the advice given was relevant to the challenges met on the ground. As for scheduling matters, participants saw that it would have been more relevant if the timing of the workshops had not coincided with the parliamentary elections as they could have prepared and utilized the inputs of WP4 in the management of their electoral campaigns. However, all the participants mentioned that the skills they acquired from this component will help them participate in the political life and run for the local council elections in February 2021 if they wanted to (5 out of the 25 participants will run for the local council elections). Moreover, some of the participants think that it would have been better if they took WP4 before WP3 (the initiatives). While the participants learnt about non-violence communication in WP3, the topics covered in WP4 were more deeply treated and could have been of great assistance during the implementation of the initiative. On another hand, there was consensus over the fact that WP4 perfectly laid the way to WP5 as participants had already grasped some of the fundamental ideas they were about to use in the simulation game.

WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums)

There exists an absence of structured policy dialogue between decision makers and youth. As such, this work package is very relevant as it aims to establish formats that allow discussion on local needs and challenges of youth and women through the simulation game "Magadif". Additionally, the lack of cross-sectoral networks makes this work package extremely relevant as it focuses on inter and intra sectoral cooperation with the hopes of forming longstanding networks in various communities. Throughout the creation of the simulation game "Magadif", participants depended on the results of

the stakeholder analysis as it provided valuable insights of the different existing networks and dynamics that are prevalent in various governorates. As such, valuable and contextualized information was used in the development process of the simulation game to further expand on these networks in addition to providing the participants with clearer strategies about establishing new stakeholders and partners for upcoming initiatives and future projects.

It is relevant to the entirety of the Y-LEAD program as work package 5 used the findings and inputs of work package 2 and the experience of work package 3 to establish sustainable exchange through the simulation game “MagadiF” and roundtable discussions that followed. Hence, it is very relevant to the program as it brings everything together and ensure cooperative sustainability.

B. Effectiveness

The extent to which the intervention achieved, or is expected to achieve, its objectives, and its results, including any differential results across groups.

WP1: Awareness Campaign

A number of aspects contributed to the achievement of WP1 results such as the participants’ ability to initially design “Helios” simulation game as well as the program’s training material and diverse selection of a number of facilitators from different sectors of society. The work package greatly exceeded its initial goal of implementing “Helios” 150 times in 15 governorates. The game fulfilled its main objective of raising the awareness of youth towards the importance and functionality of local councils by being implemented 170 times in 23 governorates, with a total number of 3,268 beneficiaries. The game had a clear and lasting impact on the participants because some of the beneficiaries proceeded to run for the House of Senate and others ran for youth centers’ administrations/elections. Moreover, participants chose to introduce “Helios” to their universities (Helwan University, Assiut University, and Assiut University) leading some of these educational institutions, specifically Assiut university, to adopt the idea of simulation games. Additionally, “Helios” enabled facilitators and partners to coordinate and collaborate with one another by providing and sharing resources, such as venues, in order to ensure that work package one achieves its intended results.

Despite the outlined accomplishments that display the effectiveness of work package one, the extent of the program team’s follow-up with game implementation and the provision of technical support varied from one governorate to other. Certain governorates received more technical support as opposed to others. A lack of official partnership or protocols with the Ministry of Youth and Sports (MoYS) caused the facilitators to experience a number of challenges regarding the implementation of “Helios”. The existence of such protocols would have easily guaranteed access to youth centers and their facilities. Furthermore, the quality of game implementation differed because facilitators’ levels of experience fluctuated from one participant to the other. Some of the participants have more experience facilitating simulation games than others. This affected the delivery of information and the quality of implementation especially since, in some games, quality was overlooked by quantity.

WP2: Online-Survey (nationwide) and Creation of Policy-Papers

Three workshops took place at the University of Assiut in partnership with the Center for Political and Strategic Studies. 27 participants who came from 8 different governorates participated in these workshops, which focused on building their capacities with respect to the creation of policy papers.

The Baseera survey was effective in conveying the needs of the community and enabled the participants to generate ideas for three policy papers around these topics: political empowerment of youth, women's empowerment in the ICT sector and volunteerism. It was effective in shedding light on the areas that needs interventions and alternative policies.

The majority of the training techniques used were effective in demonstrating the intricate process of policy paper writing. The supervision from professors in Center for Political and Strategic Studies in the University of Assiut provided the majority of the participants with sufficient advice on their policy papers. The academic nature of the workshops was extremely beneficial for many only when it came to the pure educational process of policy paper writing. Additionally, the involvement of guest speakers from the Ministry of Social Solidarity (MoSS), Ministry of Youth and Sports (MoYS) and Micro, Small & Medium Enterprise Development Authority (MSMEDA) enabled the participants to receive feedback and guidance for their policy papers from leading officials that work closely with decision-makers and have hands on experience. Hence, the partnerships with executives from MoSS, MoYS and MSMEDA helped the participants provide practical solutions and recommendations for decision makers.

CDS' input was very effective in making the workshops as a success due to their technical, financial, logistical and academic support to the participants. More emphasis needs to be added on follow up mechanisms in order to fill some of the gaps that the professors were not able to convey.

Several challenges seemed to hinder the complete effectiveness of this work package. Not all the professors were following up on the policy papers that were being created by the participants, which resulted with some topics having weaker recommendations than others. It is important to highlight that the approach to the policy papers was controversial between the participants due to its purely academic nature. The content presented lacked a reflection of reality due to the professors having an academic background. Hence, it was recommended to have a blended learning due to the importance of the academic side but also pivotal need to incorporate real-life examples and interactive learning. Even though knowledge exchange was abundant due to the diverse academic background of the participants, it still generated communication barriers when discussing academic literature and interests. It seems that the time allocated for the workshops was not enough for the participants to convey a fully effective and successful policy paper.

WP3: Realizing (cross-sectoral) Local Initiatives

- **Environment-focused initiatives**

The Assiut initiative team targeted 10 local Executive Council members to enable them to bridge the communication gap between the local council and the local community. The initiative worked with 10 young men and women from the same city to enable them to identify environmental challenges within their communities and to be able to communicate these challenges with the local council and the 10 local Executive Council members. In the last stage of the initiative, 500 schoolchildren were targeted to raise their awareness about the environmental challenges that their city and their country faces as well as possible solutions.

In the second phase of the initiative, the Assiut Initiative team faced the challenges of covid-19. Realizing that the pandemic has hit the people badly and has cost many of them to lose their jobs, the team decided to focus on helping those who have found themselves unemployed acquire skills that could help them secure an income. With the help of professionals, the team has created a website, on which videos were uploaded.

Recognizing that women are the ones who are capable of handling oil waste in the household and recognizing the importance of economic empowerment for women, the initiative Aswan team targeted women and girls aged 18-50 from four poor villages in Aswan.

Realizing that environmental challenges hit the marginalized and disadvantaged groups the most and seeking to economically empower women, Qena initiative team targeted women from El Hamideyat Village, a small village in Qena Governorate.

- **Education-focused initiatives**

The initiative managed to enable public primary school teachers to implement sustainable, creative and environmental practices to provide high-quality educational services and promote environmental sustainability practices with the learning process within the targeted schools, with the ultimate aim of raising the level of educational system quality and to make it more interesting for students.

- **Health- focused initiatives**

The Fayoum Initiative managed to raise awareness about personal hygiene, proper nutrition, hepatitis A and C and Covid-19 among community schoolchildren and their parents. The Minya Initiative managed to improve the health status of the poorest villages, especially community school students; and to provide health services while integrating young people to participate in raising health awareness among their local communities. The Sharkqia Initiative managed to raise awareness about the benefits of utilizing naturally based products instead of purchasing and applying chemically infused items that can cause serious health damage and enable women to acquire and sell naturally based products.

- **Social change- focused initiatives**

The Qalioubiya Initiative managed to promote a culture of tolerance and acceptance among schoolchildren within the age bracket (10-14); and to spread awareness about positive parenting among their parents and newlywed couples, with the ultimate aim of reducing bullying among schoolchildren in public schools.

The Sohag initiative managed to raise the awareness and build the capacity of 25 children from two schools: a Community School and a Public School in Sohag Governorate and introducing them to the SDGs.

In its first phase, the Cairo initiative managed to raise the awareness of children and young people about the SDGs and encouraging them to protect the environment and in its second phase it managed to develop 3 more sub initiatives. In both its phases, the Giza Initiative aimed to raise awareness about the Sustainable Development goals (SDGs) with particular focus on sexual and reproductive rights; and peace and social justice.

The Beni Suef Initiative aimed to get young women more involved in the public sphere, the initiative team targeted young women and girls aged between 14-18 from **Ihnasya** Commercial Secondary School.

The Gharbiya Initiative raised the awareness of 30 women about gender-based violence and the laws combatting it as well as economically enabled them and provided them with psychosocial support and self-defense classes.

- **Economy- focused initiatives**

The Luxor Initiative managed to build the capacity of a young cadre of disadvantaged women in Luxor governorate to start their own micro projects/businesses in handicrafts making. As for the Assiut initiative, it built the capacity of 120 men and women in 5 different skills; plastic recycling, the making of jewelry, ceramic, sewing and rubber recycling through recorded videos that were shared on online platforms.

WP4: Capacity Building and Empowerment for Youth and Women

Participants concluded that the emergence of community leaders was an empirical proof of the three workshops' effectiveness. In fact, two of the participants ran for the parliamentary elections, 3 supported candidates in their electoral campaigns and more broadly 10 of the 28 participants decided to run for the upcoming local council elections. Furthermore, participants admitted being able to enhance their networking abilities through the workshop, during which they succeeded in building valuable partnerships.

WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums)

A stakeholder analysis was conducted across 23 governorates participating in Y-LEAD in order to develop a comprehensive understanding of potential Y-LEAD stakeholders that work with youth in different sectors. This was very effective as it made helped the participants outline major stakeholders that are necessary for the success of local initiatives and thereby aided in the planning and creation of the simulation game "Magadif". A workshop took place in Ismailia and was dedicated to the simulation game development, following the development, a test run was conducted and the game was ready to be implemented in various communities. The simulation game "Magadif" was successfully disseminated 6 times throughout the following 6 governorates: Cairo, Giza, Luxor, Fayoum, Qena and Gharbiya. A total number of 100 diverse participants from various different sectors including the civil society, public sector, private sector, and many more, were involved in the "Magadif" simulation game. As a result of the game implementation of "Magadif", 18 initiatives have been designed and planned with 5 initiatives preparing for their implementation process.

The simulation game was effective as it enabled the participants to take on effective roles in the society and highlighted the importance of participatory approaches when discussing societal needs. As such, participants managed to establish networks and partnerships with various sectors in the society, which enabled the participants to plan the implementation of several local initiatives because of resource sharing and knowledge exchange. The effectiveness of this work package also stems from the participants abilities to build relationships, voice their concerns, identify community needs and develop local initiatives that solve apparent societal issues. Additionally, as majority of the participants were local officials, the work package was successful in altering the perception of decision-making bodies concerning the importance of inter and intra sectoral cooperation. In alignment with the goal of the Y-LEAD program as a whole, the youth have been equipped with the right partnerships and the creation of community networks has encouraged youth to engage in political life.

Several factors lead to the effectiveness of this work package:

- The use of simulation games as the methodology to portray the importance of networking.
- The diverse topics that were presented in the scenario of “Magadif” and its ability to represent pertinent societal issues.
- The diverse nature of the participants as they represented the different sectors in the community.
- CDS support for the different phases of the simulation game (idea, design, implementation and roundtable discussions) and follow up through reports.

Yet, some challenges were present. It was very difficult to bring together a group of stakeholders who have daily jobs for the implementation of the simulation game. The facilitators also faced difficulty in finding an appropriate date and time that would suit all the participants. This was problematic for the success of the simulation game “Magadif”, as a minimum of 15 participants are required for its effective implementation. COVID-19 was also another apparent obstacle that needed to be taken into account when implementing the simulation game, as precautionary measures had to be put in place.

C. Efficiency

The extent to which the intervention delivers, or is likely to deliver, results in an economic and timely way.

WP1: Awareness Campaign

The methods and strategies utilized to implement work package one proved very efficient. The interactive trainings that were offered, the follow-up and monitoring strategies, as well as the established partnerships helped this component of the program achieve its objective. Several resources were available for utilization such as human resources, financial resources, technological resources, etc. The participants were able to use these resources efficiently. For example, participants were able to benefit from one another’s experiences as well as the expertise of the specialists involved. As for the technological resources, the participants increased their utilization of social media platforms, such as Facebook, to promote “Helios”, which determined to be quite an efficient method for the recruitment of individuals to play the game. However, there were some limitations concerning a few of the available resources. For instance, the time frame and the financial resources allocated to the implementation of “Helios” proved to be relatively constrained.

The unintended results or effects that occurred during the course of this work package’s execution are manifested in the number of times and the number of governorates (including remote governorates), in which “Helios” has been implemented as well as the number of participants that plan on running for local councils in the future; along with the individuals that proceeded to run for Senate and youth centers’ elections.

WP2: Online-Survey (nationwide) and Creation of Policy-Papers

The use of the Baseera survey as a basis for the creation of policy papers was very efficient as it decreased the effort and time that participants allocated to identify potential gaps in the community that needs to be addressed. This work package managed to use all the available (financial, human and technological resources) to get the best results. The participants, specifically, benefited from the expertise of University of Assiut professors in the Center for Political and Strategic Studies, participants with higher educational backgrounds and executives from MoSS, MoYS and MSMEDA to efficiently gather knowledge and information to create policy papers in a short period. Yet, it seems that the lack

of involvement and follow up from certain professors resulted with a decrease of efficiency in some of the policy papers throughout its creation process.

With respect to its coherence with the Y-LEAD program, it could have been enhanced if all Y-LEAD participants had received the three policy papers that were created as it would have been extremely beneficial and efficient when creating initiatives.

WP3: Realizing (cross-sectoral) Local Initiatives

The initiative teams managed to utilize their resources and networks efficiently and smartly. They relied on their experiences and the skills of each member on the different initiatives' teams to come up with efficient and adequate plans despite the challenges that occurred throughout 2020. Relying on their expertise, passion and the willingness to find solutions for the challenges they have been witnessing in their communities, the different initiatives' teams team did not waste time. Coming in with concrete ideas, in addition to knowing who can help them and the people they can rely on, the team had a clear plan since the beginning and managed to deliver the exact ideas they had from the start. While an environment that enables and encourages growth is important, young minds that come with experience and expertise are an asset that can always be relied on. What was very interesting was how the participants in the health-focused initiatives in Minya handled the tardiness of a permission that was going to let them enter a specific part of the university campus they were working on. They simply went on with their work in other areas and were not hindered at all. In fact, when the permission arrived, they were able to dedicate more focus and attention to that part of the initiative because they had already achieved the majority of their goals.

The experience and expertise of the participants involved facilitated the process and made it easier to overcome many challenges as well as avoid other challenges altogether. Additionally, the participants networking skills served their initiatives immensely. However, two major points need to be highlighted, having an alternative plan available and the smart spending enabled the teams to successfully get huge media attention; making their message spread faster.

The initiative team tried to be as efficient as possible, especially in the economy-based initiatives, believing that through smart planning they could reach and benefit more women. Knowing that the economic independence of women is an essential part in the empowerment of women, they tried to enable these women as much as possible.

WP4: Capacity Building and Empowerment for Youth and Women

In the participants' opinion, the educational approach was efficient in achieving its goal. The participatory methodology was in fact viewed as a prominent driver of personal and professional skills' acquisition. Moreover, the sequencing of the topics discussed and how they were built upon in the following workshop was deemed an effective way to disseminate knowledge. The exchange of experiences among participants as well as the constant feedback provided by trainers on the submitted task was also an efficient tool in contributing to the overall process. On the logistics' front, participants judged that the financial resources were efficiently used. As for the human resources, the trainers were carefully chosen. Their backgrounds were very diverse, which was very enriching for the workshops. However, there were some reservations on particular trainers whose performance was seen as less adequate than the rest.

Finally, WP4 showed great efficiency in adapting to external modifications such as the postponing of local elections in Egypt as the workshop focused even further on community leadership and was able

to encourage some to run for parliamentary election or partake in their campaigning process and to plan their participation in the upcoming 2021 local council elections.

WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums)

This work package was efficient in using all the available resources to achieve maximum productivity. The use of the stakeholder analysis was an efficient tool that helped in the creation of the simulation game without having to personally gather field data. Additionally, the methodology of using a simulation game is very interesting, creative and efficient in the sense that it easily conveys the message to the participants without making them feel bored. It enabled the participants to identify their communities' problems and to propose solutions and interventions that can help address such challenges through writing fully-fledged proposals.

The human resources were used efficiently as the facilitators' experiences and skills played a role in the success of the simulation games. Likewise, the diverse background of the participants, some of whom are local officials, was helpful in efficiently implementing the initiatives across their communities due to their wide connections. Financial resources and technical resources were also available and were efficiently used to implement the initiatives.

D. Impact

The extent to which the intervention has generated or is expected to generate significant positive or negative, intended or unintended, higher-level effects.

WP1: Awareness Campaign

"Helios" managed to raise the youths' awareness towards local councils, specifically their role and functionality in society. This is apparent from the fact that the simulation game was implemented 170 times in 23 governorates, with a total number of 3,268 participants that came from diverse backgrounds. "Helios" also empowered some of the participants to run for local council elections once they are announced within the coming year. Furthermore, this simulation game enabled participants to establish cross-sectoral partnerships and network with one another in addition to the emergence of new facilitators that have acquired skills from their more experienced counterparts.

WP2: Online-Survey (nationwide) and Creation of Policy-Papers

This work package had the direct impact of training 28 participants and giving them the knowledge and skills to create policy papers and have the capacity to influence the agenda setting on a local level. Several alternative policies and solutions have been generated on the following three topics: political empowerment of youth, women's empowerment in the ICT sector and volunteerism. The Baseera survey raised awareness on the needs and interests of over 1,000 youth. Indirectly, knowledge and experience exchange were inevitable throughout the capacity-building component of this work package. The relationships built did not stem from the content of the material but rather of the participants interaction with one another.

WP3: Realizing (cross-sectoral) Local Initiatives

- **Environment-focused initiatives**

The Assiut Initiative capacitated 10 members of the local executive council to conduct needs assessments and planning activities using participatory approaches, tools and techniques. Ten young men and women supported local council members and suggested solutions to the identified environmental challenges in their city. A participatory initiative was developed by the local council and youth to address the needs of the local community of the city of Abnoub. 500 schoolchildren actively participated in an “Environment Open Day” that involved numerous non-formal educational and recreational activities to clean and protect the environment inside their school.

The Aswan Initiative Raised the awareness of 80 women and girls in four villages about the danger of oil waste on the environment; built the capacity of 40 women and girls to recycle oil waste and make homegrown soap products in the four villages; raised the efficiency and empowered 20 women and girls to develop handmade and homegrown soap products extracted from recycling oil in the four villages; and raised the awareness of 5,000 young men and women on social media about the dangers of oil waste on the environment.

The Qena Initiative raised the awareness of 100 women regarding recycling waste and the effects of hazardous waste disposal (specifically located in the village’s main street). It conducted two workshops for 50 women on methods of collection, sorting, and recycling field and household waste. The initiative team established and built the capacity of the Ambassadors for Environment Team (composed of 20 women and men) in order to ensure the sustainability of the initiative. They also equipped 50 young women and men with the knowledge regarding the importance of environmental conservation through sports activities. A total of 60 women and girls gained the knowledge and capacity to collect, sort, classify, and recycle their field and household waste as well as benefit from it. Moreover, the team implemented a “cleaning camp” for the removal of waste from the main street of the village as well as a door-to-door campaign within the village in order to raise women’s awareness regarding the importance of recycling.

- **Education-focused initiatives**

In the first phase of the initiative, the initiative team trained 25 teachers and provided them with a toolkit to use with more students. The team enabled 25 teachers to design and implement educational tools and fun games in the learning process. They also implemented 12 games in 5 schools and they reached a total of 60 students per classroom. In the second phase of the workshop, 31 teachers, 17 women and 14 men attended the initiative workshop, from governmental schools in Qous Center and its villages.

- **Health- focused initiatives**

The Fayoum initiative managed to build the capacity of 35 facilitators in community schools on hygiene, proper nutrition, and hepatitis A and C. They also raised the awareness of 950 girls and boys (500 girls and 450 boys) from 25 community schools about personal hygiene, proper nutrition and hepatitis A. 20 theatrical performances were implemented for 750 boys and girls. They also managed to raise the awareness of 900 parents (700 mothers and 200 fathers) about personal hygiene, proper nutrition and hepatitis A and C in 25 group discussions, awareness raising sessions, and panel meetings. Due to the great success of the initiative, Kolna Ma’ Ba’d initiative will be implementing the initiative in all Fayoum and Beheira schools.

The Minya initiative raised awareness about disease prevention through early disease detection at 14 community schools, with 150 students taking part in the awareness raising sessions and learning

about infectious diseases, methods of preventing cancer and proper nutrition. The initiative team built the capacity of 14 young women and men on presentation skills to work as community health outreach facilitators to deliver health-related messages. The Community Health Outreach Facilitators raised the awareness of 150 community members both women and men on infectious and chronic diseases and viruses. Last but not least, an early detection of viruses and chronic diseases was provided at 3 villages through medical caravans reaching 260 beneficiaries.

The Sharqiya Initiative raised the awareness of 365 girls and women in cooperation with the Faculty of Pharmacy at Zagazig University, the National Council for Women (NCW), and other civil society partners, namely the Eastern Youth Association, Al-Wafd Party, and the Women Development Association in Deyarb Negm.

- **Social change- focused initiatives**

In the Qalioubiya Initiative, 68 school children received anti-bullying training and tips on social intelligence, and soft skills needed to interact well with their peers and to stand up to bullying. The schoolchildren who participated in the initiative also showed great interest in the activities to build their characters and teach them soft skills. 30 newly wed couples and parents received training on positive parenting and bullying, its effects and ways to deal children experiencing it. The Sohag Initiative raised the awareness and built the capacity of 25 schoolchildren from community and public schools.

The Cairo initiative raised the beneficiaries' awareness regarding SDGs, implemented 160 workshops with 1,080 beneficiaries and trained 75 participants to recycle waste (in the form of wood and rubber) and create wooden toys. Additionally, it implemented 14 recycling and handicraft workshops with 160 beneficiaries, implemented an online social media campaign titled "Green Challenge", implemented a biodiversity camp in Wadi Al Rayan and educated 50 participants on the importance of biodiversity . Finally, it qualified the beneficiaries to spread awareness in their communities, strengthened the concept of gender equality and implemented 3 more sub-initiatives.

The Giza initiative developed an awareness raising curriculum, which targets reproductive health, gender equality, and the concept of peace. It trained 23 facilitators from the 3 target governorates, trained 24 game designers for sustainable development and designed 9 creative educational and awareness raising games surrounding the mentioned goals (3, 5 and 16) and the issues related to them. Furthermore, it produced 3 educational development games, implemented 10 awareness raising campaigns for children (5 in Giza, 3 in Qalioubiya, and 2 in Beheira) and established a network of partners from 6 associations in the 3 governorates.

The Beni Suf Initiative provided young women and girls with knowledge and skills that help them actively play a positive role in their local communities. It also raised the awareness of 50 young women and girls about the importance of community participation, empowered 50 young women and men to assess needs within their local communities and enabled and supported 50 young women and men to find practical solutions in the form of local youth-led initiatives. Finally, it designed and implemented 6 small youth-led initiatives to address basic community needs.

The Gharbiya Initiative raised the awareness of 30 women about gender-based violence and the laws combatting it and their legal rights. It also provided 30 women with psycho-social support sessions, enabled 40 women to make handicrafts that would support them in generating income and enabled 30 women to be able to protect their bodies by themselves by learning Wen Do. It also

used social media to spread awareness about gender-based violence to reach a bigger audience and raised the awareness of 10 men about women's rights to support in advocacy activities.

- **Economy- focused initiatives**

The initiative team managed to train 30 young women on how to start their own projects within the "Start Your Business" Program enabling them to become small entrepreneurs. Out of the 30, 10 young women were trained in handicrafts making from natural leather, 10 young women were trained in crochet and 10 young women were trained in knitwear. Most importantly, the initiative team economically supported 30 women by giving them materials to start their projects. In Assiut, the initiative team managed to train 120 women and men on five different skills plastic recycling, the making of jewelry, ceramic, sewing and rubber recycling.

WP4: Capacity Building and Empowerment for Youth and Women

This WP had direct impact as two participants ran for parliamentary elections, 3 worked in electoral campaign teams and 10 out of 25 decided to run for local councils. As for the indirect impact, the workshops were able to perpetuate knowledge beyond the participants who took active steps to transfer the assimilated information to their communities. Hence, a trickledown effect was observed as impact multiplied to reach individuals beyond the targeted audience. However, some of the participants believe that the component's impact would have been better if they managed to establish partnerships and networks with more political entities (i.e. Political parties).

WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums)

Participants have been more open to experiential learning, such as simulation games, as it gives them the ability to encompass the roles they were given. As such, they were able to self-reflect and understand societal problems from different perspectives. Additionally, the simulation game "MagadiP" shifted the perceptions of 100 local officials and youth regarding the importance of networking. All of the participants have been more accepting to the art of networking and realized how the implementation of successful initiatives can only be achieved by merging resources, knowledge sharing and experience exchange. Hence, rather than working against each other, the different stakeholders in distinct sectors are now working with each other. Therefore, directly, a pool of networks and relationships has been built in the 6 governorates that were targeted and communication channels are open.

Several indirect effects took place. For instance, some of the participants were very impressed by the use of simulation games to transfer messages that they have grown an interest in becoming simulation game facilitators. Also, after the termination of the simulation game implementation, several participants have become active citizens participated in meetings throughout their governorates, which are organized to serve their community and implement local initiatives. This is not related to the roundtable discussion meetings, as these are local meetings that were previously existent but lacked youth participation.

E. Sustainability

The extent to which the net benefits of the intervention continue, or are likely to continue.

WP1: Awareness Campaign

With educational institutions and youth centers' expressing their interest in "Helios" simulation game and adopting it themselves along with the presence of trained cadres in game facilitation in most governorates, the sustainability of work package one is ensured. Professors from Assiut and Helwan universities were quite satisfied with "Helios" because they noticed the significant impact that it had on their students. Social Service faculty members in Helwan University praised the game and wanted more of their students to participate in "Helios" in order to increase their awareness about local councils and encourage them to have a more active role in the political sphere.

To further guarantee the sustainability of work package one, more partnerships should be encouraged, a larger timeframe should be allocated towards game implementation, and continuous follow-up with all the participants should occur. Additional activities that would contribute to the sustainability of this component is a refresher training for the facilitators to recall the knowledge that they have acquired regarding simulation game facilitation; along with meetings that enable facilitators and participants to exchange experiences with one another.

WP2: Online-Survey (nationwide) and Creation of Policy-Papers

The sustainability of this work package stems from the reach of the policy papers and their ability to influence decision-makers and the political agenda. CDS has distributed the policy papers to several executive authorities. As such, official leaders have received and dissected the alternative policies and recommendations that were proposed in the three policy papers. It was planned to have these policy papers turn into initiatives. But as the policy papers were not distributed to all of the Y-LEAD participants, it was difficult to carry this out. Hence, the sustainability stems from the ability to make these policy papers widespread and execute possible intervention plans.

The participants suggested several recommendations, such as:

- Increasing the length of the workshops in order to receive more information about the process of creating policy papers.
- Including sessions that discuss what follows the creation of policy papers, in order to have a clear picture of political agenda setting.
- Having more interactive workshops without hindering the strong academic nature of the workshop material.
- Expanding the partnerships and cooperation to other academic institutions as to increase the number of beneficiaries like the American University in Cairo, Cairo University and many more.

WP3: Realizing (cross-sectoral) Local Initiatives

Building great relationships with many of the organizations working in the different governorates has been the strategy of the different initiatives' teams, hoping that their networking capabilities will ensure the sustainability of their small projects and shed the light on needs that might have not been addressed before. Furthermore, the outcomes of the initiatives and the awareness raised will still be used again in projects that serve the same purpose, ensuring that work will be built on what has already been made and will not have to start from scratch. This is the case with the environment and education-focused initiatives.

As for the health-focused initiatives, its sustainability can be determined overtime when people become more aware of chronic diseases or when the corona virus is not spreading as fast in schools. Interestingly, after the Fayoum initiative concluded its activities, some parents went to get their children tested for anemia and hepatitis C. Those with positive results received the necessary care and funding from the Kolna Ma' Ba'd initiative. However, at the moment, the reaction of the targeted group along with the networking that has been done and the coalitions that were built can indicate that these initiatives will continue to have a positive impact on the communities that they targeted. Furthermore, the Sharqia Initiative created a YouTube channel (Oil and Kemya) with 14 educational videos, with a total of up to 7,500 views, reaching geographical areas outside of Sharqiya and created a Facebook group with 300 members of the initiative. These educational videos can be accessed and used by everyone.

In regards to the social change- focused initiatives, its sustainability does not only show in the coalitions that were built or in the networking that has been done, but also in many more different ways. First, the education and knowledge that have been acquired and the will to help one's own community became better. Second, is the advocacy that will take place after the initiatives have finished and how this advocacy can encourage more people to take part in similar initiatives.

Finally, the economy- focused initiatives' sustainability is not just about all the women who have acquired skills that can secure them a stable income, but also about how in these villages there will be a precedent set regarding women's work, financial independence and the positive effects women acquiring skills and earning their money has on them and on their whole families. In Assiut, the initiative team planned on creating a website and uploading the videos they had received from the handicraft professionals and to make the website open for all youth interested in generating an income, whether during COVID-19 or after. Hence, a Facebook page and a website was created to help trainees stay in touch and access the material (educational videos and information).

WP4: Capacity Building and Empowerment for Youth and Women

Work Package 4 was deemed sustainable by participants as long as it stays close to its participatory and discussion based learning methodology. In fact, it was noted that the concepts of advocacy and lobbying should be taught in a practical manner as they were seen to be transmitted through indoctrination. Participants were actually in praise of field tasks that should be practically applied by the end of each phase. Moreover, complimentary capacity-building sessions, networking with the youth committees in the political parties, and more contact with parliamentarians were presented as channels through which sustainability of the package could be enforced.

WP5: Creating Sustainable Formats for Dialogue (Roundtables and Forums)

To ensure the sustainability of the game implementation's goal, round table discussions were initiated. These round table discussions are meant to be a platform where members of the society from different sectors meet and discuss the viable implementation of initiatives across their communities. Through these roundtable discussions that took place in the 6 following governorates: Cairo, Giza, Luxor, Fayoum, Qena and Gharbiya, one initiative per governorate was chosen to be the most significant. The finalizing the winning initiative's goal, actions, target population, expected results and its impacts took place throughout these roundtable discussions. Qena and Luxor are currently in the implementation phase of their planned local initiative.

Several recommendations were suggested by the participants to further ensure the sustainability of this WP:

- Highlighting the importance of providing simulation game participants with guidance on how to write proposal initiatives, as this game highly relied on it.
- Creating an ideation camp while the participants build their local initiatives.
- Adding a building capacity component for the participants, i.e. Local officials.
- Increasing the length of the implementation phase in order to reach more beneficiaries and target more governorates.

Best Practices, Lessons Learnt and Recommendations

During the implementation period of the program, which lasted for two years, the program team has been focused on documenting best practices, lessons learnt and recommendations through the consistent process of monitoring and evaluation applied throughout the program; and the evaluation workshop held at the end of the program in December 2020. Despite this being the final evaluation of the program, the participants were still asked about what they learned in Y-LEAD program, hoping that the lessons learnt could be used in other future projects with youth and women.

Best Practices and Lessons Learnt

- Through multi-party collaboration including CRISP, CDS, Sim Club (NMF), civil society, local authorities, private sector and the media and the many other local stakeholders, Y-LEAD has managed to achieve its goals, outcomes and outputs.
- Simulation games have proved to be an effective tool of experiential learning as they closely simulate real world activities. Participants have expressed their satisfaction with simulation games as they learnt how to self-reflect and understand societal problems from different perspectives. Additionally, through the simulation games, participants managed to learn about the importance of cross-sectoral networking between the different stakeholders and how this positively affected the implementation of the initiatives that were developed throughout the program. Simulation games have also been positively perceived by some educational institutions (Helwan University and Assiut University); leading some of these educational institutions, specifically Assiut university, to adopt the idea of simulation games.
- Investing in initiatives and giving room for the participants to choose the themes and topics that they perceive as worthy of attention and to help them come up with plans was very important because it gave the participants a sense of ownership and agency. Adding initiatives besides simulation games demonstrated its relevancy in increasing the active participation of youth and their engagement in the development of their local communities. The games enabled the participants to think critically and experience empathy, which encourages them to develop innovative solutions to address community issues/challenges, whereas the initiatives enable the participants to implement and learn from those solutions.
- In its entirety, the program has managed to create ample spaces for young people, especially through simulation games, to learn about local councils, civil participation and active citizenship. Thus, they became ready to participate in the political life.

- The extensive and increased use of social media and online platforms, as a means of adjustment to COVID-19 impact on some of the program's activities, has proved to be helpful. For example, Zoom application has allowed people to participate in trainings taking place anywhere and at any time. Additionally, the participants have become very creative in the ways of delivering the material to ensure that the beneficiaries were focused. Furthermore, the participants have used social media to recruit new participants (for the simulation games), share the program's progress (i.e. pictures) through social media; increasing the program's visibility, which made many youths interested to participate in the simulation games and other program's activities. Approximately, 5,000 youths have known Y-LEAD through its Facebook and Instagram social media accounts.

Recommendations

-Invoking partnerships with political entities (i.e. Political parties) and helping the trained participants network with youth committees in political parties and/or attend sessions in the Parliament is very important for the trained participants to gain practical experience and apply what they learnt in real life situations.

-Capacity-building trainings shall take into account practicality as well as the theoretical content. For example, the concepts of advocacy and lobbying should be taught in a practical manner and not only through indoctrination.

-Proposal-writing training sessions shall be provided to participants in simulation games as they are highly important since they develop initiatives after the simulation games.

-Ideation camps can be a good approach to the implementation of simulation games and/or development and preparation for the implementation of the participants' local initiatives. It was sometimes very difficult to bring together a group of stakeholders who have daily jobs for the implementation of the simulation games. The facilitators also faced difficulty in finding an appropriate date and time that would suit all the participants. This was problematic for the success of the simulation game "Magadif", as a minimum of 15 participants are required for its effective implementation.

-The length of the implementation phase of simulation games shall be increased to reach more beneficiaries and target more governorates.

-The use of social media platforms shall be taken into account in similar future projects with youths and women for recruitment purposes and implementation of activities.

-A follow-up on the participants' performance in the upcoming period and their plans to participate in elections (i.e. local councils' elections), join civil society initiatives and/or become community leaders is very crucial and can be considered as a good learning opportunity, especially in terms of the program's sustainability.

-It is very important to take into account the timing of the activities in relevance to the surrounding context. Particularly in WP4, participants saw that it would have been more relevant if the timing of the workshops had not coincided with the parliamentary elections as they could have had enough time to apply what they learnt to real life situations. They wanted more time to work on their electoral campaigns and run for the parliamentary elections.

-The importance of the follow-up phase and the significance of meeting up with the participants to be able to measure the impact of the activities. Some of the participants in WP2 mentioned that not all

the professors were following up on the policy papers that were being created by the participants, which resulted with some topics having weaker recommendations than others.

-The importance of ensuring that a balance exists between the educational/academic and practical aspects of the activities. For instance, in WP2, the approach to the policy papers was controversial between the participants due to its purely academic nature. The content presented lacked a reflection of reality due to the professors having an academic background. Hence, it was recommended to have a balance between the academic and practical aspects as it was pivotal to incorporate real-life examples and interactive learning alongside the theoretical content of the policy papers.