

ABOUT ONE YOUTH ONE HEART (OYOH)

One Youth One Heart a youth-led initiative that was formed under the umbrella of UNHCR to bridge the gap between refugee youth and host community youth.

OneYouth OneHeart initiative is Uganda's Innovation initiative that was spearheaded by Keiko (formerly our in-house Innovation fellow) with support from HQ. This initiative begun in 2014 and gave birth to One Youth One Heart (OYOH) which is a youth-led initiative of youth working together to co-create innovative solutions to community challenges.

However, Emily Byaruhanga later took over the role of mentoring and guiding the Initiative and currently One Youth One Heart initiative is working with Ms. Aidah Mirembe and Ms. Jane Assimwe at UNHCR Uganda offices under their mentorship and supervision.

VISION:

One Youth One Heart nurtures a generation of youth that goes beyond. The generation will go beyond any possible barriers, limits, themselves, frontiers, cultures, nations, boundaries, dreams and imaginations.

MISSION:

One Youth One Heart initiative co-creates a platform where youth can dream inspire and change.

OBJECTIVES:

Co-create a platform where:

1. Youth freely express their views, opinions, dreams and aspirations in order to give them a voice;
2. Youth build knowledge and leadership skills in order to enhance their creative confidence;
3. Youth build partnership and become peace builders in order to bridge the gaps and divide among youth;
4. Youth co-create an innovative space and activities and initiatives to jointly solve their challenges.
5. Build partnership in order to create opportunities by, with and for the youth.

APPROACHES & STRATEGIES:

1. Peer to peer approach
2. Youth-focus and youth driven
3. Youth empowerment
4. Holistic involvement of youth impacting society
5. Project based learning and action oriented Words

1. THE SCHOOL INNOVATION CHALLENGE



Brief Description of the school innovation challenge camp

The school innovation challenge is a program focusing on enhancing the levels of innovations among students through peer-to-peer learning. The students will go through an intense hands-on innovation training to spark their creativity and innovativeness.

Objective

1. To enhance and foster innovation among students.
2. To build capacity of community schools through creative approaches such as training
3. To improve coordination and networking among stakeholders and schools.
4. To promote and build skills of students in order to equip them with knowledge.
5. Encourage peer-to-peer learning among students.

Beneficiaries/Impact

1. 35 S1 (senior 1) secondary students from 4 settlements
2. 4 secondary schools including Nakivale Vocational Training Centre and 8 representatives from each school were selected to take part in this activity
3. 5 teachers: One teacher from each school and 4 project officers from WTU from different settlements were present during this project.
4. 300 students all together reached in the innovation seminars at Nakivale SS, Rwamuranga SS, Bujubuli Voc SS, Nakivale Vocational Training center and Rwamwanja SS.
5. 5 innovation clubs formed. Nakivale Youth Club, Rwamuruga Student Association, Good hope Innovators, Bujubuli Innovation club, Nakivale Vocational innovators club.

Output

1. Participants trained on innovation, creative leadership, social business and innovation fostered among the participants.
2. Participants acquired skills on how to leverage available resources to kick-start their projects.
3. Participants enhanced their creative confidence to design creative solutions towards their challenges in communities.
4. Participants acquired skills on how to design innovatively for the community and build potential partnerships to support one another in their schools, communities and projects.
5. Participants trained on how to be social entrepreneurs through innovation management and creative capacity building approaches.
6. Participants designed projects for their respective schools with an objective of supporting their fellow students who were faced with financial issues and constraints such as school fees etc.
7. Participants utilized the available resources to start their projects through engaging communities and stakeholders such OPM offices, N.G.O's creating partnerships to sustain their projects.
8. Participants formed innovation clubs in their schools hence to foster innovation and creativity among the students and over 360 students have enrolled the clubs.
9. Participants formed strategies on how their projects will address the school dropout challenge through co-creating sustainable approaches such as projects to address this issue and formulating membership criteria's to support one another.
10. Participants enrolled their peers in the innovation clubs. Nakivale S.S 100 members, VTC 50 members, Rwamwanja 75 members, Oruchinga 55 members and Kyaka II 80 members
11. The participants passed on the skills and knowledge to their peers through the innovation clubs and also the support of their patrons and administrations guidance plus Windle Trust Uganda staffs, OPM and UNHCR at large.



Innovation is a significant positive change. It's a result. It's an outcome. It's something you work towards achieving on a project. We believe that Innovation Drives Entrepreneurship & Achievement.

2. YOUTH LIVELIHOOD INNOVATION BOOTCAMP 2016



Brief Description of the Youth livelihood innovation boot camp

The youth livelihood innovation boot camp aims at creating a platform that is designed and built by, with and for youth to improve youth social aspects and endorse creativity in youth. The project facilitates a peer to peer learning and support platform for youth where youths are;

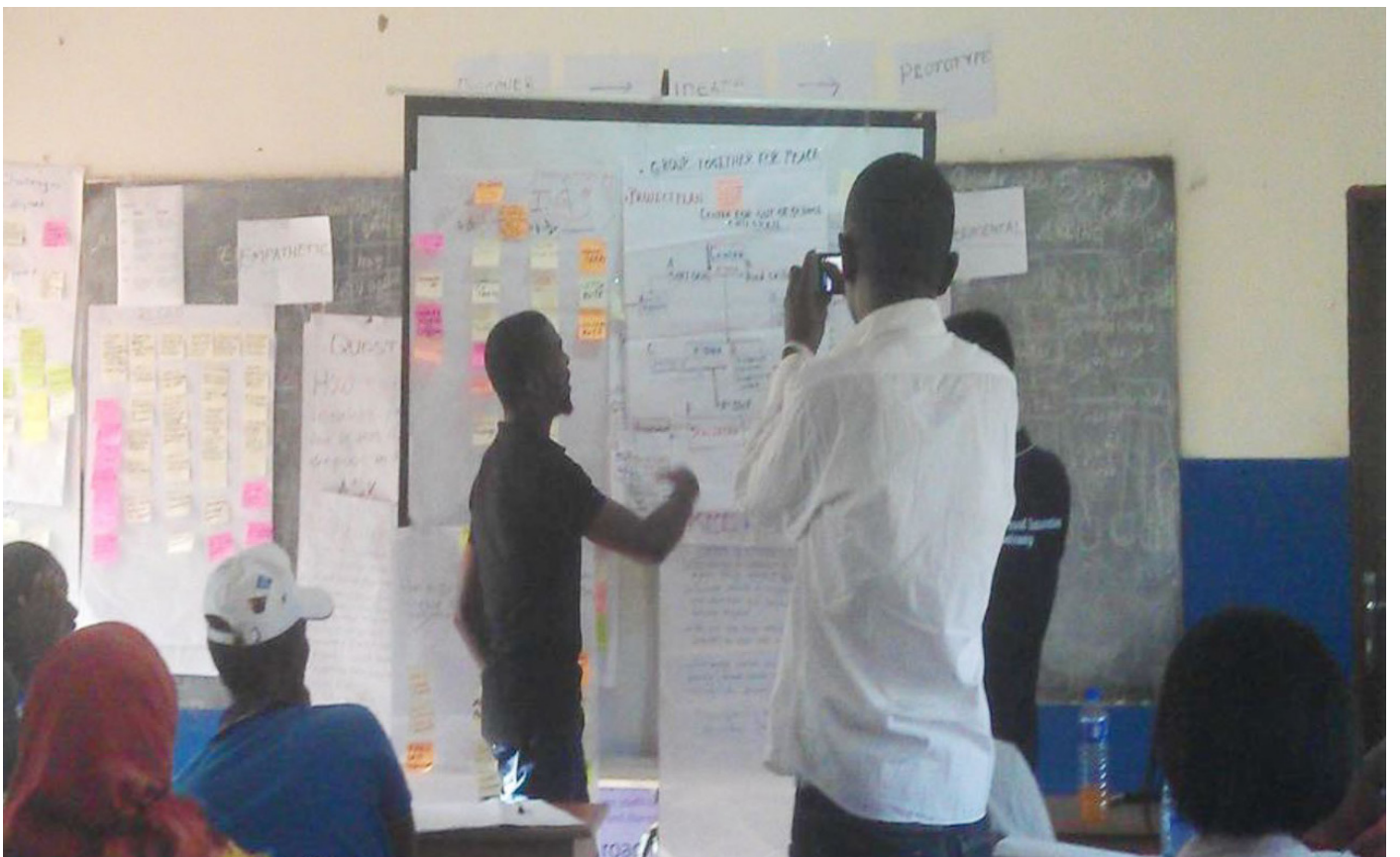
1. Trained to use the power of; Teamwork, partnerships, creative thinking, human centered design and creative capacity building methodologies to tackle individual and social challenges.
2. Building their skills in problem solving and understanding of social challenges
3. Promoting a culture of refugee youth and host community youth working together to improve their social lives and their communities at large. The livelihood innovation boot camp intends to build enabling self-organized learning environments in young people's lives on a peer-to-peer approach.

Beneficiaries

- 20 urban refugee youth
- 25 Nakivale refugee and host community youth leaders

Output

1. 45 youth leaders trained on innovation, social business and entrepreneurship in order to enhance their skills and abilities to be self-reliant.
2. Creative confidence among the youth enhanced through the trainings and workshop hence boosting their self-esteem and critical thinking to become innovators in their communities.
3. Critical and creative design thinking among people of concern fostered and promoted among both the host community and refugee youth in communities promoting collaboration and unity.
4. Potential partnerships and networking promoted among the youth through the participatory and networking sessions conducted during the trainings.
5. Youth trained on how to leverage the available and limited resources in their communities in order to impact on their peers and communities.
6. People of concern trained their fellow youth the skills attained during the workshop and how they can use these skills to transform communities greatly.
7. Community leaders, community organizations and entrepreneurs trained and encouraged to be innovative and support their fellow peers in communities during the workshop.



Innovation is the solving of the problem that gives ideas power, not an adjective slapped onto PowerPoint slides. The act of creating something, even if it solves a problem, should perhaps still not be considered an innovation

Brief Description of the innovate project



The project aims to enhance the human centered design, creative capacity building approaches, technology, and foster innovation among refugee led organizations. It tackles individual and social challenges affecting refugees and host population youth in Uganda.

The project empowers them to build their creative confidence in developing innovative solutions to their societal problems.

It also helps the organizations to develop business models which enables them to create resources to sustain themselves as they impact lives of people living around them as planned under the Rehope strategy.

Beneficiaries/impact:

40 youth

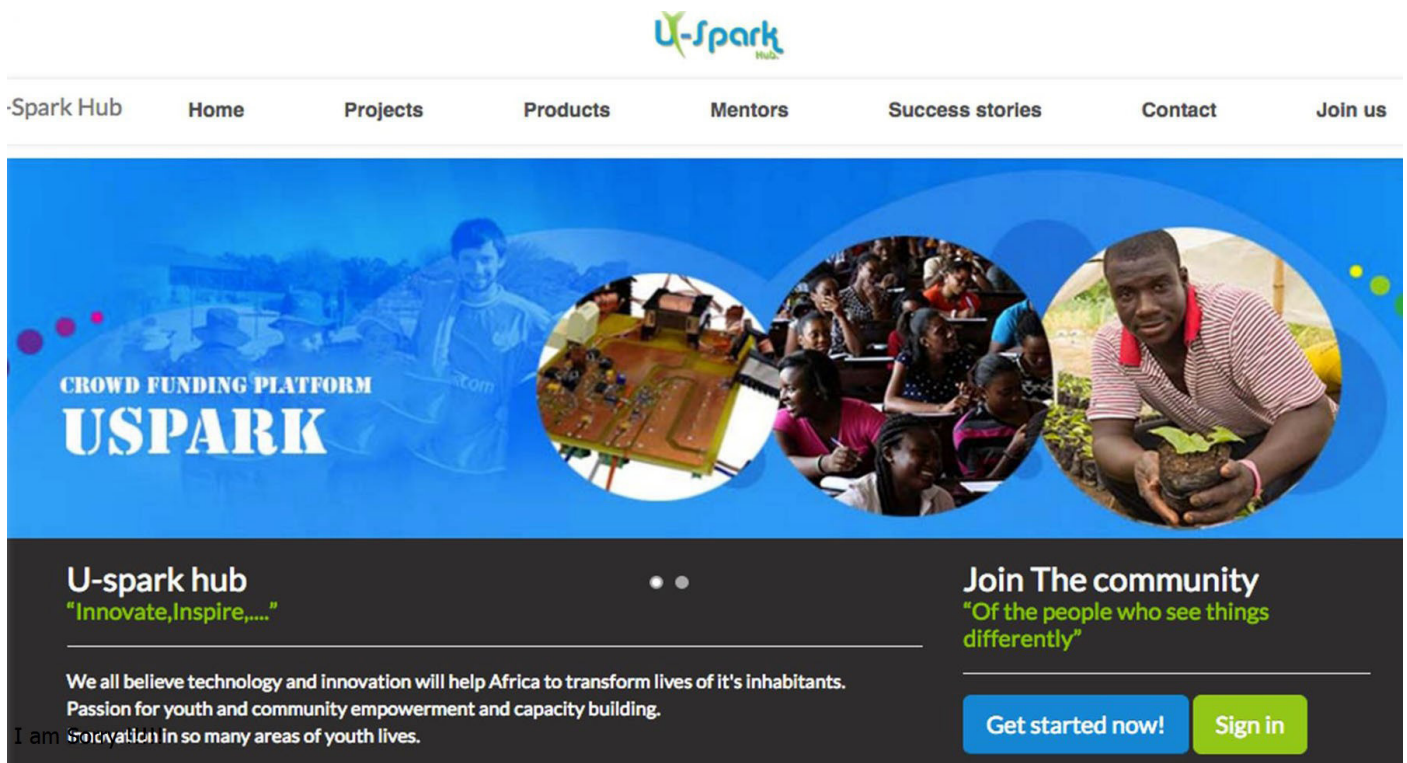
20 urban youth organizations

Out put

1. 40 youth brainstormed on ideas on how to tackle the internal organization challenges
2. Presentations from 40 participants on ideas on how to overcome internal challenges in the organization
3. Networking among youth both refugees and host community youth promoted
4. Human Centered Design concept, creative capacity building and innovation management understood
5. Critical and creative design thinking among people of concern fostered and promoted among both the host community and refugee youth in communities promoting collaboration and unity.
6. Community leaders, community organizations and entrepreneurs trained and encouraged to be innovative and support their fellow peers in communities.
7. Participants enhanced their creative confidence to design creative solutions towards their challenges in communities



3. U-SPARK HUB PROJECT



Brief description

U-Spark project aims to create a platform that is designed and built by, with and for youth to enhance fellow youth social innovations and enterprises initiatives in Uganda.

The project facilitates a peer to peer learning platform for youth where youth are trained to use the power of media and information technology for connecting youth innovators and entrepreneurs to peer support and mentorship, building their skills in marketing, networking and promoting culture of social ventures and enterprises.

U-spark delivers on;

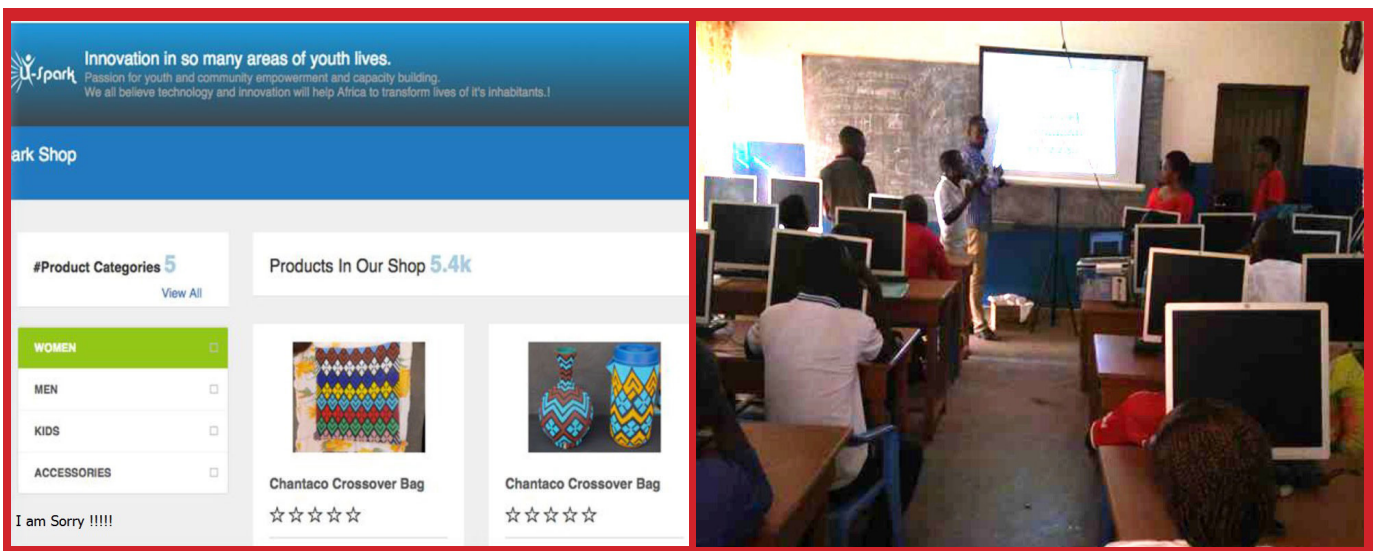
1. Community hub
2. Online platform

Beneficiaries/Impact

- 45 groups represented during the business marketing workshop
 - 65 youth entrepreneurs participated in the business marketing workshop from Nakivale settlement
 - 30 youth entrepreneurs in Nakivale participated in the u-spark online platform feedback session.
 - 1 Community innovation hub has registered 93 youth entrepreneurs 100 entrepreneurs trained on how to use U-Spark hub online platform
- U-Spark online platform launched (www.usparkhub.com) and currently has 40 registered innovators

Output

1. Entrepreneurs mapped out in the Nakivale settlement, assessed and guided on how to grow their businesses and create more job opportunities in their communities.
2. People of Concern (POC) trained on how to connect to existing markets both online and offline through the e-commerce U-Sparkhub virtual market space and physically to create more opportunities and linkages.
3. People of Concern trained on the significance of information technology in their businesses and how ICT can enhance their businesses in marketing and exposing them globally in the outside world.
4. People of Concern participated in the designing of the u-spark online virtual market space through the various feedback sessions conducted during the workshops and trainings in communities.
5. Community innovation hub established acting as an innovation space where community people will share ideas, network and co-create innovative solutions towards their societal challenges.
6. People of Concern trained on how to use the U-Spark platform through the user testing and training this led to majority of them signing up on the platform.
7. People of concern mentored and supported during the designing and improvements of their projects and businesses through technical support rendered to them.



Innovation is also co-creation. We purpose to drive an OPEN Future with the youths, public, private, academia & civil society. Our Challenge Driven works on developing new approaches, solutions through ideas generation, Start-up – stakeholder Collaboration. There's no better way to ensure a constant flow of new ideas than tapping into customers' or user's creativity.



Brief description

The Event gives a platform to refugees and host community youth to showcase their talents and innovations, be equipped with knowledge and enhance their skills. The event took place in Kampala at ISAB university.

Beneficiaries/Impact

310 participants

Participants from Kampala, Nakivale, Oruchinga, Kyakall and Rwamwanja Refugee settlements

Output

1. Youth innovators show cased their innovations at the exhibitions conducted at the forum and their potential to innovate creative community solutions towards their community challenges.
2. Youth showcased their musical talents and innovations at the forum and interacted with proclaimed and well established musician e.g. Mr Magada Ronald as known as (Maro) at the event.
3. Collaboration promoted among youth entrepreneurs and potential partnerships established among the youth who participated at the event.
4. Launching of U-Spark online platform achieved hence the online e-commerce, social business and crowd source funding finally launched at the event.
5. Mentorship support and guidance rendered to the youth present in the workshop through the interactive forums and panel discussions conducted during the event.

6. Students' innovators awarded at the event those with social innovations that they started in their schools under the school innovation challenge project.
7. Key panelists and organizations representatives present from UNHCR, WTU, OPM and IAU gave an opportunity to the youth present to always engage them for support under their programs they carry out.
8. Innovation and technology fostered through the panel discussions at the event among the congregation and participants present.



U-Spark project aims to create a platform that is designed and built by, with and for youth to enhance fellow youth social innovations and enterprises initiatives in Uganda. The project facilitates a peer to peer learning platform for youth where youth are trained to use the power of media and information technology for connecting youth innovators and entrepreneurs to peer support and mentorship, building their skills in marketing, networking and promoting culture of social ventures and enterprises.

U-spark delivers on;

- 1. Community hub**
- 2. Online platform**

Beneficiaries/ impact

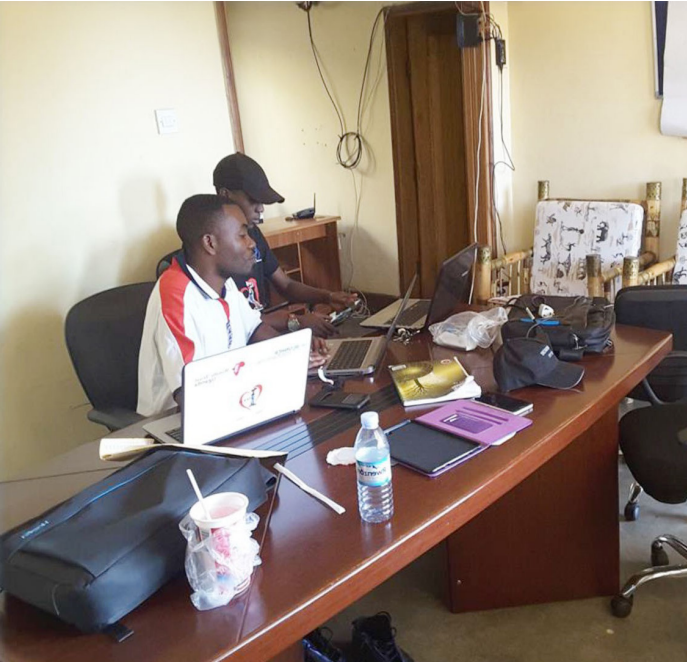
- People of concern and host community.
- 20 community organizations have undergone through the innovation hub programs.
- Over 60 people of concern and host community youth have registered and undergone through the innovation hub space.

Output

1. Potential partnerships established among the youth and community organizations such as PPDR, Unreasonable East Africa etc. at the hub space.
2. Brainstorming sessions, community workshops and seminars conducted at the hub through the entrepreneur activities carried out at the hub space.
3. Opportunities and linkages established at the such as marketing and branding opportunities in order to improve community organizations strategies in their organizations.
4. Capacity building trainings in the area of innovation, social business and entrepreneurship conducted at the hub space.
5. ICT and online sessions conducted at the hub such as registering the entrepreneurs on the online U-sparkhub virtual market space and conducting trainings in technology and use of information technology..
6. Computer trainings and resource center established at the hub space with support from organizations that donated ICT text books and reading books for the youth to improve on their reading etc.



U-SPARK COMMUNITY HUB SPACE
Nsambya –Off Henlon Road



ONE YOUTH ONE HEART INITIATIVE STATEMENT OF REVENUE AND EXPENSES YEAR ENDED 2016

Income	UGX
UNHCR/WTU GRANT	106,769,810
Others	350,000
Total Income	107,119,810
Expenditure	
Rent	5,000,000
Utilities	287,000
Furniture	5,160,000
Facilitation for trainings, assessment visits and progressive visits	47,608,000
Service providers on contract	6,400,000
Stationary	4,750,000
Maintenance	1,297,400
Meals and Refreshments	6,570,000
Awards	6,000,000
Internet	6,240,000
Marketing and Visibility	9,554,000
Airtime	810,000
Venue fees	5,100,000
General Expenses	2,000,000
Total Expenditure	106,776,400.00
Deficit/Surplus	343,410
As per 31/12/2016	-
UNHCR/IAU GRANT	60,000,000

FINAL ACKNOWLEDMENT AND SPECIAL THANKS TO:

UNHCR UGANDA	WTU UGANDA	OPM UGANDA
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Ms. Aidah Katende – Programme Officer at UNHCR Uganda	Mr. Meth Kasukaali WTU Program Development Manager	Mr.Kironde Emmanuel InterAid Uganda Senior Programs Officer
Ms.Jane Assimwe – Education Associate and Youth Liaison Officer at UNHCR Uganda	Mr. Fred Ssenooba WTU Finance and Administration Manager	Ms.Keiko Odashiro- Community Services Officer (UNHCR South Sudan)
Ms.Emily Byaruhanga - Programme's Officer (UNHCR Greece)		