



UNESCO
Youth Forum

Youth for change

10th edition • Paris • France
25-26 October 2017

10th UNESCO Youth Forum

Rethinking Youth Engagement with UNESCO

Day 0 - 24 October 2017: Introduction

14:30 - 15:00 Room X	Opening - Objectives of the Youth Forum
15:00 - 16:00	Ice Breaker
16:00 - 17:00 Room X	<p>Introduction to #ForYouth</p> <p>What are the issues that you are all passionate about and how can we tackle them?</p> <p>Here, we will explore a few key topics - as defined by you - in plenary and then quickly break into small groups to start exploring these topics in more detail.</p>
17:00 - 17:15 Room X	Inspiration Interlude #1
17:15 - 17:30 Room X	What's next?

Day 1 - 25 October 2017: #WithYouth

09:00 - 09:30 Room X	Opening remarks - Director-General of UNESCO
09:30 - 10:30 Room X	<p>#WithYouth - Young women and men co-shaping UNESCO's work</p> <p>How can young change-makers and UNESCO work most effectively together and collaboratively?</p> <p>A short presentation by UNESCO followed by Q&A.</p>
10:30 - 10:45	BREAK
10:45 - 11:00 Room X	Inspiration Interlude #2
11:00 - 13:00 Room X	<p>#WithYouth - What are the opportunities and constraints we need to address in the short-term in each of these topic areas?</p> <p>For each of the topic areas identified on Day 0, you will work together in small teams to brainstorm on what success looks like, what progress has already been made, what remains to be done, and what is stopping us from getting there.</p>
13:00 - 14:00	LUNCH
14:00 - 15:30	<p>#WithYouth - Pushing for solutions with UNESCO</p> <p>Building on the thinking from the morning, your teams will now be guided through a process which focuses on defining solutions that address some of the constraints noted above, in particular in partnership with UNESCO, and coming up with 1-2 recommendations for action.</p>

15:30 – 15:45	BREAK
15:45 – 15:55 Room X	Inspiration Interlude #3
15:55 – 17:15	<p>#WithYouth – Mashup and “pitching”</p> <p>Teams will be paired up in a role-play – one team will “pitch” the problem, the constraints, and the recommendations for actions and the other team will serve as the “UNESCO Panel”, providing constructive feedback.</p> <p>Teams will switch after 30 minutes.</p>
17:15 – 18:15 Room X	<p>#WithYouth – Team presentations to plenary</p> <p>Each team will have just 3 minutes (it will be timed!) to present the results of the day’s brainstorming to the plenary as a whole.</p>
18:15 – 18:30 Room X	Wrap-up (Interactive Exercise)

Day 2 – 26 October 2017: #ByYouth

09:00 – 09:15 Room X	Reflection on Day 1 and plan for Day 2
09:15 – 10:45	<p>#ByYouth – What support do I need as a youth change-maker? (Part 1)</p> <p>What is stopping me from creating the change that I am passionate about? Each of you identified a set of barriers that need to be overcome for your initiative/ idea to flourish. In this session and the next, small teams will explore these barriers and how a partnership with UNESCO may help to overcome them and truly accelerate your efforts.</p>
10:45 – 11:00	BREAK
11:00 – 12:15	<p>#ByYouth – What support do I need as a young change-maker? (Part 2)</p> <p>Teams will be re-formed to tackle the same questions as Part 1, but with a focus on a different barrier.</p>
12:15 – 13:30	LUNCH
13:30 – 16:30 Room X	<p>Designing “Regional Youth Spaces”</p> <p>Having support from other youth is key to the success of any youth initiative. How can youth create thriving “youth spaces” that fosters leadership and catalyze change, and what role can UNESCO play in this process? Small teams will be defined regionally, and then recommendations will be shared back with the plenary</p>
16:30 – 16:45	BREAK
16:45 – 17:45 Room X	<p>Closing session – Remarks from Distinguished Guests</p> <ul style="list-style-type: none"> • President of UNESCO’s General Conference • CEO of Perfect World, major sponsor of the 10th UNESCO Youth Forum
17:45 – 18:30 Room X	<p>The path forward</p> <p>What are the commitments that I, as a young change-maker, will make to build on the progress made over the past two days and sustain this momentum going forward?</p> <p>An interactive call to action.</p>

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