



African youth Goals



ACTIVITY BOOK

African
youth
Goals



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Young voices of africa.



Introduction:

The Young Voices of Africa is an organisation led by a diverse and dynamic group of young people (**Youth Leaders**) across the African continent and the African Diaspora. As a youth-led initiative, we are making our voices heard on issues affecting African youth, our communities, and the continent as a whole. Our mission is to promote the development of Africa by equipping young people with the skills and resources needed to succeed personally and professionally, while creating spaces where their voices are heard locally, nationally, and globally.

We envision a world where young Africans have access to the opportunities they need to reach their full potential and contribute meaningfully to the continent's growth. Through our work, we continue to put ideas into action, with a focus on Africa's development and the empowerment of its youth.

We believe that advocacy, education, youth empowerment, and the pursuit of development goals are vital to Africa's progress. These pillars are central to our work and our impact.

Our focus areas include youth and community development, social justice, human rights, sustainable development, climate change, entrepreneurship, education, and healthcare. We use diverse platforms such as social media, activism, art, research, public speaking, and creative media to amplify our voices and drive change.

Overall, Young Voices of Africa represents a powerful force for positive transformation. Our energy, creativity, and determination offer hope for a brighter future for Africa and the world.





AFRICAN YOUTH GOALS.



Introduction:

The African Youth Goals, consist of 15 key objectives, are a comprehensive framework constructed by young people and youth leaders from diverse backgrounds across the continent of Africa and the African diaspora. This collaborative effort reflects the collective aspirations and insights of the youth, ensuring that the goals are grounded in the lived experiences and perspectives of those they are designed to benefit. The inclusive process of developing these goals underscores the commitment to representing the diversity of voices within the African youth community, aiming for a more inclusive and participatory approach to addressing the challenges and opportunities faced by the continent's young population. Through this collective initiative, the African Youth Goals strive to be a relevant and impactful guide for policies and actions that contribute to the holistic development and empowerment of African youth.



The main reason:



The main reason behind the formulation of the 15 African Youth Goals is to comprehensively address the diverse challenges faced by the youth in Africa and the diaspora. Constructed by young people and youth leaders, these goals aim to promote holistic development, inclusivity, and active participation. By tackling issues such as education, employment, peace, security, and environmental sustainability, the goals seek to empower the youth, ensure their voices are heard, and provide a roadmap for positive change.

The collaborative nature of their construction reflects a commitment to inclusivity and representative solutions, fostering an environment where young people can contribute meaningfully to society and shape a prosperous future for Africa.



AFRICAN YOUTH GOALS.



The African Youth Goals, these are 15 key objectives constructed by young people and youth leaders from diverse backgrounds across the continent of Africa and the African diaspora. 2022 - 2024.

GOAL 01:



POVERTY

GOAL 02:



CONNECTING AU WITH
AFRICAN YOUTH

GOAL 03:



PEACE AND JUSTICE

GOAL 04:



FEMALE EMPOWERMENT

GOAL 05:



YOUTH ORGANIZATION AND
AFRICAN YOUTH PROGRAMS

GOAL 06:



ACTIVE YOUTH PARTICIPATION IN
POLITICS AND DECISION MAKING

GOAL 07:



ENTREPRENEURSHIP DRIVE AND
INVESTMENT IN AFRICAN AND IT YOUTH

GOAL 08:



TOLERANCE AND
INCLUSIVITY

GOAL 09:



EMPLOYMENT AND OPPORTUNITY
FOR THE YOUTH

GOAL 10:



DIGITALISATION CRISIS

GOAL 11:



PROPER INVESTMENT IN EDUCATION
FROM PRIMARY LEVEL TO UNIVERSITY
LEVEL IN RURAL AND URBAN AREAS.

GOAL 12:



CLIMATE CHANGE

GOAL 13:



SECURITY: PROTECTION FOR
THE YOUTH AND EDUCATING THE
YOUTH TO THE LAW

GOAL 14:



RESPECTING CONSTITUTION AND
AMENDMENTS OF DEMOCRACY

GOAL 15:



FREE MOVEMENT AND RECOGNITION
ON THE AFRICAN BORDER





Introduction to the African Youth Goals Toolkit.



What is the African Youth Goals Toolkit?

The African Youth Goals Toolkit is a dynamic and interactive resource designed to empower young people by providing structured, engaging, and accessible workshops that address key issues affecting youth across Africa and beyond. While the toolkit is rooted in the African context, its themes, learning experiences, and methodologies are relevant to youth worldwide. It provides a global framework for youth empowerment, helping young people everywhere develop skills, knowledge, and leadership qualities to contribute to their societies and influence positive change.

The toolkit serves as a collection of practical activities and workshops that can be used by youth organizations, educators, community leaders, policymakers, and international stakeholders who are committed to youth development and global progress.

What Does the Toolkit Contain?



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Aims and Objectives



The African Youth Goals Toolkit aims to equip young people with the skills, knowledge, and motivation to become active changemakers. While designed with Africa in mind, the toolkit is a universal resource that supports youth empowerment globally, reinforcing the principles of sustainable development, democracy, and human rights.

Its objectives include increasing youth awareness of political, economic, and social issues, promoting critical thinking and problem-solving, building leadership and teamwork skills, encouraging youth to contribute to sustainable development, and ensuring decision-makers integrate youth perspectives into policy-making.





Learning Outcomes

By participating in these workshops, young people will develop a deeper understanding of global and regional issues while learning practical skills that enable them to lead community projects, engage in advocacy, and influence positive change.

Participants will build self-confidence in expressing their opinions, debating key issues, and making informed decisions. They will also gain entrepreneurial and economic knowledge that will help them create employment opportunities for themselves and others.

Through these workshops, youth will develop a stronger understanding of civic responsibility, tolerance, and unity while enhancing their digital, environmental, and legal awareness. This will enable them to take on leadership roles and drive meaningful change within their communities.



Why Is This Toolkit Important?

The African Youth Goals Toolkit is more than just a learning resource—it is a catalyst for action. It empowers youth to take control of their future by fostering leadership, confidence, and civic responsibility.

For schools and youth organizations, this toolkit provides structured and easy-to-use workshops that encourage collaborative learning and teamwork. Educators and youth leaders can use it to foster discussions and develop practical skills that will prepare young people for active participation in society.

For policymakers and decision-makers, the toolkit highlights youth perspectives on key societal issues, helping to shape policies that reflect young people's needs and aspirations. By integrating these workshops into youth-focused policies and programs, decision-makers can create more inclusive and effective solutions.

The toolkit also serves as a platform for international cooperation by encouraging global organizations to support youth-led initiatives. It promotes cross-border dialogue, collaboration, and investment in youth development, fostering a united approach to global progress.





Toolkit for All Youth and Contribute to Global and African Development.

A Toolkit for All Youth, Everywhere

Although the toolkit is designed from an African youth perspective, its themes and activities are applicable to young people everywhere. The challenges of unemployment, education, digitalization, climate change, and governance are not unique to Africa but are global issues that require youth engagement and action. This toolkit is a call to action for youth worldwide to become proactive in addressing societal challenges, strengthening democratic values, and promoting sustainable development. It provides youth organizations, educational institutions, policymakers, and community leaders with a practical resource that fosters learning, dialogue, and action.

How Will It Contribute to Global and African Development?



The African Youth Goals Toolkit aligns with the African Union's Agenda 2063 and the United Nations Sustainable Development Goals. By educating and empowering youth, this toolkit will contribute to reducing youth unemployment, promoting entrepreneurship, strengthening democratic governance, enhancing economic growth, and addressing social challenges such as inclusion and digital access.

It will also foster climate action by engaging youth in environmental sustainability projects and provide them with the legal knowledge necessary to advocate for their rights and civic participation. By equipping young people with the tools they need to lead and create change, this toolkit empowers the next generation of leaders worldwide.

The future of Africa—and the world—is in the hands of its youth. This toolkit serves as a crucial step in unlocking their potential, ensuring their voices are heard, and fostering a collaborative global effort towards sustainable development and peace.





Connecting the toolkit with SDGs, EUYGs and HRE.



Introduction:

The African Youth Goals Toolkit is deeply aligned with global frameworks for sustainable development, youth empowerment, and human rights.

Connection to the Sustainable Development Goals (SDGs)



The toolkit supports multiple SDGs by addressing core challenges such as education (SDG 4), employment and economic growth (SDG 8), climate action (SDG 13), peace, justice, and strong institutions (SDG 16), and partnerships for development (SDG 17). By equipping youth with the skills and knowledge needed to tackle these issues, the toolkit contributes to achieving a more sustainable and equitable world.

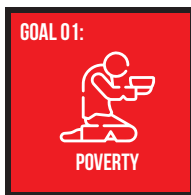
Connection to the European Youth Goals

The European Youth Goals, which focus on creating better opportunities and conditions for young people in Europe, share many similarities with the themes covered in this toolkit. Issues such as quality employment, mental health, education, equality, and youth participation in governance are addressed in both frameworks. This toolkit can be used beyond Africa to support youth organizations, schools, and decision-makers in Europe and other regions in their work towards achieving these goals.

Connection to the Universal Declaration of Human Rights

The toolkit promotes the values enshrined in the Universal Declaration of Human Rights, including the right to education, freedom of speech, political participation, and equal opportunities. Many of the workshops encourage youth to understand their rights, advocate for justice, and work towards building inclusive and fair societies. By aligning with human rights principles, this toolkit serves as a valuable resource for promoting dignity, respect, and equality worldwide.





"Building Bridges: Empowering African Youth Through the African Youth Goals" - **Duration:** 2 hours



Objective

The purpose of this workshop is to engage youth participants in exploring the African Youth Goals with a particular focus on **Goal 1: Poverty**. Through a mix of creative and interactive activities, participants will deepen their understanding of the root causes of poverty and develop action plans that can contribute to solving poverty-related issues in their communities.

Workshop Structure:

1. Icebreaker: "Map of Voices" (20 minutes)

Objective: Foster connection among participants and highlight the diverse voices across Africa.

Activity: Participants place stickers on a large map of Africa (or digital map if virtual), identifying their country or region of origin. They then briefly share a key challenge faced by youth in their region. This will establish a context for how poverty manifests differently across the continent.

Materials: large map of Africa, stickers, markers.



2. Group Discussion: What Does Poverty Mean to Us? (20 minutes)

Objective: Personalize the concept of poverty, allowing participants to reflect on how it manifests in their own lives and communities.

Activity: In small groups, participants discuss the following prompts:

1. What does poverty look like in your community or country?
2. What are the key factors contributing to poverty?
3. How does poverty specifically impact youth?



Each group presents a summary of their discussion to the larger group.

Materials: Flip charts, markers.





3. Creative Challenge: "Design the Solution" (45 minutes)

Objective: Foster creative problem-solving by encouraging participants to think of innovative solutions to poverty.

Activity: Participants are divided into teams and tasked with designing a campaign, initiative, or program that addresses poverty in their community, focusing on one specific element (e.g., **food insecurity, access to education, or job opportunities**).

Guidelines:

- Define the problem (e.g., **food insecurity**).
- Identify the target group (e.g., **youth, rural communities**).
- Propose a solution (e.g., **an urban gardening program, skill development for youth**).
- Design a creative way to communicate and implement the solution (e.g., **community mobilization, social media campaign, partnership with local government**).

Each group presents their solution in the form of a poster, video pitch, or short role-play.

Materials: Art supplies (posters, markers, magazines for collages), smartphones (**for video pitches**), presentation space.

4. Reflection and Action Planning (20 minutes)



Objective: Encourage participants to take actionable steps in their communities after the workshop.

Activity: Participants reflect on the creative challenge and write down two concrete steps they will take to support youth-focused poverty reduction efforts in their community. They can also collaborate with others to form teams for ongoing projects.

Materials: Journals or notepads, pens.

5. Closing Circle: Collective Vision (15 minutes)

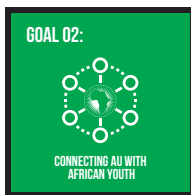
Objective: Create a sense of unity and shared purpose among participants.

Activity: All participants gather in a circle, and one person starts by stating a positive vision for African youth (e.g., **"I envision a future where no young person goes to bed hungry"**). Each participant adds to the vision as the circle continues, creating a collective vision for the future.

Key Outcomes (Short Version):

1. **Awareness:** Participants gain a deeper understanding of the African Youth Goals and youth poverty.
2. **Solutions:** Youth-led, creative actions to tackle local poverty will be developed.
3. **Community:** Stronger networks and lasting collaboration beyond the workshop.





"Bridging the Gap: Connecting the African Union with Youth Voices" **Duration:** 1 hour.



Objective

This one-hour workshop aims to actively engage youth participants in exploring **Goal 2: Connecting AU with Youth**. Through interactive discussions and creative activities, participants will explore how the African Union (**AU**) can better connect with youth and how young people can have a stronger voice in shaping policies and programs across the continent.

Workshop Structure:

1. Opening Exercise: "The AU and Me" (10 minutes)

Objective: Introduce the African Union and establish participants' understanding of the AU's role.

Activity: A quick interactive quiz about the African Union to gauge how much participants know.
Example questions:

- What is the African Union?
- What are some key areas the AU focuses on?
- How does the AU currently engage youth?

After the quiz, the facilitator gives a brief overview of the AU and introduces **AYGs - Goal 2: Connecting AU with Youth**.

Materials: Quiz sheets or a digital polling tool, short presentation slides.

2. Brainstorming Session: "Barriers to Connection" (10 minutes)

Objective: Identify barriers that prevent African youth from effectively engaging with the AU.

Activity: Participants are divided into small groups and given the prompt: "What challenges prevent young people from actively engaging with the African Union?" They write down their ideas on sticky notes and stick them to a large board or digital workspace. Some potential barriers might include lack of information, accessibility, representation, etc.

After the brainstorming, the facilitator briefly discusses the most common barriers identified by the groups.

Materials: Sticky notes, markers, a large board, or digital brainstorming tools (**Miro/Google Jamboard**).



3. Creative Challenge: "Youth Voice Blueprint" (25 minutes)



Objective: Encourage participants to propose innovative ways to connect youth with the AU and amplify their voices in decision-making.

Activity: Participants are asked to imagine they are advisors to the AU tasked with creating an initiative or platform to increase youth engagement with the AU.

Prompts:

1. What new platform or initiative would you design to connect youth with the AU? (e.g., social media campaigns, youth summits, leadership programs).
2. How would you ensure that youth voices from diverse backgrounds are heard and represented?
3. How would you make this platform sustainable and impactful over time?

Participants work in pairs or small groups to brainstorm and sketch out their ideas on large paper (or digitally if virtual). They then share their ideas with the group in short presentations.

Materials: Large paper, markers, or digital tools for presentations.



4. Reflection and Action Steps: "My Role in Connecting with the AU" (10 minutes)

Objective: Personalize the experience and encourage participants to think of their role in engaging with the AU.

Activity: Participants take 5 minutes to reflect and write down one actionable step they can take to engage with AU initiatives or advocate for youth representation within the AU (e.g., **joining a youth-led organization, participating in AU-related forums, or promoting AU youth programs**).

They briefly share their personal action step with a partner to reinforce commitment.

Materials: Notepads, pens.



5. Closing Circle: "One Voice, One Vision" (5 minutes)

Objective: End the workshop with a sense of collective vision and empowerment.

Activity: In a closing circle, participants each share one word or phrase that represents how they feel about connecting youth with the AU after the session (e.g., **"empowered," "hopeful," "motivated"**).

Key Outcomes

- Better awareness of the AU's role and youth engagement challenges
- Youth-led ideas to strengthen AU–youth connections
- Clear personal actions to help bridge the gap





"Pathways to Peace and Justice: Empowering Youth for a Harmonious Future" **Duration:** 1 hour.



Objective



To explore **Goal 3:** Peace and Justice through interactive, movement-based activities that engage participants physically and mentally, encouraging them to reflect on how youth can drive peace and justice in their communities.

Workshop Structure:

1. Opening Icebreaker: "Stand Up for Justice" (10 minutes)



Objective: Introduce the theme of peace and justice in a way that gets everyone moving and thinking.

Activity: The facilitator reads out various statements, and participants stand up if they agree or sit down if they disagree. Statements include:

- "Everyone deserves equal treatment regardless of race, religion, or status."
- "Peace is possible without justice."
- "Youth should play a leading role in shaping justice systems."
- "Speaking up can lead to positive change."

After the activity, the facilitator briefly discusses the participants' responses, introducing **Goal 3:** Peace and Justice.

Materials: None required.



2. Interactive Activity: "Breaking Free" (15 minutes)

Objective: Reflect on the concept of mental slavery and suppression through a physical, engaging activity.

Activity: This is a team-based movement game that symbolizes breaking free from mental slavery and oppression.

Setup: Divide participants into groups of 4-5. One person in each group is "tied" (**symbolically**) with a soft rope or piece of cloth around their wrists (**easily removed**).

The rest of the group represents "support" and works together to untangle and free the tied person. However, the group must follow certain rules (**e.g., only one person can touch the rope at a time, they must untangle it while blindfolded, etc.**) to symbolize how achieving justice can be complex.

After freeing their teammate, each group reflects on how they can "**free**" themselves or others from suppression in real life, focusing on mental, social, or systemic issues that need attention.

Materials: soft ropes or cloth strips for each group, optional blindfolds.



3. Movement Challenge: "Justice Journey" (20 minutes)



Objective: Encourage participants to physically and symbolically engage in solving real-world challenges for peace and justice through a movement-based activity.

Activity: This is a relay-style, problem-solving challenge with different stations that represent stages in the journey toward peace and justice.

Setup: Create 3-4 stations around the room or outdoor space. Each station represents a different obstacle or challenge that must be overcome to achieve justice:

1. Station 1: Silence Breakers: Teams must write down or shout out examples of injustices they see in their communities. They can't move to the next station until they've named at least three.

2. Station 2: Unity Walk: Teams must walk from one side of the room to the other while staying connected (holding hands, arms, or linked legs) to symbolize unity. If they break their connection, they must start again.

3. Station 3: Fair Judgement: Teams face a dilemma and must decide on a fair solution. An example dilemma could be a conflict over resources in their community, and they must present a balanced, peaceful solution.

4. Station 4: Peace Builders: Using simple objects like blocks or cups, teams work together to build a "peace tower," representing the foundation of justice. The tower must stand strong, symbolizing that peace is fragile but essential.

The first team to complete all stations and build a stable tower wins. After the challenge, groups discuss what they learned at each stage and how it applies to promoting justice in real life.

Materials: sticky notes or markers for Station 1, tape for Station 2, scenario cards for Station 3, and blocks or cups for Station 4.

4. Reflection: "We Are Today's Futures" (10 minutes)



Objective: Inspire personal reflection and commitment to peace and justice.

Activity: After the physical challenge, participants cool down with a reflective exercise. They sit in a circle, and each person shares a short reflection on the quote, "We are today's futures," or writes down one action they will take to promote peace and justice in their own lives.

Participants can also share one word describing how they feel after the session (e.g., "motivated," "empowered," "hopeful").

Materials: Notepads, pens.

5. Closing Activity: "Unity Dance" (5 minutes)



Objective: End on a positive and energetic note, reinforcing the themes of unity, peace, and justice.

Activity: Play an uplifting, rhythmic song that symbolizes unity or progress (**choose music relevant to the participants' culture**). Invite everyone to join in a simple dance circle, symbolizing the power of collective action and harmony in creating a just and peaceful world.

Materials: music player, optional percussion instruments.





"Audio Drama: Empowering Women Through Audio Drama" **Duration:** 1.5 hours.



Objective



This 90-minute workshop focuses on **Goal 4: Female Empowerment in Africa*** by using audio drama as a medium for storytelling. Participants will explore themes of female empowerment, barriers faced by women, and the importance of representation through collaborative scriptwriting and performance.

Age Group: Youth aged 15-25 years.

Workshop Structure:



1. Warm-up Icebreaker: "Sound of Empowerment" (10 minutes)

Objective: Energize participants and introduce the concept of empowerment through sound.

Activity: Each participant shares a sound or short phrase that represents empowerment to them (e.g., clapping, cheering, or a personal quote). As they share, they mimic the sound or phrase aloud.

Discussion: Facilitators introduce **Goal 4: Female Empowerment**, explaining how storytelling can amplify women's voices and experiences.

2. Introduction to Audio Drama (15 minutes)

Objective: Familiarize participants with the concept of audio drama and its potential for storytelling and advocacy.

Activity:

- Briefly explain what audio drama is and its components (scripts, sound effects, voice acting).
- Play a short audio clip (**3-5 minutes**) from YVA audio drama on YouTube or existing audio drama that highlights women's empowerment or addresses gender issues.
- Discuss as a group the themes they noticed, the emotions it evoked, and how audio drama can impact awareness and change.

Materials: audio clip (can be sourced from existing podcasts or audio dramas).



3. Group Activity: "Creating the Story" (30 minutes)



Objective: Collaboratively write a short audio drama that highlights female empowerment.

Activity:

- Divide participants into small groups (**4-5 people each**). Each group will brainstorm and develop a short script centered around a theme related to female empowerment (**e.g., overcoming obstacles, achieving leadership, advocating for rights**).
- Each group creates a 3-5 minute script, ensuring they include different characters (**e.g., a female leader, a supportive friend, a challenging figure**) and dialogue that showcases empowerment themes.
- Encourage creativity—groups can think about sound effects, character voices, and the overall message of their story.

Materials: paper, pens, and a timer to keep track of time.

4. Role-Playing: "Recording the Drama" (20 minutes)



Objective: Bring the scripts to life through performance and recording.

Activity:

- Each group selects actors for their characters and decides on sound effects to enhance the story.
- Groups perform their audio dramas in front of the rest of the participants. If possible, use a simple recording device (**like a smartphone or laptop**) to capture the performances, or simply perform live if recording isn't feasible.
- Encourage participants to embrace their roles, use different voices, and engage creatively with the story.

Materials: recording device (**optional**), props for dramatization (**optional**).

5. Listening Session: "Share and Reflect" (15 minutes)



Objective: Listen to each group's audio drama and reflect on the messages conveyed.

Activity:

- Play back the recordings (if applicable) or have groups present their performances live.
- After each performance, facilitate a discussion about the themes of empowerment, what resonated with them, and how they can apply these lessons in their lives.

Discussion Questions:

- What challenges did the characters face?
- How did the characters demonstrate empowerment?
- What could be done differently to support women in those scenarios?

Materials: None required



6. Reflection Circle: "Empowerment Takeaways" (10 minutes)

Objective: Encourage personal reflection and commitment to empowerment.

Activity: Participants sit in a circle and share one key takeaway from the workshop, such as a personal commitment to support female empowerment in their community or an action they can take moving forward.

Materials: None required.



7. Closing Movement: "Empowerment Chant" (10 minutes)

Objective: Foster a sense of unity and celebration of empowerment.

Activity: Create a simple chant or mantra related to female empowerment. Participants can work together to come up with empowering phrases, and then they repeat them together in a rhythmic manner.

Discussion: Tie the chant to the importance of community support and collective action in achieving empowerment goals.

Materials: None required.



Key Outcomes:



1. **Creative Expression:** Participants will express their understanding of female empowerment through the medium of audio drama, enhancing their storytelling and collaboration skills.
2. **Empathy and Awareness:** The workshop fosters empathy by exploring the challenges faced by women, allowing participants to understand different perspectives.
3. **Personal Commitment:** Participants will leave with a clearer understanding of how they can advocate for women's rights and empowerment in their communities.

Additional Notes:

- Facilitators should create a safe and inclusive environment for participants to share their thoughts and experiences related to gender equality.
- Consider inviting a local female leader or activist to speak briefly about the importance of empowering women in Africa and the impact of storytelling.

This 90-minute workshop utilizes audio drama as a creative and engaging way to explore female empowerment, allowing participants to connect through storytelling, performance, and discussion while developing actionable commitments for change.





"Empowering Change: Youth Organizations & African Youth Programs" **Duration:** 45–50 minutes.



Objective

To inspire youth to understand the power of youth organizations and programs in Africa, and to encourage leadership, collaboration, and social impact.

Age Group: Youth aged 15–25 years.

Workshop Structure:



1. Quick Icebreaker: "One Word, One Hope" (5 minutes)

Objective: Build connection and positivity.

Activity: In a circle, each participant shares one word representing their hope for their community.

Materials: None.

2. Overview: Youth Organizations in Africa (10 minutes)

Objective: Educate on purpose and impact.

Activity: Facilitator gives a concise talk with 2–3 inspiring examples of African youth programs (e.g., education, mental health, gender equality).

Materials: Slides or handout (optional).



3. Group Brainstorm: "Build a Youth Program" (15 minutes)

Objective: Encourage creative problem-solving and teamwork.

Activity: In groups of 3–4, youth quickly outline a program idea that addresses a community need.

Use a simple template:

- Name
- Problem it solves
- Activities
- Impact

Groups sketch ideas on paper.

Materials: Paper and markers.



4. Share & Shine: Quick Pitches (10 minutes)

Objective: Practice public speaking and peer learning.

Activity: Each group gives a 1-minute pitch of their idea. Brief positive feedback encouraged.

Materials: None.



5. Final Reflection: “My Empowerment Pledge” (5 minutes)

Objective: Personal commitment to action.

Activity: Each participant shares one action they’ll take to support youth empowerment in their lives or communities.

Materials: None.

Key Outcomes:

- Awareness of youth organizations’ role in social change
- Team collaboration and idea development
- Personal empowerment and action planning





"Youth Power: Active Participation in Politics and Decision-Making." **Duration:** 1.5hrs



Objective

This 90-minute workshop focuses on **Goal 6:** Active Youth Participation in Politics and Decision-Making in Africa. It aims to inspire and educate participants about the importance of youth involvement in political processes while also equipping them with tools to overcome barriers to participation.

Age Group: Youth aged 15-35 years.

Workshop Structure:

1. Warm-up Icebreaker: "Power Walk" (30 minutes)

Objective: Help participants understand privilege, barriers, and differences in access to political participation.

Activity: Line up participants side by side. The facilitator will read a series of statements (e.g., "Step forward if you have ever participated in a community meeting," "Step backwards if you think your voice is often ignored because of your age"). Participants take a step forward or backward based on their personal experiences.

Discussion: Reflect on how different experiences affect access to political participation. This highlights barriers that youth face, such as lack of representation, age, or resources.

Materials: None required.

2. What is Politics? Why Youth Matter (15 minutes)

Objective: Define politics and youth roles in leadership.

Activity: Ask: "What does politics mean to you?"

Give a short talk on politics and youth marginalization.

Share 1–2 African examples of youth-led political change (such as youth involvement in the Nigerian elections).

Materials: Flip chart or whiteboard (optional).



3. Group Activity: "Youth Voices in Leadership" (40 minutes)



Objective: Encourage participants to brainstorm and design strategies for enhancing youth participation in politics and decision-making.

Activity:

1. Divide participants into small groups (**4-5 people each**). Each group is tasked with creating a strategy to increase youth participation in decision-making in their community or country. The strategy should address specific barriers youth face, such as age restrictions, lack of support, or political stereotyping.
2. Groups should consider real-life actions such as mentorship programs, political awareness campaigns, or organizing youth councils. Encourage them to think of creative ways to mobilize youth in their communities.

Each group creates a brief action plan that includes:

The goal of their strategy

The steps to achieve it

Key stakeholders (**mentors, youth leaders, organizations**)



Materials: large paper, markers, and optional digital tools (tablets or laptops).

4. Closing Movement: "Step Into Leadership" (5 minutes)

Objective: End on a motivational note, reinforcing the idea of youth empowerment and leadership.



Activity: Participants take turns stepping forward, saying aloud, "I am the future leader of [their country/community]," while the group cheers them on. This simple movement reinforces confidence and unity.

Materials: None required.

Key Outcomes:

Clear understanding of youth roles in politics

Practical strategies for local engagement

Personal commitment to leadership and mentorship





"Innovate, Invest, Inspire: Driving Youth Entrepreneurship in Africa." Duration: 1 hour.



Objective



This 1-hour workshop focuses on **Goal 7: Entrepreneurship Drive and Investment in Africa and African Youth**. It aims to empower participants to embrace entrepreneurship by fostering innovation, creativity, and financial literacy. Through fun and interactive activities, participants will explore ways to develop sustainable business ideas, generate self-employment opportunities, and understand the basics of investment.

Age Group: Youth aged 15-35 years.

Workshop Structure:

1. Warm-up Icebreaker: "The Innovation Circle" (10 minutes)

Objective: Get participants to think creatively and collaboratively.

Activity:

- Arrange participants in a circle. One participant starts by naming a random object (e.g., "bottle"). The next person must quickly come up with a business idea or innovation that uses that object (e.g., "Create a company that makes eco-friendly reusable bottles").
- Continue around the circle, with each participant offering a different business idea based on the object mentioned by the previous person.

Discussion: Reflect on how simple objects or everyday ideas can lead to innovative business ventures.

Materials: None required.

2. Introduction to Entrepreneurship: "Why Entrepreneurship Matters" (10 minutes)

Objective: Explain the importance of youth entrepreneurship in driving Africa's economic development.

Activity:

- Engage participants in a quick brainstorming session: "What is entrepreneurship?" "Why is it important in Africa?" Write their answers on a whiteboard or flipchart.
- Discuss how entrepreneurship helps address unemployment, promotes innovation, and leads to self-sufficiency.
- Introduce examples of successful African youth entrepreneurs who started with small ideas and grew their ventures.
- Share the significance of investing wisely and how innovation can transform personal growth and community development.

Materials: whiteboard/flip chart and markers.

3. Group Activity: "Business in a Box" (25minutes)



Objective: Encourage participants to develop business ideas using limited resources, highlighting creativity and problem-solving.

Activity:

1. Divide participants into small groups of 4-5 people. Each group receives a "business box" (**can be imaginary or with simple items such as paper, pens, or random objects like string, tape, and paper cups**).
2. Their task is to come up with a business idea using only what is in the box. The idea should address a real problem faced by young people in Africa, such as unemployment or lack of access to education or technology.
3. They must also create a brief plan that covers:
 - The business idea and target audience
 - How it will generate income or solve a problem
 - A simple budget (**e.g., initial costs and expected revenue**)

Example: If their box has paper and string, they might come up with a business that produces eco-friendly notebooks from recycled paper.

Materials: Optional small items for the "business boxes" (**or participants can imagine the contents**).

4. Pitch Presentations: "The Elevator Pitch Challenge" (15 minutes)

Objective: Practice pitching business ideas concisely and effectively, just like in real-life entrepreneurial settings.

Activity:

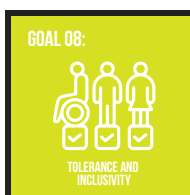
- Each group gets 2 minutes to pitch their business idea to the rest of the participants, simulating a quick pitch to potential investors or mentors.
- The facilitator and other participants will act as a panel of "investors," offering feedback and asking follow-up questions.
- Encourage participants to focus on the potential impact of their idea, the problem it solves, and why it's innovative.
- After all pitches are completed, hold a brief discussion on what made certain pitches stand out, highlighting creativity, feasibility, and presentation skills.

Materials: None required.

Key Outcomes:

- **Creativity and Innovation:** Participants will learn how to think creatively and use limited resources to develop business ideas.
- **Business Skills:** Participants will gain basic knowledge about creating business plans, pitching ideas, and understanding the principles of investment.
- **Confidence:** The activities will help build participants' confidence in their ability to start small and grow, with an emphasis on self-sufficiency and personal empowerment.





"United in Diversity: Celebrating Tolerance and Inclusivity"

Duration: 1.5hrs



Objective

The objective of this activity is to help young people experience and practice tolerance and inclusivity by encouraging dialogue, building empathy, promoting collaboration, and inspiring unity across differences, using the African youth perspective in a way that all youth can relate to.

Age Group: Youth aged 15-35 years.

Workshop Structure:

Start with a simple question to the group:

"What does tolerance mean to you? What about inclusivity?"

Briefly explain:

Tolerance and Inclusivity mean accepting and respecting everyone no matter where they come from, what they believe, or how they live. It's about celebrating differences and making sure no one is left out. In Africa, and everywhere, young people have the power to build unity across political, economic, religious, and cultural differences.

1. Warm-up Icebreaker: "Power Walk" (15 minutes)

Game: "Common Ground"

Everyone stands in a circle.

- The facilitator calls out statements like:
- "Step forward if you like music."
- "Step forward if you have siblings."
- "Step forward if you've ever felt left out."
- "Step forward if you believe everyone deserves respect."

After each statement, whoever relates to it steps into the middle of the circle.

Purpose: Show that even if we look or live differently, we share many common experiences.



2. Main Activity: "My Story, Your Story" (45 minutes)

1. Pair up participants randomly.
2. Each person has 5 minutes to tell a story about a time they felt:
 - **Accepted and included, OR**
 - **Excluded or treated unfairly.**
3. Partners listen without interrupting, focusing fully on understanding.
4. After sharing, partners work together to create a joint "Inclusion Poster":
 - **On one side:** Draw or write what exclusion feels like.
 - **On the other side:** Draw or write what inclusion looks and feels like.
5. Display the posters around the room. Participants can walk around and read each other's posters during a relaxed moment.

Purpose: Encourage empathy, help participants see how inclusivity strengthens us, and build storytelling and teamwork skills.

3. Group Reflection and Discussion (20 minutes):

Facilitator prompts:

- How did it feel to share your story and listen to someone else's story?
- What did you learn about inclusion and tolerance from this experience?
- How can we build more inclusive spaces at school, online, and in our communities?
- How do political, economic, and religious differences sometimes make tolerance harder?
- How can African youth lead the world in showing tolerance and unity?

Purpose: Connect personal experiences with bigger challenges in Africa and around the world. Empower youth to be leaders of inclusivity.

4. Final Creative Action: Unity Mural (10 minutes)

On a large paper or wall, each participant draws a handprint (**with markers or colored paper cutouts**). Inside the handprint, they write one action they will take to promote tolerance and inclusivity. The mural remains as a symbol of their commitment to building a more inclusive and united Africa — and world.

Materials Needed:

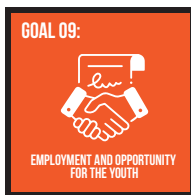
- Large paper sheets or poster boards
- Markers, crayons, or colored pens
- Tape, glue sticks, or pins for displaying
- Optional: background music for a welcoming atmosphere

Quick Summary of Learning Outcomes:

By the end of the workshop, participants will have:

- Understood the concepts of tolerance and inclusivity in real, personal terms.
- Gained skills in active listening, empathy, and creative communication.
- Reflected on the divisions young people face and how to overcome them.
- Built personal commitment toward promoting unity and celebrating diversity.





"Ignite Your Future Youth Employment and Opportunity Lab."

" **Duration:** 1hr.



Objective

This workshop, aligned with African Youth **Goal 9**, is designed to ignite the creativity and potential of young Africans in shaping their own future. The goal is to empower participants to not only envision meaningful employment and entrepreneurial opportunities but to actively create them. Through dynamic collaboration and problem-solving, youth will explore key skills, tackle real-world challenges, and develop innovative ideas that contribute to economic and social progress. This workshop will inspire them to take ownership of their future, recognizing that opportunities are not just something to find, but something to build—one idea at a time.

Age Group: Youth aged 15-35 years.

Workshop Structure:

1. Icebreaker: "The Dream Job Time Machine" (10 minutes)

Setup: Ask participants:

"Imagine it's the year 2035. You have your dream job or business. **What is it? Where are you? Who are you helping?**"

Activity:

Each participant shares their future self in 30 seconds.

Goal: Open their minds to possibilities beyond current limitations.

2. Mini-Talk: "Opportunities Around Us" (5 minutes)

Facilitator gives a quick, energetic overview:

- The African continent has the youngest population — a strength!
- Sectors growing fast: tech, agriculture, creative industries, green economy, health innovation.
- Skills that matter: creativity, digital skills, problem-solving, teamwork.
- Message: "Opportunities don't always come; sometimes we must create them!"



3. Main Creative Activity: "Opportunity Hackathon" (30 minutes)

Objective: Participants work in small teams to design an opportunity for youth employment (a business idea, a project, or a social innovation).



Steps:

1. **Team Formation (2 min):** Form groups of 4-5.

2. **Opportunity Cards (3 min):** Each group draws 3 cards:

- 1 Skill (e.g., leadership, coding, public speaking)
- 1 Challenge (e.g., youth unemployment, rural development, climate change)
- 1 Sector (e.g., agriculture, fashion, tech)

3. **Brainstorm & Design (20 min):**

1. They must create a "**solution**" using these cards.

2. **Output: a poster with:**

- Opportunity name
- Who it helps
- How it creates employment
- What skills are needed
- What makes it special

4. **Presentation (5 min):**

Each group does a fast 1-minute "**pitch**" of their idea.

4. Wrap-Up Reflection: "My First Step" (10 minutes)

Prompt: "What is ONE step you can take after this workshop to move closer to employment or creating your opportunity?"

Activity:

- Each participant writes their action on a sticky note and places it on a "Wall of Action" poster.
- Volunteers share aloud if they wish.

Closing Words from Facilitator:

"Your future is not something you find; it's something you create. Africa is rising and so are you!"





"Wired for the Future: African Youth & Global Digitalization" Duration: 1 hour.



Objective

This interactive and fun workshop explores digitalization challenges in Africa while helping all youth relate to them. It encourages participants to step into the shoes of African youth, compare global digital issues, and create inclusive solutions.

Age Group: Youth aged 15-35 years.

Workshop Structure:

1. Icebreaker: "Digital Access Passport"—The "Global Digital Gap Experience" (20 minutes)

Objective: Help participants experience digital inequalities, especially from an African perspective.

Activity:

1. Each participant receives a "Digital Access Passport" with a random digital status:

- "Unlimited Access" (**Fast Wi-Fi, digital skills, tech jobs**)
- "Limited Access" (**Slow internet, basic skills, few opportunities**)
- "No Access" (**No internet, no devices, digital exclusion**)

2. A quick simulation: The facilitator assigns a research task (e.g., "Find the latest tech innovation in Africa").

3. "Unlimited Access" participants can use their phones freely.

4. "Limited Access" participants can only ask others for help.

5. "No Access" participants must wait for second-hand information.

6. After 10 minutes, group discussion:

- How did different access levels affect their experience?
- What does this tell us about African youth's digital reality?
- How does this issue compare to digital access problems in other parts of the world?

Materials: Printed "Digital Access Passport" cards, smartphones (**if available**).



2. "Fake News Showdown" – Digital Literacy Game (30 minutes)

Objective: Teach participants how to identify misinformation—a major issue affecting African and global youth.



Activity:

1. The facilitator presents online news headlines (**some real, some fake**).
2. Participants are split into groups of 3-4, with each group having a headline - real news and fake news and try to identify if their news headline is real or fake.
3. After few minutes, each group must present their case if they were able to identify a real news headline or fake headline
4. After the facilitator explains clues to spot misinformation (**e.g., emotional language, fake URLs, lack of credible sources**).
5. **Bonus Challenge:** Ask participants who would like to share a time they encountered fake news and how they handled it.



3. Reflection & Next Steps: "My Digital Pledge" (10 minutes)

Objective: Get participants to commit to digital inclusion and awareness.



Activity:

1. Each participant writes one action they will take to improve digital access, literacy, or awareness in their community.
2. They share their pledges in pairs or small groups.
3. The facilitator closes the session by emphasizing how youth can take small steps to bridge the digital divide.

Materials: Post-it notes, pens.

Key Outcomes

- By the end of the workshop, participants will:
- Step into the shoes of African youth and understand their digitalization challenges.
- Recognize global connections in digital issues and solutions.
- Brainstorm and propose solutions for digital access, misinformation, and tech inclusion.



This fun, engaging, and relatable workshop allows youth worldwide to learn from Africa's digital challenges while thinking about solutions that impact all young people.





"The Education Maze— A Silent Journey: " Duration: 1.5hrs



Objective

This fun, engaging, and interactive activity allows youth to experience the challenges of education investment from an African youth perspective—while making it relatable to all youth. Using movement, creativity, and silent storytelling, participants will physically navigate the barriers and solutions in education.

Age Group: Youth aged 16-25 years.

Workshop Structure:

1. Icebreaker: "The Human ABC Energizer" (15 minutes)

Objective: Get participants energized while highlighting different education levels.

How It Works:

- Split participants into small teams (4-5 people each).
- Call out random letters (A, B, C...Z).
- Teams must use their bodies to form the letter within 5 seconds.
- After a few rounds, make it harder: Call out education-related words (e.g., "SCHOOL," "BOOK," "UNIVERSITY") and teams must work together to shape the word with their bodies.
- Debrief (2 min): Facilitator writes "EDUCATION = OPPORTUNITY" on a board and gestures for agreement or disagreement. Participants react nonverbally (thumbs up/down).

Takeaway: Some letters/words are easier to form than others—just like some youth have an easier education journey than others!

2. Main Activity: "The Education Maze – A Silent Journey" (1 hour)

Objective: Experience education struggles & successes through movement.

How It Works:

- Set up a "maze" using chairs, ropes, or tape in an open space.
- The maze represents the education journey with different challenges & opportunities at each station
- Participants must move through the maze silently (no speaking).



Maze Stations & Actions:

1. **No School Fees:** Must hop on one leg for 3 steps.
2. **No Internet Access:** Must close their eyes & feel their way for 5 steps.
3. **Scholarship Awarded!:** Can skip forward 3 spaces.
4. **Overcrowded Classroom:** Must walk squeezed together with 3 others.
5. **New Books Arrived!:** Can run forward freely.
6. **Forced to Drop Out:** Must walk backward 2 steps.
7. **Supportive Teacher Found:** Can choose a partner to walk with.
8. **University Graduation:** Cross the finish line!



Debrief (10 min):

Silent Reflection: Facilitator holds up cards:

- "What was hardest?"
 - "What helped you move forward?"
 - "Who made it through first? Why?"
-
- Participants respond using body language or quick drawings on a board.



Takeaway: The education journey isn't the same for everyone, and investment makes a difference!

3. The Silent Pledge for Education (15 min)

Participants draw or write one action they can take to support education. They place their pledges on a big poster labeled "Education for All—No One Left Behind." The session ends with a silent applause (hand waving).



Final Message:

Education struggles exist worldwide, but investment in learning helps ALL youth thrive.

Why This Works

1. Simple, engaging, and movement-based (**no lectures**).
2. Relatable to all youth, with an African youth lens.
3. Fun & interactive while delivering a powerful message.
4. Nonverbal approach allows deeper reflection & inclusivity.

Ready to navigate the education maze? Let's make learning accessible for all!





"Our Climate, Our Future:"

"Duration: 1.hr



Objective

This simple, fun, and engaging workshop helps youth understand the effects of climate change from an African youth perspective and encourages them to think about real solutions they can take in their communities.

Age Group: Youth aged 16-30 years.



Workshop Structure:

1. Icebreaker: "Climate Change Word Association" (10 minutes)

Objective: Get participants thinking about climate change in a fun and light way.



How It Works:

- Stand in a circle.
- The facilitator says a word related to climate change (e.g., "flooding," "pollution," "deforestation").
- The next person says the first word that comes to their mind related to that word (e.g., "rain," "water," "forest").
- Continue around the circle, with each person contributing one word.

Debrief: Ask participants how they feel about climate change after hearing all the words and if they see any connections between them.

Takeaway: Climate change is a big topic that affects many parts of our lives—everything is connected.

2. Main Activity: "Climate Change Impact & Solutions" (40 minutes)

Objective: Explore the impact of climate change and come up with simple solutions.

How It Works:

1. Split into 4 groups (each group represents a different climate change issue).

- **Group 1:** Flooding
- **Group 2:** Drought
- **Group 3:** Deforestation
- **Group 4:** Pollution



2. Each group gets a poster and markers to:

- Draw a picture representing the issue they're discussing.
- Write 2-3 simple solutions to the problem they are addressing (e.g., **plant trees to stop flooding, reduce water waste to fight drought**).



3. After 15 minutes, each group presents their issue and the solutions they came up with to the larger group.

Takeaway: Climate change can be solved with simple, local actions—and everyone has a role to play.

3. Personal Climate Action Plan (10 minutes)

Objective: Have each participant think of one action they can personally take to help fight climate change.

How It Works:

- Give each participant a notecard or piece of paper.
- Ask them to write down one simple thing they will do (e.g., **using less plastic, planting a tree, or saving water**).
- After writing, ask a few volunteers to share their actions with the group.
- End with a group photo of everyone holding their action plans as a reminder of their commitment.

Takeaway: One small change can make a big difference—and when many people act, the world changes.

Materials Needed:

- Markers, pens, crayons
- Posters or large paper for group drawings
- Notecards or paper for personal action plans



Key Outcomes

1. Simple, fun learning about the effects of climate change.
2. Participants create practical solutions to climate change that they can take to their communities.
3. Everyone leaves with a personal climate action plan.

Let's take action together! We can all make a difference in the fight against climate change!





"Youth, Security, and the Law Security: Protection for the Youth & Educating Youth on the Law." **Duration:** 2.hrs



Objective

This engaging and interactive workshop helps youth understand security and legal rights from an African youth perspective. It encourages them to recognize how laws protect them, why knowing their rights matters, and how they can stay safe in their communities and online.

Age Group: Youth aged 15-35 years.

Workshop Structure:



1. Icebreaker: "Law or No Law?" (15 minutes)

Objective: Get participants thinking about laws and their role in security in a fun way.

How It Works:

- The facilitator reads out different statements related to security and legal rights.
- Participants must move to one side of the room if they think it is a real law and to the other side if they think it is false.
- After each statement, the facilitator explains the correct answer, citing laws where applicable.

Example Statements & Explanations:

1. "In most African countries, it is illegal for children under 18 to work in dangerous conditions." (**True**)
Law Reference: The African Charter on the Rights and Welfare of the Child (Article 15) prohibits child labor that is hazardous or interferes with education.
2. "You have no right to refuse if a police officer stops you and asks for your phone password." (**False**)
Law Reference: Many African constitutions and data protection laws safeguard individuals' rights to privacy.
3. "If you are arrested, you have the right to remain silent and ask for a lawyer." (**True**)
Law Reference: The African Commission on Human and Peoples' Rights (ACHPR) ensures the right to legal representation and a fair trial.
4. "If a woman is sexually harassed at work, she must prove she said no for it to count as harassment." (**False**).
Law Reference: Many African labor laws define sexual harassment broadly, focusing on unwanted behavior, not just verbal rejection.
5. "Posting false information online can get you arrested in some African countries." (**True**)
Law Reference: Cybercrime acts in several countries criminalize spreading misinformation that causes public harm.



2. Main Activity: "Security Role-Play Scenarios" (1 hour 15 minutes)



Objective: Help participants understand real-life security risks and how to protect themselves.

How It Works:

1. Divide participants into 4 small groups. Each group receives a scenario related to security concerns African youth face.
2. Groups have 10 minutes to discuss and prepare a short role-play (2-3 minutes) showing the problem and how they would handle it.

3. After each group presents, the facilitator asks:

- What was the problem?
- What legal rights apply to this situation?
- How can youth protect themselves?



Example Scenarios & Laws That Apply:

Scenario 1: Police Encounters

Situation: A group of youth is stopped by the police and asked to hand over their phones without a clear reason.

Law Reference: Many African constitutions guarantee protection against unlawful search and seizure unless there is reasonable suspicion or a court order.

Correct Action: Youth should politely ask if the officer has a warrant or legal reason. If not, they can refuse and ask to speak to a lawyer.

Scenario 2: Online Safety

Situation: A young person receives messages from a stranger online, asking for personal information.

Law Reference: Cybercrime and Data Protection Laws protect individuals from online harassment, fraud, and unauthorized access to personal data.

Correct Action: The youth should not share personal details, block and report the user, and warn friends about such scams.

Scenario 3: Workplace Rights

Situation: A young woman working in a shop is not paid fairly and is threatened when she speaks up.

Law Reference: Labor laws in many African countries protect against unfair wages, workplace discrimination, and retaliation against whistleblowers.

Correct Action: The worker should document proof, report to a labor office or human rights organization, and seek legal help if necessary.

Scenario 4: Community Safety

Situation: A youth witnesses a crime but is afraid to report it due to fear of retaliation.

Law Reference: Whistleblower Protection Laws and witness protection programs help ensure the safety of individuals reporting crimes.

Correct Action: The youth can report anonymously through hotlines, legal aid organizations, or trusted community leaders.





Debrief: Discuss the laws and solutions for each scenario. Ask youth how they would react in similar situations.

Takeaway: Understanding security risks and legal rights empowers youth to protect themselves and seek help when needed.

3. Closing Reflection & Personal Action Plan (30 minutes)

1. Each participant receives a "Youth Security Pledge" card.
2. They write one action they will take to stay informed about their rights and security.
3. A few volunteers share their pledges with the group.
4. End with a group discussion:
 - What was the most important thing you learned today?
 - How can youth help each other stay safe?

Final Takeaway: Security starts with knowledge—when youth know their rights, they can protect themselves and others.

Materials Needed:

- Printed scenario cards
- Markers and paper for discussion notes
- Youth Security Pledge cards (or small paper pieces)

Key Outcomes

- Youth understand how laws protect them and their role in security.
- They learn how to react in real-life security situations.
- They leave with a personal action plan to stay informed and safe.

Knowledge = Protection! When youth understand their rights, they can build a safer future!





"Understanding & Respecting the Constitution and Democracy."

" Duration: 2 hrs



Objective

This interactive workshop helps youth understand why constitutions matter, how democracy works in Africa, and why respecting the rule of law is key to fair governance. It encourages youth to engage with democratic principles, recognize their rights, and advocate for necessary changes.

Age Group: Youth aged 15-35 years.

Workshop Structure:

1. Icebreaker: "Power Play – Who Decides?" (20 minutes)

Objective: Introduce the idea of government roles and constitutional power in a fun way.

How It Works:

1. The facilitator presents different real-life decision-making scenarios.
2. Participants discuss in small groups who has the power to decide:
 - The President?
 - The Parliament?
 - The Court?
 - The People (**citizens**)?

After each discussion, the facilitator reveals the correct answer, explaining the role of each branch of government.

Example Scenarios & Answers:

1. "Who has the power to change the voting age in your country?"

Answer: Parliament, because laws governing elections must be passed by the legislature.

2. "Who decides if the president can serve a third term?"

Answer: The Constitution, but amendments can be made with public participation and legislative approval.

3. "Who is responsible for making sure people can vote freely?"

Answer: The Electoral Commission, with oversight from the courts and civil society.

4. "Who has the power to demand changes in unfair laws?"

Answer: The People! Citizens can protest, petition, and vote for leaders who will push for change.

Debrief: Ask participants what surprised them and what role they think youth should play in governance.

Takeaway: Democracy is about shared power—youth have a role in shaping the laws and policies that govern them.



2. Political Terminology Breakdown (15 minutes)

Objective: Ensure all participants understand key political terms before the debate.
Facilitator explains each term with simple definitions and real-life African examples:



Key Terms & Definitions:

- **Constitution:** The highest law of a country that explains how the government should work and protects people's rights. (e.g., **South Africa's Constitution includes human rights protections.**)
- **Democracy:** A system where people have the power to elect leaders and influence laws. (e.g., **Presidential and parliamentary elections.**)
- **Amendment:** A change or addition to the constitution or laws. (e.g., **Kenya's 2010 Constitution was changed to allow devolution.**)
- **Parliament (Legislature):** A group of elected leaders who make and change laws. (e.g., **Ghana's Parliament.**)
- **President (Executive):** The leader of a country who enforces laws and represents the nation.
- **Judiciary (Courts):** The system of judges who interpret and apply laws. (e.g., **The Supreme Court ruling on election disputes.**)
- **Electoral Commission:** The body responsible for organizing free and fair elections. (e.g., **Nigeria's Independent National Electoral Commission - INEC.**)
- **Civil Rights:** The rights of individuals to freedom and equality. (e.g., **Freedom of speech, right to vote.**)
- **Civic Engagement:** Participation in political and community activities to improve society. (e.g., **Protests, voting, advocacy.**)

Activity: Ask youth to give examples of these terms in their own countries to make the session relatable.

3. Main Activity: "The Democracy Debate" (45 minutes)

Objective: Help participants think critically about constitutional rights, law amendments, and youth participation in governance.

How It Works:

- Divide participants into 2 groups. One group will argue for a proposed amendment, and the other will argue against it.
- Each group gets 15 minutes to prepare arguments based on real-life examples.
- Each side presents their case, followed by a short rebuttal and audience Q&A.
- Facilitators summarize key points and explain how democracy allows constitutional amendments and legal changes.





Example Debate Topics:

Topic 1: Should the voting age be lowered to 16?

For: More youth participation in democracy, younger citizens are politically aware.

Against: Lack of life experience, risk of influence by older generations.

Law Reference: Electoral laws determine voting age, but countries can amend them through legislation.

Topic 2: Should presidential term limits be removed?

For stability, experienced leaders should govern as long as they are elected.

Against: Prevents dictatorship, promotes fresh leadership.

Law Reference: Many African constitutions have term limits to prevent power abuse.

Topic 3: Should youth be allowed to run for president?

For: Young leaders bring fresh ideas, represent youth interests.

Against: Need for governance experience, risk of inexperience in leadership.

Law Reference: Constitutions set minimum age limits for political office.

Debrief: Ask youth which arguments were most convincing and how they feel about real-world democracy in their countries.

Takeaway: Democracy allows for debate, reform, and change. Youth voices matter in shaping the future.

4. Closing Reflection & Personal Action Plan (30 minutes)

1. Each participant writes one action they will take to learn more about their constitution or participate in governance.
2. Volunteers share their pledges.
3. Group discussion:
 - How can youth hold leaders accountable?
 - What can be done to increase youth involvement in democracy?

Final Takeaway: Respecting the constitution means knowing your rights, participating in democracy, and advocating for fair governance.

Materials Needed:

- Printed debate topics
- Markers and flipchart for group discussions
- Youth Democracy Pledge cards

Key Outcomes

- Youth understand how the constitution affects their lives.
- They learn how constitutional amendments work.
- They leave empowered to engage in democracy.

A strong democracy starts with informed youth who respect and advocate for their constitutional rights!





"Unlocking Africa: The Borderless Dream" **Duration:** 1.5hrs



Objective

This workshop aims to help youth understand the importance of free movement across Africa, how borders impact them, and the significance of recognition in promoting unity and collaboration across the continent. It encourages youth to think about how they can contribute to a world where all Africans are free to travel and work across the continent without barriers.

Age Group: Youth aged 15-30 years.

Materials Needed:

- Flipcharts, markers, and posters for group presentations.
- Scenario cards for the role-playing activity.
- Pens and paper for participants to write their action plans.
- Projector (optional for the presentation).

Workshop Structure:

1. Icebreaker: "Borderless World Challenge" (20 minutes)

Objective: Warm up the group, introduce the topic of borders, and set the tone for free movement.

How It Works:

1. **Setup:** Create a large circle in the room. Ask everyone to stand and share where they are from. As each person shares their country, they should connect with another person from a different country by walking across the room and shaking their hand (**symbolizing crossing borders**).

2. Then, ask the group:

- "How did it feel to move across the room freely and interact with someone from another place?"
- "What if this simple act wasn't allowed due to borders or restrictions?"

3. **Discuss** how free movement makes it easier for youth to learn from each other, travel, and work across borders without limitations.

Debrief:

- Introduce the importance of free movement as a human right and its significance for unity and cooperation across the African continent.
- Mention how borders and recognition can affect youth opportunities, such as in employment, education, and travel.



2. Role-Playing Activity: "The Borderless Youth" (40 minutes)

Objective: Allow participants to simulate the challenges and opportunities that come with free movement and recognition through role-playing.



How It Works:

The facilitator will give each participant a role to play. They can be one of the following:

- A young entrepreneur trying to expand their business across borders.
- A student wanting to study abroad in a different African country.
- A tourist seeking to explore new African cultures.
- A policymaker aiming to create laws to improve free movement and recognition across borders.
- A traveler facing challenges at a border checkpoint.



Scenario 1: Crossing the Border – The youth will act out a scenario where they have to deal with border authorities, visa restrictions, and lack of recognition when trying to travel or work across borders. The challenge is to find a solution to cross the border smoothly.



Scenario 2: Cross-Cultural Collaboration – A group of youth from different African countries tries to collaborate on a project but faces difficulties in terms of recognition and movement across borders. How can they overcome the challenges and work together?

Debrief:



1. After the role-playing, facilitate a group discussion about the emotional and practical challenges faced during the activities.

2. Key points to highlight:

- The importance of trust and recognition in overcoming barriers.
- How unity and shared goals can help break down barriers in a way that benefits all of Africa.
- How real-world solutions can create opportunities for youth to move freely and be recognized across borders.



3. Action Plan: "Your Role in Free Movement" (30 minutes)

Objective: Allow youth to reflect on their own role in promoting free movement and recognition across Africa.



How It Works:

Ask each participant to write down one action they can take to support free movement and recognition. It could be:

- Advocating for less restrictive travel policies.
- Promoting a sense of unity across African countries on social media.
- Engaging in youth-led initiatives that work on improving recognition and mobility.
- Supporting the creation of digital ID platforms.



Group Sharing:

Participants share their actions with the group. Discuss how these individual efforts can contribute to a larger movement for free movement and recognition.

Key Takeaways: Free movement and recognition across African borders are critical for youth empowerment, unity, and cooperation.





Authors & Contributors

The African Youth Goals Activity Book is a youth-led educational resource developed by Young Voices of Africa (YVA), a pan-African youth network dedicated to empowerment, civic engagement, and sustainable development across Africa and the diaspora.

The main author and designer of the toolkit is Kelvin Akpaloo, a Ghanaian-Irish youth educator, creative facilitator, and spoken word artist. As the Founder and CEO of YVA, Kelvin brought his expertise in youth work and interactive digital media to create most of the activities in this toolkit. He also incorporated ideas generated by YVA Ambassadors from Sierra Leone, Ghana, and Ireland, ensuring the book reflected diverse experiences and voices. Although Kelvin led the development, every step was reviewed and critiqued by the YVA Board, Leaders of Ambassadors, and Ambassadors, staying true to YVA's core value of collective decision-making and youth ownership.

Fatima Elzahra Ismail, President of the YVA Women's Forum and Ireland's Climate Youth Delegate to the UNFCCC, played a crucial role in proofreading, refining ideas, and ensuring alignment with the African Youth Goals.

Alhassan Kallon, Co-founder and Vice President of YVA from Sierra Leone, contributed activities developed during local YVA projects and has led advocacy for integrating the toolkit into school programs.

Marwa Zamir, a YVA Ambassador in Ireland and refugee rights advocate, contributed to the Terminology List and supported content editing to make the toolkit accessible and inclusive.

This activity book is not just a product of African youth; it's a gift from our perspective to the world. The issues addressed such as education, inequality, climate, gender justice, and youth empowerment are deeply intersectional and global. While rooted in African realities, this toolkit was created for all young people to reflect, learn, and act on the pressing challenges they face in their own communities.

All contributors to this toolkit are volunteers. With limited financial resources and no external publisher, the book was made possible through the self-funding, creativity, and commitment of YVA members and ambassadors. We are proud to have shared this work in partnership with Global Education Time (GET) Ireland, where it was featured in their educators webinar and could be used in some schools in Ireland, due to the interest of teachers that attended the webinar, seeing it as a great tool to use to empower their students.

This toolkit is more than a learning guide; it's a statement of youth resilience, collaboration, and vision for a better, more united world.





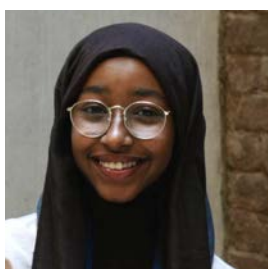
Authors & Contributors

The minds and hearts behind the African Youth Goals Activity Book



YVA Founder/CEO

Kelvin Akpaloo is a Ghanaian-Irish youth educator, creative facilitator, and spoken word artist. He is the founder and CEO of Young Voices of Africa (YVA), promoting inclusion, civic engagement, and sustainable development. Kelvin has facilitated EU Youth Conferences in Ghent, Budapest, and Lublin, and represented Ireland in EU Youth Dialogues. With over a decade of experience, he integrates arts, activism, and global education across Africa and Europe. He's co-author of *We Have a Dream* and has worked with organizations like YMCA, NYCI, and Concern Worldwide.



YVA President of the Women's Forum

Fatima Elzahra Ismail is a Sudanese-Irish youth advocate and Ireland's Climate Youth Delegate to the UNFCCC. She began activism at 13 and has since worked in grassroots education, policy, and international advocacy. Fatima helped deliver the EU Youth Conference, represented Ireland at the EESC, and is a Ben Franklin Transatlantic Fellow. She's worked with UNICEF, UCD, and Spunout, and serves on the EU Youth Dialogue Core Group at NYCI. Fatima is passionate about empowering marginalized communities and advancing youth-led climate justice across Africa and Europe.



YVA Co-Founder/Vice President

Alhassan, originally from Sierra Leone, is a youth leader and ambassador passionate about African development and cultural identity. As Co-Founder and Vice President of Young Voices of Africa (YVA), he is committed to amplifying African voices and exploring how diverse perspectives shape global understanding. His work focuses on youth empowerment, pan-African collaboration, and creating platforms that celebrate African heritage and lived experiences.



YVA Advocacy Officer

Marwa Zamir is an Afghan-born youth advocate and law student at Maynooth University. Arriving in Ireland as a refugee, she overcame language barriers to become a leading voice for asylum seekers and refugees. Marwa serves on the UNHCR Refugee Advisory Board and works with the Irish Refugee Council. She co-authored *Tight Spaces*, now part of Ireland's Junior Cert curriculum, tackling racism and bullying. Active in NYCI and UNITE 2030, Marwa is committed to education, social justice, and youth empowerment through storytelling and policy change.





Terminology List.

Welcome to the Terminology List, here you'll find clear, youth-friendly definitions of key words and concepts used throughout the African Youth Goals Activity Book, helping you better understand, reflect, and take action with confidence.

General Terms

- **African Youth Goals (AYGs):** A set of 15 objectives developed by African youth to address challenges and opportunities for youth development across the continent.
- **Agenda 2063:** The African Union's strategic framework for socioeconomic transformation and integration by 2063.
- **Diaspora:** Communities of people of African origin living outside the continent.



Acronyms

- **AU (African Union):** A continental organization promoting unity, peace, and development among African nations.
- **SDGs (Sustainable Development Goals):** A UN-led global agenda with 17 goals to achieve peace and prosperity by 2030 (e.g., SDG 4: Quality Education).
- **EUYGs (European Youth Goals):** A framework by the EU to address youth priorities like employment and inclusion.
- **HRE (Human Rights Education):** Learning about rights and freedoms to promote equality and justice.



Sidebar for First-Time Users



- **SDGs** = Sustainable Development Goals (**UN's 2030 agenda**).
- **AU** = African Union (**continental body for unity and development**).
- **HRE** = Human Rights Education (**teaching about equality and justice**).
- **EUYGs** = European Youth Goals (**EU's youth empowerment framework**).



Contact



**Unleashing the power of youths,
Building the future of Africa.**

To join the movement or know more about our us and the goals you can check our website

<https://youngvoicesofafrica.net/>

You can also follow Young Voice of Africa on social media.



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