S4YE'S IMPACT PORTFOLIO- A FACTBOOK

S4YE
SOLUTIONS FOR YOUTH EMPLOYMENT

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S4YE IMPACT PORTFOLIO FACTBOOK OVERVIEW

About Solutions for Youth Employment (S4YE)

S4YE is a multi-stakeholder coalition that aims to provide leadership and resources for catalytic action to increase the number of young people engaged in productive work.

S4YE's Steering Committee members include the World Bank Group, Accenture, The Rockefeller Foundation, Mastercard Foundation, Microsoft, Plan International, International Youth Foundation (IYF), Youth Business International (YBI), RAND Corporation, the International Labour Organization (ILO), the Governments of Norway and Germany, and the UN Envoy for Youth.

The S4YE Secretariat is housed in the Jobs Group of the Social Protection and Jobs Global Practice at the World Bank Group. S4YE is supported by the Jobs Umbrella Multidonor Trust Fund (MDTF) which includes UKAID, SIDA, Austrian Development Corporation, German Federal Ministry of Economic Cooperation and Development and Norwegian Ministry of Foreign Affairs.

S4YE IMPACT PORTFOLIO FACTBOOK OVERVIEW

S4YE Impact Portfolio

The S4YE ecosystem consists of a *Private Sector Advisory Council*, a network of 35 companies; a *network of World Bank youth employment projects* which have a combined commitment of 17.47 billion USD for 150 lending operations in 69 countries and a *Youth Advisory Group* to integrate youth voice into technical activities and decision-making. The fourth pillar of this ecosystem is the *Impact Portfolio (IP)*, a live learning laboratory through which practitioners learn, showcase, and support the scaling of innovative youth employment interventions. Launched in January 2017, the IP started as a network of 19 high-potential and innovative youth employment projects. As a community, the IP has produced several knowledge products and led webinars and operational clinics. S4YE curated ongoing micro-innovations from these 19 projects to publish the S4YE Impact Portfolio Report. Following the success of the first cohort, in FY 2019, S4YE expanded this network to 44 member projects.

S4YE Impact Portfolio Factbook

Impact Portfolio Factbook highlights a variety of approaches and designs used by the 44 youth employment programs that make up the S4YE IP community. It is based on information collected during surveys and consultations that the S4YE secretariat conducted with these member projects. Throughout these discussions, we heard interesting examples of how projects are designing a variety of models to prepare young people for productive work and entrepreneurship pathways, which have been documented in this Factbook. We hope that the variety of practices highlighted in this Factbook can help the learning agenda for the broader youth employment practitioner community. It should be noted that this Factbook is only meant to provide a quick snapshot of each project and is not an assessment of projects' final impact, as most of these interventions are still being implemented.

GEOGRAPHICAL DISTRIBUTION

The S4YE IP spreads across the globe, covering
6 regions and 38 countries.
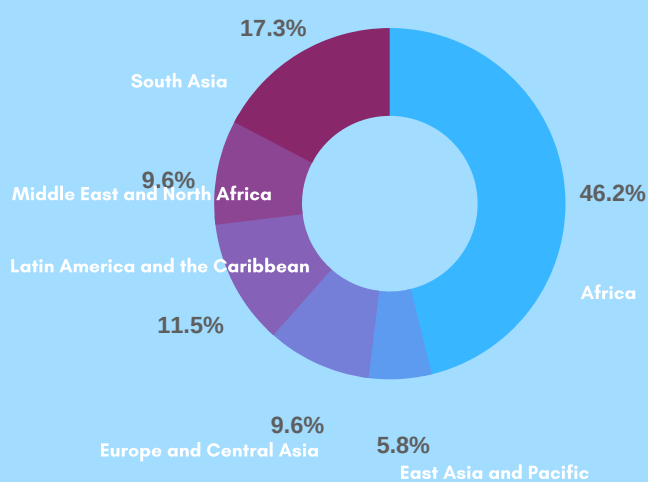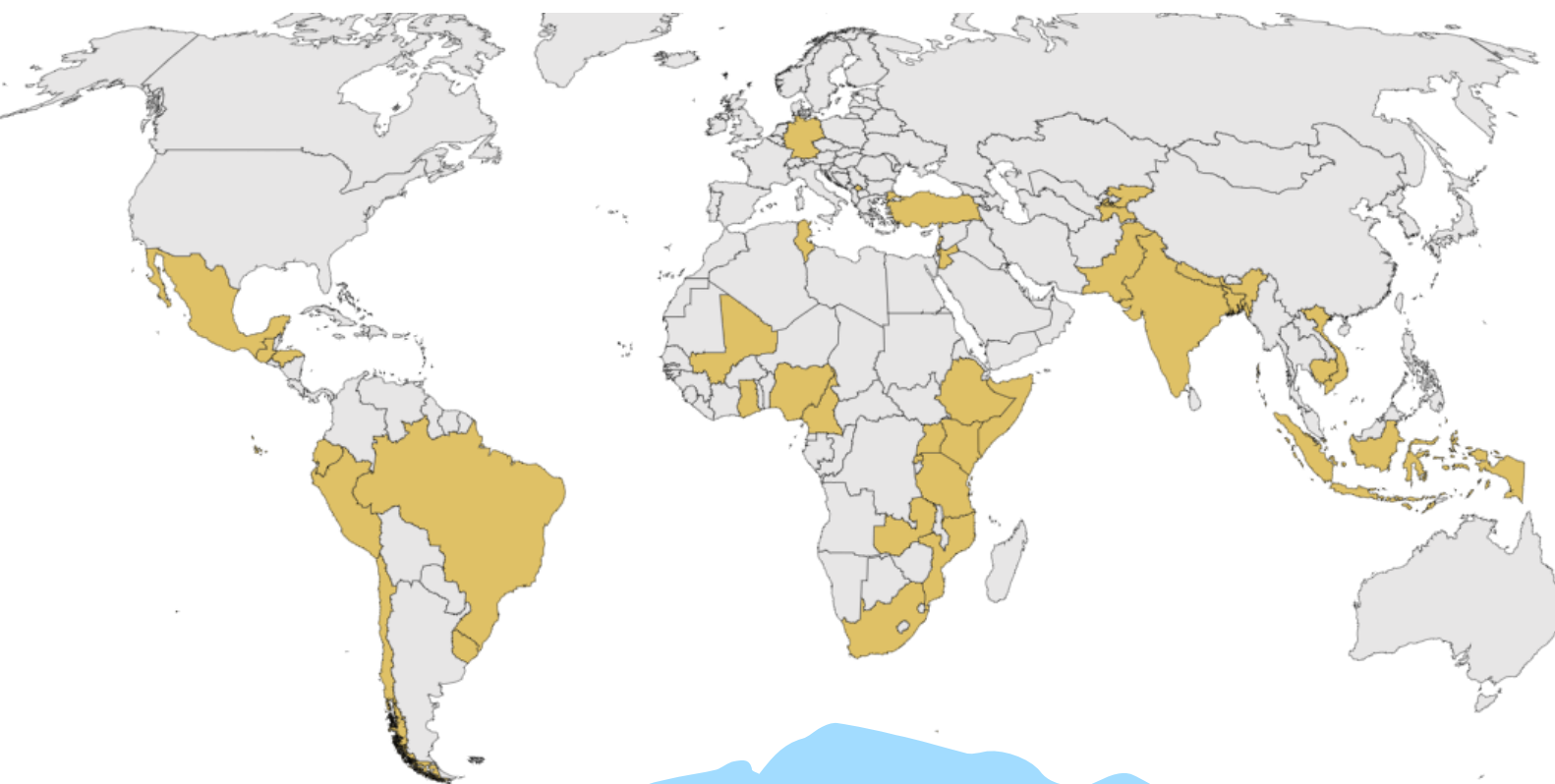
REGIONAL

DISTRIBUTION OF IP PROJECTS

S4YE IP covers Africa, South Asia, Middle East & North Africa, Latin America & the Caribbean, Europe & Central Asia and East Asia & Pacific, with the strongest representation in Africa.

17.3%
South Asia

9.6%
Middle East and North Africa

Latin America and the Caribbean

11.5%

9.6%
Europe and Central Asia

5.8%
East Asia and Pacific

46.2%
Africa

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YOUTH TARGET POPULATION

Many of IP projects exclusively target youth with a specific vulnerability criteria. To reach those youth, an IP project usually has an explicit targeting strategy . Among the present cohort of IP projects, *closing the gender gap*, *enabling rural youth* and improving employability of *youth with low education levels* are the prevailing themes.

Who do we target?

Women & Girls
81%

Rural Youth
58%

Youth with Low Education
51%

Extreme Poor
23%

Youth with Disabilities
16%

Displaced Youth
16%

PROJECT DESIGN

What kind of services do the IP projects provide ?

93% **Training & Skills Development**

Project design includes either technical, vocational, behavioral, or non-cognitive skills training for youth.

77% **Employment & Intermediation Services**

Project design includes the use of either information systems or provides job search assistance, counseling, transport subsidies, mobility grants to youth.

74% **Capacity Building & Information Provision**

Project design includes either providing matching grants, training programs, consulting services, or information provision to youth entrepreneurs or youth led firms.

33% **Address Financial Constraints**

Project design includes either providing lines of credit, guarantees, grants, asset-based finance, or other alternative forms of debt.

COMPOSITION OF IMPACT PORTFOLIO

PROJECT	ORGANIZATION(S)	COUNTRY(S)	PAGE
Accelerate Prosperity	Aga Khan Development Network	Pakistan, Tajikistan, Kyrgyz Republic	10
Bridge. Outsource. Transform (B.O.T)	Digital Opportunity Trust	Lebanon	11
Buildher	Buildher	Kenya	12
BUCSBIN	Oulu University of Applied Sciences	Nepal	13
CADERH Code School	CADERH	Honduras	14
Digital Ambassador Program	Digital Opportunity Trust	Rwanda	15
Digital Data Divide (DDD)	Digital Divide Data (DDD)	Cambodia	16
Educate!	Educate!	Uganda	17
Education for Youth Empowerment (EYE)	Save the Children	Bangladesh	18
Empower Youth for Work (EYW)	Oxfam Novib	Bangladesh, Ethiopia, Indonesia, Pakistan	19
Empowering Young Women	Laboratoria	Peru, Mexico, Chile, Brazil	20
Training Ecosystem - Enablecode	Enablecode	Vietnam	21
ENABLE-TAAT Project	IITA Youth Agripreneurs	DR Congo, Kenya, Uganda and others	22

COMPOSITION OF IMPACT PORTFOLIO

COMPOSITION OF IMPACT PORTFOLIO

PROJECT	ORGANIZATION(S)	COUNTRY(S)	PAGE
Programa Valentina	Programa Valentina	Guatemala	35
Project Octopus	Knack.it Corporation	India, South Africa	36
ReBootKamp (RBK)	RBK For Training	Jordan, Tunisia, Palestine	37
Rise of Digital Artisans	Mentec Foundation	South Africa	38
Girl-led Innovation & Entrepreneurship Program	Asante Africa Foundation	Kenya	39
Sama Impact Solutions	Samasource	Kenya	40
Skilling for Sustainable Tourism	VVOB	Ecuador	41
Skills to Succeed	Accenture	South Africa	42
Supporting Job Creation	Education for Employment	Tunisia	43
The Next Economy	SOS Children's Villages	Nigeria, Somalia, Mali	44
Tounes Ta3mal	Silatech	Tunisia	45
U-LEARN 2	Swisscontact	Uganda	46

COMPOSITION OF IMPACT PORTFOLIO

PROJECT DESCRIPTIONS OF THE 44 IMPACT PORTFOLIO PROJECTS

Accelerate Prosperity
Aga Khan Foundation (AKF) and Industrial Promotion Services (IPS) Aga Khan Fund for Economic Development (AKFED) – Pakistan, Tajikistan and Kyrgyz Republic

http://accelerateprosperity.org/

OTHER FEATURES

- AP's **entrepreneur-led mentorship networks** use a **hub-and-spoke model**, incentivizing urban industry leaders to develop established entrepreneurs in rural towns as local mentors. This makes mentorship support more accessible to youth entrepreneurs in rural areas.

- AP uses AKDN's local industry networks to source its mentors. AP also uses **AKDN's global network to source diaspora entrepreneurs and investors** and engage them to contribute back home through mentorship and investments.

PROJECT DESCRIPTION:

Accelerate Prosperity (AP) is a new global initiative of the Aga Khan Development Network (AKDN) aimed at supporting business start-ups and Small and Growing Businesses (SGBs), with a focus on women and youth entrepreneurs in rural regions and small towns. AP combines lean startup business modeling methodologies, mentorship, angel investment networks, a digital deal flow platform, blended learning and gender-lens and youth-lens approaches and pioneers these services in towns that have previously been excluded. AP supports beneficiaries non-financially and financially, introducing financing tools such as patient and tailored debt and quasi-equity to regions that have no exposure to these innovative financing tools.

In most cases, AP services are anchored in AKDN's wider efforts to address binding constraints to business growth in rural settings (e.g. investments in energy, telecoms, infrastructure) and work on upgrading promising agriculture and non-agriculture value chains as well as employable and soft skills. These investments reduce business risks and expand opportunities for youth entrepreneurship.

TARGET POPULATION:

AP targets a wide range of entrepreneurs from rural towns and peri-urban settings, with a focus on women and youth (aged 16 to 30), including low income, refugee and migrants, unemployed and those who have not completed primary or secondary education.

Bridge. Outsource. Transform (B.O.T)

Digital Opportunity Trust (DOT) - Lebanon

http://letsbot.io/

OTHER FEATURES

- B.O.T is **Lebanon's first impact sourcing platform** providing digital services executed by youth especially **women and youth with disabilities**.

- B.O.T is currently developing an **online learning platform** to 1) provide in-need training for freelancers working on its platform and to 2) ensure quality pre- and post-delivery of jobs.

PROJECT DESCRIPTION:

Bridge. Outsource. Transform (B.O.T) is an impact sourcing platform providing digital services executed by trained Lebanese youth. B.O.T developed the platform where its workforce can be connected to digital jobs such as Data Management, E-commerce, Translation, On-site Surveys, Call Center, Archiving and AI Training.

Major components of B.O.T are (1) a Sales CRM which defines every stage of the pipeline until successfully delivering a project; (2) Detailed workforce database that is based on location, education, training and skills with an appraisal system to detect highly qualified youth; (3) Cloud technology to monitor youth work with live tracking; (4) Data collection tools.

TARGET POPULATION:

Vulnerable youth (above 18 years old) from marginalized communities that are equipped with medium to advanced digital skills (including those with special needs).

B.O.T aims to provide services at competitive costs, while at the same time contributing socially to building youth capabilities, youth employment and to the national employment goals as a whole. To measure the Social Impact of its interventions, B.O.T is in the process of developing a full scale *Monitoring & Quality Assurance strategy* to evaluate its program and capture the needed social impact indicators.

BUILDHER

Buildher: Empower Disadvantaged Young Women through Construction
Buildher – Kenya

http://www.peeryfoundation.org/buildher

OTHER FEATURES

- Work on promoting gender equality in construction industry by creating a **network of employment partners** including Orkidstudio, Apex Steel, Lynk, Mango and Techno construct.

- In addition to their efforts with employers to hire more women in a growing industry in Kenya, they have also involved **male members** in their community outreach efforts to ensure there is family support.

- Through an **Earn, Learn and Save Model**, Buildher female trainees receive a basic stipend followed by job placement support to enable them to learn while acquiring critical money management and business skills.

PROJECT DESCRIPTION:

Buildher empowers and enables women to work in construction by providing an accredited youth skills training program which trains disadvantaged women from informal settlements in construction and life skills. The skillset offered by Buildher includes basic business and finance, gender-based violence awareness, sexual health, family planning, and leadership.

Buildher aims to tackle the major skill gap in the construction industry as well as boost the livelihoods and confidence of the women who graduate from the program. To identify the needs of vulnerable women and to engage existing communities Buildher has taken a participatory approach. Throughout training and placement they tap into existing community led initiatives and networks to recruit and support trainees.

TARGET POPULATION:

Women in informal and disadvantaged settlement who are underpaid, unemployed, with limited or no education.

Their partner company – Orkdstudio– provides a end-to-end design and construction service focused on healthier, dignified and human-centred vision making buildings safer and improving public health.

Building University Capacity Supporting Business Incubation in Nepal (BUCSBIN)

Oulu University of Applied Sciences - Nepal

https://bucsbin.org/

OTHER FEATURES

- As a result of BUCSBIN training, teachers in Nepal have developed two new LABs:

1. **DoLAB** (www.dolab.studio) for students to learn how to develop and build new businesses;
2. **TeachLAB** to inspire teachers to gain enough creative confidence so that they can be innovators in teaching and learning.

PROJECT DESCRIPTION:

BUCSBIN is designed for capacity building of universities in Nepal for developing entrepreneurship education and business incubation programming. Implemented through a cooperation between Oulu University of Applied Sciences, Finland and University of Kathmandu, Nepal, the goal is to share knowledge and experience gained through the success of Oulu University's award-winning incubator programs – Oamk LABs (focused on the gaming industry) – established in 2012. BUCSBIN provides teacher trainings and incubation of student pilots, and trainings are based on industry demands. Teacher trainings provided by BUCSBIN take place both in person and remotely.

It employs a learning model called LAB Studio Model which develops connections with real life problems and development of related business prototypes and start-up companies.

TARGET POPULATION:

1. Unemployed youth aged 18-25 outside of the Kathmandu area with university degree and has interests in entrepreneurship and career development in the ICT industry;
2. University faculty staff involved in business development activities within their university; and
3. Businesses and individuals associated with the ICT industry and startup growth in Nepal.

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CADERH Code School

CADERH - Honduras
www.caderh.hn

OTHER FEATURES

- CADERH has **collaborative tech camps** that help beneficiaries create social impact projects, business models and freelance initiatives. In these camps students have access to co-working spaces, tools, connectivity, mentors, and networking with other entrepreneurs and supporting organizations.

- The training program has been **codified** and is available for purchase by other companies for their internal training purposes.

PROJECT DESCRIPTION:

CADERH code enables young people from vulnerable settings to work in the ICT sector.

This project offers technical and soft skills training including a certified computer program (web programming, web application development, app development etc.) and a multimedia program (graphic design, web design, audio and video editing, special effects development, gaming, advertising etc.). This project has a sustainable system enabled through links with the private sector (local and international) and non-tech private high schools and universities. The project has started in Tegucigalpa, Francisco Morazán in CADERH´s main office.To scale up at the national level the CADERH Code will be working through its existing 18 technical vocational centers.

TARGET POPULATION:

This project targets youth from disadvantaged settings with an intention to narrow the gender gap in the work force.

dot. DIGITAL OPPORTUNITY TRUST

RWANDA

Youth Delivering Digital Skills at Scale

Digital Opportunity Trust – Rwanda, Côte d'Ivoire

http://dotrust.org

PROJECT DESCRIPTION:

DOT's Digital Skills at Scale model is implemented as a multi-stakeholder initiative that provides digital and soft skills training that accelerate digital inclusion, close the gender digital divide and create new opportunities for youth to be employed as digital leaders who train people in peri-urban and rural communities. The model uses blended e-learning approaches and is based on partnerships with regional governments, digital hubs, and networks of local youth organizations that position youth as leaders of community and digital transformation in order to support employment and economic growth.

TARGET POPULATION:

Unemployed and underemployed youth between the ages of 18 and 29 with a passion for community change, who each impact hundreds of community members by providing digital and soft skills training in rural and urban areas. To address equal representation, the ratio of youth deployed is 50:50 young women and men.

OTHER FEATURES

- **Blended digital and experiential learning**: Youth are deployed to rural and peri-urban communities as agents of change rather than beneficiaries, to train fellow youth, driving community transformation while gaining important employability and entrepreneurship skills.

- The Skills at Scale model places youth at the center of community transformation. DOT works with governments and global bodies to **localize the model**.

DOT's innovative cross-sectoral approach leverages the expertise of multiple stakeholders. This includes policy and partnership-building support from the *World Economic Forum* and *ITU's EQUALS Coalition*; local implementation of the model in Rwanda and Côte d'Ivoire which includes scale, localization, and implementation support from the Rwandan government and Republic of Côte d'Ivoire; a gender-equality framework created by *The Web Foundation*; and *Mozilla Foundation's* peer-to-peer Digital Clubs model.

DDD

Digital Data Divide (DDD)

Digital Data Divide - Cambodia(also Laos and Kenya)
www.digitaldividedata.com

OTHER FEATURES

- Implements an **Impact Sourcing Model** in which it recruits clients, similar to a consulting firm providing them a service, and then fills the contracts by hiring youth beneficiaries, giving them on-the-job training and often long-term employment opportunities.

- Work-Study program allows youth to divide time between **work and education** through flexible work schedules.

- **Learning Management System (LMS)** platform provides an opportunity to complement higher education.

PROJECT DESCRIPTION:

DDD is a training and skills development as well as employment and intermediation services program which facilitates education and work experience for the youth of Phnom Penh, Cambodia via its Work-Study program. DDD's theory of change is that combining employment with education, professional skills development, career counseling and work experience points youth towards higher incomes and better lifetime earning potential. The program encompasses: recruitment (enrolls high school graduates living in poverty), training (youth develop computer and English skills), employment (DDD hires promising trainees), education and professional development (DDD facilitates participants pursuing higher education), as well as outplacement and internal promotions (associates receive support in their job search or are promoted within the DDD).

TARGET GROUPS:

DDD identifies motivated youth, aged 17-24, who do not have access to decent jobs or higher education. DDD recruits from the following groups:

Rural youth. DDD recruits from rural areas where families are reliant upon subsistence agriculture and where employment opportunities are especially limited.

Women. DDD promotes equal opportunities. 50% of its associates are women.

Orphans. DDD targets youth without parents offering a nurturing environment.

Youth with disabilities. In Cambodia, DDD employs youth with disabilities caused by polio, and survivors of landmine accidents.

EDUCATE!

The Educate! Exchange

Educate! – Rwanda (Also Uganda and Kenya)

http://www.experienceeducate.org/

OTHER FEATURES

- **Program for systems reform** of entrepreneurship curriculum in upper secondary schools.

- Innovative pedagogy where teachers **shift from lecture-based delivery to student-centered teaching** to foster 21st century skills in students.

- **Student Business Clubs** and **peer-to-peer teacher mentoring on entrepreneurship**.

- Using technology for **real time reporting of M&E/metrics** via online dashboard. Youth Leaders report program data via SMS text.

- **Build-Measure-Learn (BML)** feedback loops for M&E and improving program design.

PROJECT DESCRIPTION:

Educate! works in Uganda, Kenya and Rwanda to bring leadership, entrepreneurship and workforce readiness education and support at a systems-level to youth in secondary schools. We are focusing on Educate!'s operations in Rwanda for the Impact Portfolio. Educate!'s role in Rwanda is two-fold: they served as a technical advisor to the government on the skills-based entrepreneurship curriculum reforms for upper secondary school and to support the rollout of reforms.

They've created Educate! Exchange, in partnership with the Rwanda Education Board (REB) and Akazi Kanoze Access, a program focused on teacher training, specifically for teachers to adopt the new competency-based curriculum and student-centered, active learning pedagogy.From 2016-2020 the program will reach over 550 teachers and impact 34,000 youth.

TARGET GROUPS:

Upper secondary entrepreneurship teachers and students.

Educate! is running workshops for government trainers and entrepreneurship teachers to prepare for the new curriculum, and is helping teachers adopt the new curriculum components: Skills Lab (the experiential education pedagogy aspect of their model) and Student Business Clubs. The goal is that teachers will transition from lecture-centered teaching towards a skills-based pedagogical structure.

Education for Youth Empowerment (EYE)

Save the Children - Bangladesh

www.bangladesh.savethechildren.net/eye-program

OTHER FEATURES

- Training links to **Bangladesh's National Skills Development System (NSDS)**.

- CSR aproach to informal sector: Raise awareness with **global buyers** and local suppliers on labor legislations to improve working conditions.

- Attract **young girls to male-dominated fields** such as screen printing.

- **Youth are brand ambassadors** of the EYE program. Graduates motivate others by sharing their life stories to support the training of other youth.

PROJECT DESCRIPTION:

EYE aims to transform the life outcomes of vulnerable adolescents and youth and using the influence of global brands in value chains to improve working conditions. It has five components: Accelerated basic education including basic literacy, numeracy and communicative English; three to six months of vocational training on specific trades in line with Bangladesh's National Skills Development System (NSDS). Target trades/value chains include ready-made garments, electrical, electronics, agriculture and information technology (IT); three to six months of apprenticeship at the production site of private formal companies; three days of financial literacy and business development training to youth who want to start their own business; employability skills training (life-skills, occupational health and safety, career counselling).

EYE teaches occupational health and safety (OHS) and is advocating for sector-wide adoption of OHS in garment and ICT sectors. Career counselling enables youth to make informed choices on career paths at beginning, during, and after training.

TARGET GROUPS:

Youth aged 15-24 from slums and rural areas working in hazardous conditions in the informal sector participate in EYE program. Youth must be Not in Education, Employment or Training (NEETs) from high poverty settings. EYE program is working in both urban and rural areas in 10 city corporations (slums), 20 districts and 90 Upazillas (rural) areas.

Empower Youth for Work (EYW)

Oxfam Novib – Bangladesh, Ethiopia, Indonesia, Pakistan

https://www.empoweryouthforwork.org/

OTHER FEATURES

- EYW enables **peer-to-peer learning** through E-Motive which is a systematic peer-to-peer learning exchange program that emphasizes learning between professionals globally. The E-Motive methodology consists of 6 distinct steps, including understanding a problem, finding solutions and applying innovative approaches.

- EYW involves **Human-Centered Design (HCD)** partners like White Rice, Butterfly Works and ProPortion to support the work of the country teams.

PROJECT DESCRIPTION:

EYW is a five-year program designed to enable young people (especially young women) in rural climate-affected areas of Pakistan, Bangladesh, Indonesia and Ethiopia to seek and obtain economic independence. The project focuses on the effect of climate change, stimulating youth participation through human-centered design and co creates innovation pilots with them. EYW is a multi-stakeholder project that partners with governments, schools, and education for implementation and scaling of the program. Engagement of local governments also ensures buy-in and continuation beyond the project. EYW measures 3 long-term outcomes every quarter.

1. Young women and men use their agency, soft and market-led technical skills

2. Young women and men benefit of new or improved employment or entrepreneurship opportunities

3. Enabling environment for young women and men's social economic empowerment promoted

TARGET POPULATION:

Youth (aged 15-29) from climate-affected areas with a 70:30 female-male ratio.

The EYW innovation pilots aim to explore the alternatives in promoting economic opportunities in a sustainable way. For instance, the Dual-apprenticeship Training Model involves both training institutes and agri-industry to develop a training programme that benefits both apprentices and owners ; The Youth-led Climate Smart Village pilot envisions empowering young women and men living in climate vulnerable areas; Community-Based Tourism managed by youth and local communities aims to develop tourism which benefits them and increases economic activities.

‹ Laboratoria ›

Empowering young women from undeserved backgrounds by giving them education and work in technology

Laboratoria- Peru, Mexico, Chile, and Brazil
www.laboratoria.la/en

OTHER FEATURES

- Laboratoria merges technical skills and soft skills through the learning methodology called the "**Agile Classroom**" where the students work in teams to develop real digital products in short periods of time.

- A **"live" selection process**: Laboratoria looks for talent, and with every cohort that goes through the program, it adapts the selection algorithm to become better at identifying candidates that are the best fit.

PROJECT DESCRIPTION:

Laboratoria is a social enterprise that empowers young women from underserved backgrounds in Latin America by giving them access to education and quality jobs in the STEM sector. Participants are screened through a large call for applicants' campaign and those who are identified as high-potential are accepted. The six-month bootcamp provides trainings in technical skills and soft skills such as communication and teamwork. In this system, students only pay back the fees gradually in monthly installments across 24 months once they start working. Placement fees are covered by companies.

They have 5 training centers in Peru, Mexico, Chile and Brazil and plan to open two more centers over the next three years, consolidating a presence in all major markets in Latam and reaching ~5,000 women directly.

TARGET POPULATION:

Women who are traditionally excluded from tech sectors in Latin America.

- They plan to launch a regional level Community of Practice on digital jobs and inclusion of women in tech in 2020.This will include about 100 tech companies and other Bootcamp training providers in the region to share best practices and support other bootcamps.
- Laboratoria is creating a remote learning experience program to reach hard to reach women; this will have components of online learning and virtual coaching.

Enablecode Training Ecosystem

Enablecode - Vietnam

https://enablecode.com.vn/

OTHER FEATURES

- It is a **social enterprise** which rehires the top graduates back to the system.

- The workplace is set up with **physically adjusted environment** for disabled employees and emphasizes psychological support and inclusion.

- It is economically self sustaining with corporates funding training and then providing contracts for outsourced work.

PROJECT DESCRIPTION:

Enablecode training ecosystem is a project that draws together a diverse group of parties to help Vietnamese youth with disabilities to be employed in digital jobs. Such youth are usually subject to almost complete societal and education exclusions. This ecosystem consists of various local charities, UNICEF, the local government, business associations and commercial customers.

Enablecode Training Ecosystem uses a Maslow Hierarchy inspired competency model that covers all stages of a youth candidate from his or her basic needs (food, water, shelter and security etc.) to his or her self-fulfillment needs (self-actualization). This ecosystem provides disabled youth with life skills training, IT training, project coordination and employment and software assignment that provide the funding.

TARGET GROUPS:

Disabled youth suffering from societal and employment exclusion but has strong willingness and highly motivated.

Enablecode training ecosystem has proved to be functional and self-sustaining, and it showcased at a business startup show and is now sharing an office with a Vietnamese celebrity investor who provides extensive publicity and contacts.It intends to reach 100,000 youth eventually and plans to replicate in other countries as a global case study.

ENABLE-TAAT Project

IITA Youth Agripreneurs- DR Congo, Kenya, Uganda, Zambia, Tanzania, Cameroon and Nigeria
https://youthagripreneurs.org/enable-taat/

OTHER FEATURES

- Enable TAAT starts with a series of activities to **change perceptions about agriculture** especially for the target group with non-agricultural background.

- Enable TAAT develops awareness of agricultural technologies through outreach events called **"food basket"** to showcase new and emerging technology to the youth.

- Promotes **agricultural parks** to support agricultural development in rural areas.

PROJECT DESCRIPTION:

ENABLE-TAAT project is an agribusiness incubation project aiming at improving livelihood for youth and women by increasing youth employment and production of nutritious food. This project ensures that unemployed graduates from diverse academic background are recruited and trained on entrepreneurship, marketing, value addition of the nine highlighted commodity value chain at IITA's youth in agribusiness incubation centers. The nine commodity value chains include cassava, rice, wheat, maize, orange fleshed sweet potato, sorghum and millet, small livestock, iron fortified beans, and aquaculture. Project participants are encouraged to develop bankable business plans for funding by financing organizations. These enterprises are mentored and monitored in line of expansion, challenges encountered as well as lessons learned. The ENABLE-TAAT project is a three-year project funded by the African Development Bank but has the potential of being financed for continuation through phase 2 of this project. The project will also leverage on public-private partnership to get resources for training and financing the agribusiness start-up enterprises of the trained youth.

TARGET POPULATION:

Young graduates between 18-35 years from diverse background (agricultural or non-agricultural backgrounds).

ENABLE-TAAT project is currently being implemented in 7 countries and has registered about 3, 412 aspiring youths in Agribusiness of which, 2,358 youth have been trained across different value chains as well as in business plan development and management skills.

Gaza Sky Geeks

Gaza Sky Geeks (Mercy Corps) – Palestine (West Bank and Gaza)
www.gazaskygeeks.com

OTHER FEATURES

- **Pay-it-forward model** ensures the sustainability of the project with alumni being hired back into the system as teachers and mentors.

- GSG **generates revenue** through commercial outsourcing and acts as a hiring agency for online talent.

- GSG enables youth to earn higher incomes: an entry level web developer in Gaza can earn 10,000–12,000 USD per year, which is approximately **12 times per capita GDP** in Gaza.

PROJECT DESCRIPTION:

Gaza Sky Geeks(GSG) is aimed at addressing the lack of sustainable income generation opportunities in local economy for young, skilled and semi–skilled Palestinians.

This program consists of four components: (1) A six-month coding education for web-developing; (2) Online freelancing education that helps youth to market their talent in global digital marketplace; (3) Start-up acceleration for pre-seed stage tech startups; (4) Community building. Expanding the reach beyond Gaza through community building activities that are conducted under the sub-brand called "Geek Labs". In these four areas , Gaza Sky Geeks focuses on closing digital gender disparity via activities supporting female involvement in tech and entrepreneurship.

TARGET POPULATION:

Motivated but unemployed skilled or semi–skilled young Palestinians . The program does not have formal restrictions, but due to the nature of intensive coding and freelancing positions, many participating youth hold a bachelor's degree.

By 2021, GSG expects to operate its core programming in major cities in the West Bank such as Nablus and Hebron.

Generation India

Generation: You Employed, Inc. – India (Part of a 13-country initiative including Australia, Brazil, France, Hong Kong, Italy, Kenya, Mexico, Pakistan, Spain, Singapore, UK, and United States)
www.generation.org

OTHER FEATURES

- Intensive, **bootcamp style training** based on job "breakdown moments".

- **Measuring ROI:** Show employers their reduced costs associated with recruiting and turnover, as well as higher quality work outcomes. Make a case for employers to co-invest.

- **Pre-commitment of job vacancies** from employers.

- Commitment to tracking Generation alumni to get reliable data on **long-term graduate outcomes**.

PROJECT DESCRIPTION:

Generation prepares unemployed or underemployed young people for entry-level middle-skill jobs that feature either high scarcity or high turnover. Generation India is training students for professions in healthcare, hospitality, and retail.

The methodology has seven components:
- Jobs and employer engagement from the start.
- Recruit students based on intrinsic effort, and employment standards for the profession.
- 4-12 weeks of technical, behavioral, mindset & professional presence skill training, with social support services in parallel.
- Interviews with employer partners for immediate job placement.
- Mentorship and a community that follows graduates into the workplace.
- Return on investment for employers, students, and society.
- Collect and analyze data at all stages.

TARGET GROUPS:

Generation India targets unemployed and underemployed young people (18-29) who come from disadvantaged communities. Of the students served thus far, 51% are female and 63% have dependents.

> They are embedding the Generation methodology into TVET systems across central and state governments, currently working with National Skills Development Corporation, Orissa Skill Development Authority, Telangana Academy for Skills and Knowledge. by 2021 they plan scale to 15,000 learners.

Harambee Youth Employment Accelerator

Harambee Youth Employment Accelerator – South Africa

www.harambee.co.za/harambee/

OTHER FEATURES

- **Hard-nosed diagnostics of sectors and employers** allows for personalized training and job matching. The focus is on sectors that struggle to find young people with right skills.

- **Charge employers a fee** so they have a vested interest in seeing Harambee succeed.

- Implements sophisticated **job matching using psychometrics** based assessments of youth.

- **"Bridging program" model for skills** training provides beneficiaries with a setting as close as possible to the job they will be doing.

PROJECT DESCRIPTION:

The Harambee Youth Employment Accelerator provides work readiness and skills training for young South African work seekers as well as employment and intermediation services for partner employers. Harambee has a dedicated management team focusing on partnering with employers and seeking out their needs and demand for youth entry-level workers. These key account managers also conduct a thorough diagnostic on the conditions of jobs that will open up, the skills they'll require, the expectations out of the youth, their salary, among other aspects.

A benchmark is established on the requirements for the employer's positions and this is later used to match Harambee beneficiaries with jobs. Harambee deploys a variety of sourcing mechanisms including community teams, and screens candidates (telephonically and onsite) using a social means profile.

TARGET GROUPS:

Harambee targets young work seekers, at risk of long-term unemployment, with potential to integrate into the formal economy. These candidates are identified as: South Africans between 18 and 35 years old; have never had sustained formal sector employment; educated in a township/rural school, and now out of the formal education system; living in a poor household with low/no levels of employment and high reliance on state support for basic needs.

ÁNIMA

Improvement and growth of the quality of apprenticeship programs

ÁNIMA – TEC – Uruguay

https://anima.edu.uy/

OTHER FEATURES

- Every student has a laptop with: Google Classroom and Moodle *Software environment*: R, Visual Studio, Eclipse, Java, SQL. And *online applications*: Git, Trello, Canvas.

- They provide quality paid apprenticeships that are:
  1. **Paid** by hiring partners, approximately 200 USD per month.
  2. **Formal contracts** with social security, health insurance, pension.
  3. Hiring partners provide **regular feedback** regarding the graduate's performance (They have about 60 private sector hiring partners).

PROJECT DESCRIPTION:

Ánima works on a quality apprenticeship program. Their modality consists of having students undergo a job training program as they finish the last three years of high school. Ánima's objective is that all its students' complete high school and that at least 90% of them go through this job training experience, receiving a salary from the companies equivalent to 200 USD per month. They have been working since 2016 and offer two educational tracks: Business Administration and Information Technology and Communication (TIC), both authorized by the UTU-CETP (the local Professional Technical Education Council). They are managed privately and offer free education to highly vulnerable youth in Montevideo, Uruguay. They worked with labor ministry, on professional provision and led to the inclusion of paid apprenticeship regulations. Last year the government amended the law and have added a Paid Apprenticeship Framework.

TARGET POPULATION:

Youth from target areas who are living under poverty line with limited educational achievement. Any girl who wants to study Technology is admitted.

> The classroom education is complemented by: mentoring support and soft skills development.
>
> ÁNIMA evaluates its performance through annual surveys regarding accomplishments and feedback from graduates.

JOBLINGE

JOBLINGE – Joining Forces Against Youth Unemployment

JOBLINGE – Joining Forces Against Youth Unemployment – Germany
www.joblinge.de/english

OTHER FEATURES

- JOBLINGE functions as a **social franchise system**, with public private partnerships at national and regional level to support their "franchisees". The framework for local work is set by nonprofit corporations founded jointly with private- and public-sector partners. Currently JOBLINGE is working at 32 locations across Germany.

- There are two key benefits for **businesses** partnering with JOBLINGE:
  1. They recruit junior professionals who often have much higher retention rates. Often entry level service sector industries like facilities management suffer from labor shortage and are happy to consider youth with better retention rates.
  2. Hiring disadvantaged youth improves community involvement, appeals to company boards and helps in boosting employer attractiveness.

PROJECT DESCRIPTION:

JOBLINGE is a six-month program providing disadvantaged, unemployed youth with the opportunity to earn a long-term placement in an apprenticeship or job and thus lead a self-determined life. Three major components of JOBLINGE are: (1) Position and program; (2) Cross-sector involvement; (3) Management and financing. The JOBLINGE intends to challenge its beneficiaries instead of simply taking care of them. JOBLINGE measures impact rather than input to reach the goal of sustainable work integration. JOBLINGE improves these young people's prospects with a combined effort: Professional vocational orientation, tailored skills coaching (including language skills), cultural and sports activities, group projects in the orientation phase, real job opportunities at partner companies during the trial and practical phases, and finally, enablement of the participating young people to take over responsibility for their own lives.

TARGET POPULATION:

Unemployed youth under 27 years of age. Two major target groups: long-term unemployed youths and young refugees who are often considered 'unplaceable'.

JOBLINGE has two main performance indicators: The integration rate and the retention rate. The former looks at the number of participants placed in unsubsidized apprenticeships or jobs, and the latter at the percentage of former participants who are still in their apprenticeship or job six months after the end of the program (the critical phase). Retention rate of Joblinge's cohort is 84%.

EDUKANS

Learn for Agribusiness (L4AB)

Heifer Nederland, Edukans Foundation – Uganda

www.heifer.nl/L4AB

OTHER FEATURES

- Two **agribusiness hubs** are established as part of the program. These serve as bulking and extension centers, and connect young farmers to financial service providers and processors. As a result youth have increased access to markets.

- The **capacity of 2 TVETs** institutions in Uganda is being improved to continue the training and sustain the intervention after the implementation period.

- The program uses an **app-based monitoring** tool to monitor the impact of the training on productivity of farmers.

PROJECT DESCRIPTION:

L4AB is a joint program between Hiefer Nederland and Edukans which enables uneducated and unemployed youth who have grown up suffering from the civil war in Northern Uganda, to make a decent living in the agricultural sector. They create groups of youth, in order to strengthen social fabric and create safety nets. Saving and credit activities are part of the program. They also bring together educational and agricultural expertise to improve the content of the training curricula.

The program uses a 7-steps approach to analyze the labor market and develop job profiles.

The seven steps are

STEP 1: Define and analyse the labor market with private sector

STEP 2: Develop Job Profiles

STEP 3: Develop Curriculum Framework

STEP 4: Develop Training

STEP 5: Teach the Teachers

STEP 6: Keep Track of Successes

STEP 7: Innovate and connect youth groups to processors to ensure high-quality production.

TARGET POPULATION:

Vulnerable, rural youth (aged 18–30) with 50% of women, who have been affected by the civil war in Northern Uganda.

The project's impact will upscale as farmer groups pass their learnings to new groups, and as agribusiness hubs attract new members. Improved links with the private sector allows for continued and growing demand for agricultural products. Close involvement of the district council allows for replication of successful approaches (hub model, farmer field schools, improved training curricula) to other sub-counties or even other districts.

habitat

Livelihood Programme Targeting Entrepreneurship Skills and Business Creation

Habitat Association (Turkey), Youth Business International (YBI) & Accenture – Turkey

https://habitatassociation.org/

OTHER FEATURES

- Runs **boot camps** focusing on business model development.

- Developing a future workforce curriculum to include **innovation, creativity & entrepreneurship**.

- Provide **financial inclusion and financial products** for Syrian refugees.

- Use a Salesforce **M&E platform** which informs management decisions and improves shareholder communication.

PROJECT DESCRIPTION:

This program provides entrepreneur promotion (including access to finance), skills training, employment services as well as doing systems reform through multi-stakeholder partnerships. It aims to economically empower Syrian refugees in Turkey and refugees living in urban settlements, reducing reliance on aid by enabling refugee entrepreneurs and Turkish youth to start and sustain their own businesses, create jobs, and contribute positively to their local communities.

The program brings together the resources and expertise of a local NGO (Habitat), an international network of organizations working on youth entrepreneurship (YBI), the private sector (Accenture) and an intergovernmental agency (UNHCR), therefore fostering a unique opportunity to work in partnership, share learning and build a strong evidence base and invest available resources wisely.

TARGET GROUPS:

The program supports beneficiaries from the Syrian Refugee community and local Turkish under-served populations towards business creation, job creation and labor force participation.

> The project builds on an advanced Monitoring, Evaluation and Learning (MEL) framework and develop appropriate monitoring tools. Habitat's MEL system is backed up by an Operation Management System (OMS) – a bespoke cloud-computing infrastructure, enabling robust data gathering to underpin MEL and management information.

Lynk

Lynk Jobs Limited – Kenya

https://www.lynk.co.ke/

OTHER FEATURES

- Targets **informal workers** and **vocational training graduates.**

- Sustainable with a **for-profit business model**: charging 10-20% commission on services delivered

- Utilizes **customer- and worker-facing tech** to facilitate jobs.

- Balances **tech with significant operational model** to ensure that jobs go well.

PROJECT DESCRIPTION:

Lynk is an online platform that partners with Kenyan artisans to showcase and promote their products and services. It works to provide the 'entrepreneurship infrastructure' which informal workers are commonly lacking – from access to market to customer service and payment management. Lynk helps professionals to tie various skills together into a cohesive career, through a digital career identity, access to jobs, training, network building, loans, and more.

The foundations of Lynk come from credentialing of informal workers, and the provision of digital career profiles. These profiles provide credibility and transparency in an untrusted market, and include verified experience, photos, references, and grow over time through jobs completed on the platform. Based on these foundations, Lynk structures services to ensure that jobs go well, trains on service delivery, and connects professionals to the right tools and materials. Lynk is registered as a for-profit business. It has three product lines; a tech driven platform for household clients to book individual services at home, a 'Lynk for Business' model providing facilities maintenance for larger businesses, and Lynk Projects – a turnkey interior design and construction platform where Lynk manages multiple professionals on site.

TARGET POPULATION:

Lynk targets informal workers with low-skills and a historic reputation of "unreliability". Lynk works with underemployed and underpaid youth, most of which have never been to university and have at most TVET education.

Maharishi Institute

Maharishi Education Invincibility Trust (MEIT) – South Africa

http://maharishiinstitute.org/

OTHER FEATURES

- MEIT pioneered the **"Free Tertiary Education"** movement in South Africa.

- The **"Learn and Earn"** model compensates students with monthly stipend that enables them to stay in University.

- The **"Pay if forward"** system: once students have started working they commit to funding another student.

- **Outsourcing**: 100% black youth owned Business Process Outsourcing center started in 2014.

- Unique **holistic competency-based education** (CBE) approach focused on Self Development through meditation, mentorship and coaching structures.

PROJECT DESCRIPTION:

Maharishi Institute (MI) offers virtually free University access opportunities to unemployed youth at risk and eventually alleviates poverty. MI provides a fully inclusive bursary and comprehensive support: tuition, books, study materials, daily cooked meals, work experience, counseling, leadership development, intensive focus on self-development and leadership, computer and technology skills coupled with job placement on graduation. The 5-year program includes a 4-year internationally recognized Business Degree, that normally costs 112,000 USD. MI introduces business degrees from grade 8. It uses a blended and human-centered approach of education that optimizes digital technologies and integrating 43 Stanford courses with transferable credits and allows student to benefit from high-speed, self-paced accelerated learning.

TARGET POPULATION:

African youth living from diverse socio-economic and education background.

Return on Investment: MI graduates earn over R1 billion combined salaries per annum. The annual running costs for the Institute in Johannesburg, Durban, and Nature Based campus in Mpumalanga is combined $2m per year. Graduates are collectively earning 45-times MI's running costs per year Graduates are expected to earn R27.2 billion ($2.5 billion) conservatively over their working careers, breaking them out of poverty completely. Second order effects: 150,000 family members are supported by Graduates

Next Generation Cocoa Youth Programme

Solidaridad West Africa - Ghana

https://www.solidaridadnetwork.org/regions/west-africa

OTHER FEATURES

- **Digitized Financial Access**: Helps beneficiaries to build their credit portfolio through a digitized scheme as young people get to deposit their money through mobile wallets.

- **Link to government institutions**: Link beneficiaries to the Ghana Cocoa board (COCOBOD) and ensures that they can access support that COCOBOD provides.

- **High involvement**: the project has district offices that enhance engagement within rural areas and use local language to ensure effective communication.

PROJECT DESCRIPTION:

Next Generation Cocoa Youth Programme is an incubation project that enables youth in cocoa industry and its supporting businesses. Methodology consists of the following three key components:

1) CocoAcademies - farmer incubators that will create a critical mass of entrepreneurial farmers and viable farm businesses.

2) Cocoa Entrepreneur Development Incubators (CEDI) - business incubators that will expand beyond cocoa farming itself and develop a thriving service sector.

Both the farmer incubators and the business incubators have four essential functions: skill training, business plan development, financial accessibility and marketing, and coaching and network accessibility.

3) A supportive enabling environment that increases youth's access to land, finance and to markets.

Youth networks: The program has set up a youth network that creates a platform for the youth to engage, connect and challenge one another to excel in their businesses. This network will continue to operate post program to provide the support and camaraderie needed for the young people to thrive in their businesses.

TARGET POPULATION:

This project targets female, low income, rural, unemployed youth and those who have limited educational achievement.

Personal Career Pathways

Open Learning Exchange (OLE) – Somalia, Kenya, Nepal, Ghana

https://www.ole.org/#section-3725

OTHER FEATURES

- **National Partners:** The University of Mogadishu is their partner in Somalia. UNHCR supports the programs in Jordan and Kenya, Nepal and Ghana as national partners, working closely with the respective Ministries of Education.

PROJECT DESCRIPTION:

This project focuses on addressing the three barriers to learning: lack of quality materials, the lack of effective teachers, and the lack of meaningful connections with the rest of the world. OLE intends to solve these three problems via framework called PLANET (Personalized Learning Achieved with Network Empowered Teams), a system based on Raspberry-Pi community servers, connected with its national Hub on weekly basis. This software improves youth's employability and their preparedness for their futures. The personalized learning mechanism emphasizes on the function of teachers as mentors and coaches. The Planet software provides each learner a personal dashboard onto which they can load resources from their offline Community Library. Planet's survey tools enable program managers to listen to and get feedback from their constituents.Communities create their own resources and courses. The Planet Network shares community resources with each other. A network "hub" provides technical and learning support for communities and ensures national standards are included and achieved.

OLE intends to scale this project by providing advice, software and technical assistance and tools needed for ongoing monitoring of programs, that are initiated by national organizations that is committed to national-wide community-based learning that addresses each community's unique needs.

TARGET POPULATION:

Youth from remote locations that have limited access to structured learning.

PPAF Combined Portfolio

Pakistan Poverty Alleviation Fund (PPAF) – Pakistan
http://www.ppaf.org.pk/

OTHER FEATURES

- PPAF harnesses the **Youth Centers** (YCs) mechanism to improve rural connectivity. YCs are designed as a one-stop-shop to satisfy various needs of rural/semi urban youth. They also connect young rural entrepreneurs/start-ups with investors.

- PPAF undertakes **market and value chain assessments** to support decisions around type of asset and skill training required.

- PPAF is **scaling its program** to link up with the Government's social protection program, Benazir Income Support Program (BISP), with the aim to graduate 157,000 households out of the BISP registry.

PROJECT DESCRIPTION:

PPAF's Poverty Graduation Approach provides tailored interventions to specific subsets of the population that are assessed as being poor (different degrees of poverty are identified through a poverty score card tool).

Based on it's experience of delivering livelihoods programs since 2009, PPAF has evolved its graduation approach that begins with a focus on poorest households and then supports the rural eco-system so that these households can become rural SMEs. They are in the planning stages of a new program, funded by the EU that focuses on capacity building of women and youth SMEs within the livestock and horticulture sectors.

TARGET POPULATION:

Households in poverty band 0–23 on the Poverty Score Card with a focus on youth and women; physically disabled youth; Afghan refugees; rural youth from 15 to 29 years old

In the past 10 years, PPAF has supported 280,175 youth to get employed/self-employed by providing livelihood assets to 59,945 youth (33,457 female and 26,488 male), skills trainings to 117,475 youth (51,315 female and 66,160 male) and 102,755 Interest Free Loans (60,240 female and 42,515 male).

PROGRAMA VALENTINA de Funsepa

Programa Valentina

Programa Valentina - Guatemala

https://www.programavalentina.com/

OTHER FEATURES

- **Women-led** tech company.

- Uses **data and analytics** to certify market-oriented soft skills and basic tech skills.

- **Sustainable with a for-profit business model:** charges pay-it-forward fee to both participant and hiring company after participant is successfully placed.

PROJECT DESCRIPTION:

Programa Valentina is women-led technology company using data and analytics to train, certify market-driven skills, and place at-risk populations in formal jobs. Programa Valentina's bootcamp style training simulates the work environment, and participants are certified in market-driven soft skills and tech skills using over 1,000 data points, all done in 6 weeks in less than 100 hours. These data points are then used to match each certified participant with job openings to make sure it's the best fit for both the certified participant and the hiring company. Programa Valentina's zero-risk impact model aims to help solve unemployment and underemployment for at-risk populations (mostly women) including youth, returned migrants, internally displaced youth and refugees. Programa Valentina strongly believes that technology & innovation are the fastest ways to achieve its social progress goals of reducing inequality, increasing gender equality, and promoting decent work and economic growth for all at-risk populations in Latin America.

TARGET POPULATION:

Programa Valentina targets at risk-populations like youth (mostly women), returned migrants, internally displaced and refugees that are located in marginalized urban areas, low-income, rural areas.

KnackApp

Project Octopus

Knack.it Corporation – India, South Africa

www.knackapp.com

OTHER FEATURES

- **Removing potential for bias:** Knack does not require the user to share any personal information like age, gender, ethnicity, etc. thus removing scope for bias at the discovery stage.

- **Use of machine learning:** Knack uses machine learning to compute results, making it highly scalable with results obtained in real-time.

- KnackApp allows users to switch to the **language** of their choice.

- Their **partners** include Yes4Youth, Afrika Tikkun, Tata Strive, and National Skill Development Corporation of India.

PROJECT DESCRIPTION:

Project Octopus is a Knack global initiative that utilizes Knack's infrastructure and talent potential signals to discover and route youth to various opportunities. The smart gaming app gives a way to youth to discover and signal talents and skills, connect with education programs and learning, get discovered by employers, and find job opportunities. The objective is to use neuroscience games to achieve three outcomes – Provide career counseling to youth at large; Guide them to high potential education pathways; Match them to high potential careers using a job platform.KnackApp is a free to download mobile application with three engaging games and minimal instructions. It can also be played on borrowed or shared phones and doesn't require any additional infrastructure beyond a smart device and internet/data for limited duration (30 minutes). This removes the necessity to seek any other information like CVs. Compared to conventional models, Knack is flexible and allows for administrators to select from off-the-shelf models, customize their test,and launch a virtual campaign.

TARGET POPULATION:

Youth from diverse background.

The team comprises game theorists (including a Nobel Prize winner), senior policy experts, game developers and technologists, research scientists, education and business professionals. All of them are connected remotely making it a model for the 'Future of Work'.

ЯBK

ReBootKamp (RBK)

RBK For Training - Jordan, Tunisia, Palestine

http://www.rbk.org/

OTHER FEATURES

- This program includes **mindfulness training** (yoga & meditation), psycho-social support, and physical exercise.

- **Behavioral indicators for success:** Using a 180-question psychometric test, they benchmark 31 different personality traits that correspond with success in life and assess progress across these traits 3 times during the program. They maintain **live heat maps** on emotional health, technical strength, English ability, social learning, problem solving, supportive communication critical to success.

- RBK has an **outsourcing company** which also employs graduates.

PROJECT DESCRIPTION:

RBK is an immersive career accelerator and coding bootcamp in the Middle East. Have developed an education technology called eXtreme Learning(XL) to rapidly move youth from poverty to prosperity. This coding camp combines traditional methods into a pedagogy that blends problem-based learning, fail-based learning, collaborative learning, and constructive conflict 'choreographed fights to reinforce social-emotional intelligence pathways'.

RBK target motivated vulnerable youth, primarily refugees and females, in the Middle East. LGBT youth and disabled youth are also included. RBK prepares youth for industry by providing high-demand technical and soft skill training. Although RBK offers several programs, its full-stack software engineering program is the most popular and uses the world-famous Hack Reactor curriculum. Given the high demand for the training, RBK accepts <5% of all applicants. At the end of the training road, a career fair matches graduates with several of RBK's 100+ regional hiring partners.

RBK is aiming to produce 2,000 engineers per year by 2022 across MENA and it intends to reach more than 10,000 youth in the next five years. Multiple evaluations and assessment show impact of RBK. The World Bank spent 2 months in 2018 evaluating RBK. They found RBK has become a critical link in the tech ecosystem. Graduates are being hired at 802 JD per month on average ($1,360) - 2X university graduates. Placement rate is near 100% within 6 months compared to university rates of <10%.

MENTEC
FOUNDATION

Rise of Digital Artisans for the 4th Industrial Revolution

Mentec Foundation – South Africa
http://www.mentecfoundationsa.org/

OTHER FEATURES

- Industry-specific trainings with clear focus: **Drone technology, 4IR toolkits, Digital Enterprise development.**

- Executive **mass placement and service level contract** extensions (engagements between Mentec management and employers).

- Regular monthly job performance visits and **engagement with employers** to sustain demand for future jobs.

- Intends to have at least **3% of** the total number of **youth beneficiaries with disabilities**.

PROJECT DESCRIPTION:

This program offers ICT skills training, job placement and supports enterprises.

Mentec Foundation has four strategic pillars:

(1) Drone Technology; (2) Forth Industrial Revolution (4IR) toolkit and Open Africa App (OAA) digital framing; (3) Digital train-a-trainer; (4) Digital Enterprise development.

This program partners with companies in digital industry that have direct workforce demand from future graduates from Mentec thus the project sustainability is secured.

TARGET POPULATION:

Youth from target regions from disadvantaged backgrounds with excellent academic achievements; have an ICT Diploma/degree, excellent communication skills and analytical skills, with a passion for Information Technology.

Mentec Foundation intends to scale from 750 trained youth in year 1 to 1000 in year 3, 5 corporatives/start-ups formed within 12 months to 12 of those, and would eventually have 95% beneficiaries attain jobs through the formed cooperatives, and 5% placed in direct jobs/internships and/or projects outside the formed cooperatives.

Rural-Based Youth-led Innovation & Entrepreneurship Program
Asante Africa Foundation ("AAF") – Kenya and Tanzania
https://asanteafrica.org/leadership-program/

OTHER FEATURES

- Targets **rural, hard to access, off the paved road communities**.

- **Pay it forward** program helps youth to participate in peer mentoring, community service and collaborative business enterprises.

- AAF works with youth in developing personal finance plans and budgets. They teach asset-based fundraising to each innovation club. They work with local business leaders to act as career mentors and entrepreneurship coaches.

PROJECT DESCRIPTION:

The Girl-led Innovation & Entrepreneurship Program is a secondary-level school based educational project designed to address systematic unemployment problems in rural areas in East Africa. This project provides trainings that builds personal development, job readiness and entrepreneurship skills to prepare youth for school, jobs and start business. AAF implements a multi-year, three-phased model that follows the flow of Knowledge Acquisition, Knowledge Application and Knowledge Transfer. Besides teaching, this project also empowers schools with digital smart start kits including laptop, projectors and digital curriculum that prepare students to a modern labor market. At the community level, local leaders, business leaders, and educators are integral in skill building for potential jobs in that community and in identifying value chain SME possibilities for incoming industries or businesses.

TARGET POPULATION:

Women from different age groups (age 10-14 for Adolescent Programs and age 14-25 for Teen Programs) in extremely rural and hard-to-access communities.

> AAF's Girl-led Innovation and Entrepreneurship Program has impacted over 300,000 youth + Adolescent Girl Advancement Program (elements of financial literacy and economic assets) has impacted over 130,000 young girls.

samasource

Sama Impact Solutions

Samasource – Kenya

https://www.samasource.com/

OTHER FEATURES

- Samasource invests in **automated** and **self paced learning** which can be accessed remotely at a low cost. This 'learning experience platform' – will be interactive, with videos and animations, and a community for peer-to-peer support.

- They facilitate employment through different **online work platforms** such as Upwork, with whom they are also working on a competency mapping exercise for digital jobs.

- They were able to increase the **proportion of women** by providing flexible hours and allowing mothers to bring children to class.

PROJECT DESCRIPTION:

Sama Impact Solutions is a project that equips marginalized young people and women with 21st digital skills, so that they will be able to access to dignified work and living standard wages Sama Impact Solutions has delivered their service through a blended approach to-date, that is based on a classroom model to test out methods of content delivery. However, Sama Impact Solutions has recently received funding for development of an automated learning product that will enable content delivery independent to the blended model and will therefore be expecting accelerated growth in number of their trainees in the next 5 years. Samasource, the parent organization of Sama Impact Solutions utilizes the power of digital economy to life people out of poverty by providing employment in places with high rates of unemployment. Sama Impact Solutions provides data solutions for businesses and manage the end-to-end delivery process through secure onshore, nearshore and offshore operations. They also pioneered a co-shared work space in Nairobi that provides infrastructure and connectivity to young people to enable to access jobs on online work platforms.

TARGET POPULATION:

Unemployed young people.

Samasource has directly employed 10,000 people since its inception in 2008, and its training program has reached 3600 to date. From a conservative estimate, Sama Impact Solutions aims to reach a minimum of 600,000 young people in the next five years.

Skilling for Sustainable Tourism (SFST)

VVOB – education for development – Ecuador

https://www.vvob.org/en/programmes/ecuador-skilling-sustainable-tourism

OTHER FEATURES

- VVOB uses similar **'sectoral' approach** with a focus on agriculture and construction sectors.

- **Private sector is involved** in teacher professional development, teaching material development, internships and as advisers.

- SFST deliberately targets areas of study that attract **high number of girls**.

PROJECT DESCRIPTION:

This project is focused on improving the quality and relevance of two tourism-related professional degrees offered at the upper secondary level of education: the 'Bachillerato Técnico Ventas e Información Turística' and the 'Bachillerato Técnico Servicios Hoteleros' (freely translated as the course in tourism and in hotel services respectively). To do so, VVOB has established collaboration between the Ecuadorian education sector and the travel and tourism industry.

SFST pays specific attention to sustainable and community-based tourism, thus its development objective is aligned with the Ministry of Tourism's Plan Estratégico de Desarrollo de Turismo Sostenible de Ecuador. The project runs in the Province of Pichincha (specifically Cantón Quito) and the Province of Manabí, both regions known for their touristic potential and all schools that offer the two tourism-related professional education participate.

TARGET POPULATION:

Ecuadorian students between 15 and 20 years old.

> To ensure SFST's sustainability, VVOB works through and strengthens existing systems of the Ministry of Education. The project relies on existing staff structures and minimizes fixed and variable costs.

Skills to Succeed (S2S)

Accenture - South Africa

https://www.accenture.com/us-en/about/corporate-citizenship/innovating-society

OTHER FEATURES

- The online platform features **interactive, role-playing, youth characters** that other youth can relate to.

- The use of a **Raspberry Pi Device** allows the Academy to be open to partners in areas of poor or no internet connection in a cost effective manner.

- Features a fully **partner-based implementation** and allows customization of offline material for local markets.

- The delivery of training through performance simulations allows for more **effective learning and accommodation** of the digital age impact.

PROJECT DESCRIPTION:

The Skills to Succeed Academy is an interactive online skills training program that provides a safe environment for young people to engage in real-life behavior, in a cost-effective manner. The character-based program engages participants with advanced learning technologies, gaming techniques, role-based simulations, telestrations, videos, quizzes and interactive exercises. The Academy offers three main training courses addressing understanding careers, obtaining employment, and understanding how to succeed once in employment. The curriculum was designed by engaging with NGO partners, mapping the job-seeking process, and identifying common mistakes and barriers faced by young people looking for employment. The implementation approach is partner-based. Partners identify the beneficiaries they believe are best placed to benefit from the Academy. Full access to the system is provided to partners and ongoing support throughout implementation is offered.

TARGET GROUPS:

Aimed at vulnerable youth, particularly 15-24 years old, within both urban and rural areas, who are not in education, employment or training (NEETs). Beneficiaries will typically also have lower levels of English and digital literacy.

An offline version of the Academy has also been created using a Raspberry Pi device which will allow youth in areas of poor connectivity or low bandwidth to access the Academy and complete training. In this way, underserved beneficiaries in rural and remote areas can be reached.

Supporting Job Creation for Young Tunisians from Marginalized Communities

Education for Employment – Tunisia

https://efe.org/

OTHER FEATURES

- EFE **utilizes a network** of national employment agencies, technical and vocational training centers, universities and career centers, and community-based and grassroots organizations to source youth.

- EFE **leverages its partnership** with Tunisian government , institutions, Chambers of Commerce and the private sector to strengthen linkages between public institutions, employers and youth.

- EFE includes **Persons with Disabilities** by providing the trainings in both technical and soft skills. They are also piloting a Training of Trainers (ToT) to equip project trainers with disability inclusion techniques and practices in the classroom.

PROJECT DESCRIPTION:

This project is designed to improve youth employment, including self-employment and entrepreneurship, for young Tunisians from underserved regions of the country (including in northwestern and southern governorates and along the Libyan border). This project bridges the supply and demand sides of the job market in Tunisia and creates linkages with stakeholders to catalyze systems change with employment and entrepreneurship ecosystems. It provides job training and placement, entrepreneurship, and capacity building interventions, in order to improve employability of youth, and reduce the need for youth to leave the region in search of employment.

In addition, the project seeks to improve the pedagogical approach of Tunisian Vocational Training Centers by better adapting curricula to meet the needs of the private sector and Tunisian economy. Under this project EFE partners with its local Affiliate EFE-Tunisie, Tunisian American Young Professionals (TAYP), Tunisian Association for Management and Social Solidarity (TAMSS), and Humanity and Inclusion.

TARGET POPULATION:

Under/unemployed Tunisian youth aged 18-35 who have completed a secondary and/or tertiary education.

THE NEXT ECONOMY

The Next Economy – How the African Youth Make It Work

SOS Children's Villages the Netherlands – Nigeria, Somalia, and Mali

https://next-economy.com/en/

OTHER FEATURES

- **Bottom-up approach** enables incubation hubs to participate in this ecosystem as partners with the private sector and local businesses.

- Uses **online crowdfunding to finance and validate start-ups**. The participating start-ups managed to raise a combined total of over USD 290,000 in three years.

PROJECT DESCRIPTION:

The Next Economy empowers youth to unfold their talent and stimulate them to create their own future start-ups or to be better prepared and gain the right skills to successfully enter the 'decent' job market in Sub-Saharan Africa. Leveraging on the strengths of The Next Economy and the SOS Children's Villages, Youth Can projects and applying a multi-stakeholder approach, The Next Economy combines efforts to establish a conducive economic environment for youth to become (self) employed and active skills development with the involvement of both employers, future employees and young entrepreneurs.

Bringing together the extensive corporate business network from Youth Can including DHL, Akzo Nobel and Allianz is an important component in The Next Economy.

TARGET POPULATION:

Highly motivated, but disadvantaged youth (15 to 35 years old) in Sub-Saharan Africa. Youth participants are required to be numerate and literate, which in theory narrows down the group of participants to those who at least completed senior secondary education.

This program is currently being implemented in Nigeria, Mali, and Somalia with spin-offs in Kenya and Ghana with over 5,000 youth involved.

Tounes Ta3mal
Silatech and Microsoft – Tunisia
https://silatech.org/employment/

OTHER FEATURES

- The online platform also has a **significant physical presence**, including counselors and job fairs.

- Features a **comprehensive employability portal** which provides career counselling referrals to skills & entrepreneurship courses.

- Uses **online psychometric tests** for career assessments.

- Ta3mal is being used **more on mobile devices** (over 60%) compared to laptop/computers.

PROJECT DESCRIPTION:

Tounes Ta3mal provides employment and intermediation services, skill training, and entrepreneurship training to support Tunisia's youth workforce. The program includes support through the following stages: self and labor-market awareness, skills development, work readiness and access to jobs. Self- and market awareness are provided via online and offline access to information and career advising resources, including psychometric assessments and sessions with certified career advisors. Users have access to over 1,000 e-learning courses and to trainings provided by local partners to support their technical skills development. They are further prepared for work through soft-skills trainings, internships, and/or access to thousands of entry-level job opportunities. The program uses a state-of-the-art web-based job matching engine, a multitude of online courses, and Tamheed, an online psychometric tool for career advising.

TARGET GROUPS:

The target population for this project is unemployed or underemployed Tunisian youth aged 18-30. The focus is on one or more vulnerable populations in Tunisia, including women, youth with low educational attainment particularly in rural areas, youth cohorts with relatively high unemployment rates such as university graduates, and youth susceptible to recruitment by violent extremist groups.

The majority of the portal's services are delivered online, resulting in low cost-to-impact ratio and the ability to scale inexpensively into new countries. Country-level teams and partnerships direct traffic from both employers and job seekers to the portal, increasing the odds of successful job matching.

U-LEARN 2 ("Learn, Earn, and Save")

Swisscontact – Uganda (Also Tanzanaia)

https://www.swisscontact.org/en/country/uganda/projects/projects-uganda/project/-/show/u-learn-learn-earn-and-save.html

OTHER FEATURES

- Follow a **market systems approach** to convene young people and market actors, facilitating linkages between companies, training institutions, financial institutions, and youth associations.

- Use **Qualitative M&E tools** such as Jacobs Foundations' Social and Life Skills Framework; participatory market mapping; outcome mapping; and Qualitative Comparative Analysis.

PROJECT DESCRIPTION:

U-LEARN 2 is improving opportunities for young women and men with limited education and skills through labor market-relevant skills training, including technical/vocational skills in agribusiness, construction and hospitality; entrepreneurship skills; financial literacy; work readiness; and non-cognitive life skills. It also links youth to larger companies for internship and employment opportunities. There is a strong focus on supporting young entrepreneurs in the informal sector through skills development, market linkages, access to financial services, youth business associations, and mentorship. U-LEARN 2 facilitates access to entrepreneurship and market training, business coaching, and business plan competitions. It helps build local trade-based youth business associations to facilitate peer-to-peer learning. On the finance side, it helps youth form youth savings groups and provides financial literacy training. It also works with financial service providers and government youth programs to develop, adapt and improve access to savings, credit and micro-leasing products for youth.

TARGET GROUPS:

The target is youth (18-24) who come from families at or below the international poverty line.

UP SHIFT

UPSHIFT

UNICEF – Kosovo

https://www.unicef.org/innovation/UPSHIFT

OTHER FEATURES

- Methodology is focused on innovative, inclusive practices of **human-centered design workshops**.

- A combination of social innovation workshops, seed funding, business development and mentorship used to empower marginalized youth to become **social entrepreneurs**.

- Unique delivery mechanism enables a wide range of **partnerships**, from public institutions to community organizations to tech companies, utilizing open-source technologies to develop social solutions.

PROJECT DESCRIPTION:

UPSHIFT blends leading approaches to youth and adolescent development, social innovation, and entrepreneurship to empower marginalised youth and adolescents to become social innovators and social entrepreneurs. The programme combines social innovation workshops, mentorship, incubation and seed funding, to equip young people with the skills and resources they need to identify problems in their own communities and design solutions for them. While young people build social and entrepreneurship skills; UPSHIFT positively impacts the wider community through the indirect benefits of the products and services that young people design, as well as changing perceptions of young people as positive change-makers, rather than a problem to be solved.

TARGET GROUPS:

The target group is adolescents and youth aged 14-18 or 24 (depending on the country) with emphasis on the most vulnerable groups including: (1) young people from rural communities; (2) girls and women; (3) young people with disabilities; (4) young people from minority communities; (5) refugees and internally displaced people and (6) young people from lowest income quartile youth suffering from societal and employment exclusion but are highly motivated.
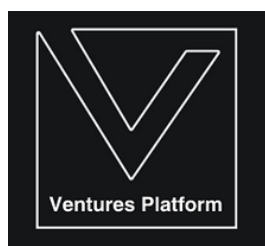
Ventures Platform Incubation- Acceleration Program

Ventures Platform – Nigeria
https://venturesplatform.com/

OTHER FEATURES

- Investments made through this project are both **equity-based and equity-free**- with the equity-based investments requiring between 7-10% equity.

- Components of this program allow entrepreneurs, freelancers and organizations **access workspace and infrastructure** as part of the investment.

- This project is adapted and replicated in various locations:
  - The **Campus Hub program** aims to build the capacity of tertiary students to contribute to increased economic productivity of the country through enhanced skills development in entrepreneurship and innovation.
  - **How-to-Start-a-Startup Series** is a one-week introduction to ideation workshop for university students.
  - **Labs by ARM**, an intensive corporate accelerator designed to help idea and growth stage fintech companies commercialize and massively distribute their innovations.

PROJECT DESCRIPTION:

The Ventures Platform Incubator/ Accelerator is a business incubation/acceleration project designed to create economic prosperity for Africans by strengthening the capacity of African entrepreneurs-equipping them to build innovative scalable solutions to problems- leading to job creation, and increased economic productivity. The program targets youth entrepreneurs from local universities, tech hubs, training programs, and business development networks to ensure participation from all economic, social and educational groups.

The project focuses on creating and supporting a pipeline of innovative early-stage digital startups with potential market-creating innovations that can scale in the African market by providing them with funding, mentorship, resources, tools, business advisory services and support. Participating startups are equipped with the necessary tools and support to develop sustainable business models and develop strategies leveraging technology that enable them to create innovative products and reach more people.

TARGET POPULATION:

African youth entrepreneurs from diverse backgrounds with at least 40% female participation.

international
intern **youth**
foundation®
four

Via: Pathways to Work

International Youth Foundation – Tanzania (Also Mozambique)

http://www.iyfnet.org/initiatives/pathways-work

OTHER FEATURES

- **Integrates Passport to Success®,** IYF's life skills curriculum, in TVET classrooms, and addresses teacher behavior change to adopt new styles of interactive teaching.

PROJECT DESCRIPTION:

In partnership with Tanzanian Vocational Education and Training Authority (VETA) and the Tanzania Entrepreneurship and Competitiveness Center (TECC), IYF is strengthening the capacity of three VETA training centers, VETA's Teacher's Training center, and TECC. Using a systems approach, Via: Pathways to Work is engaging public, private, and NGO actors to improve the quality and delivery of services for youth. Via is strengthening partner institutions' capacity to serve young people as well as work within the larger ecosystem of key stakeholders to effect systemic change for improved/sustained youth outcomes. Data-driven partner capacity assessments allow IYF to understand partner needs, while YEO stakeholder advisory committees allow the project to better support/inform implementation, which ultimately results in customized capacity strengthening services that improve partner delivery.

TARGET GROUPS:

Via targets vulnerable young men and women aged 16–24 who are unemployed, under-employed, economically disadvantaged (at or below $2 per day), who are in- and out-of-school, and live in urban and peri-urban areas of Tanzania. The targeted regions are Dar es Salaam, Dodoma, and Mtwara.

Youth participating in the Via employability pathway receive a suite of services that include career guidance, life skills training, technical training in a market-relevant trade, and job placement support. Youth in the entrepreneurship pathway receive a holistic package that includes life skills training, entrepreneurship training, mentorship, and access to finance.

ACWICT

Vusha Girls Employability Program

The African Centre for Women Information and Communications Technology (ACWICT) – Kenya
https://acwict.org/vusha/

OTHER FEATURES

- Intentionally integrated **HIV prevention education** and reproductive health services; sensitization to gender discrimination and sexual harassment; and linkages to social and legal redressal.

- Training delivered through government accredited vocational training institutions secured through **partnerships with county governments**.

PROJECT DESCRIPTION:

The Vusha Girls Employability program is a demand-driven workforce development program that seeks to improve employability prospects and income generating capacities of high potential but disadvantaged young women and decrease their vulnerability to and risk of HIV infection. The main components of the program include rapid labor market assessments to determine skills gaps in the labor market; recruitment of young women to participate in the program; delivery of three-month training comprising three mandatory units (digital literacy, life skills, entrepreneurship skills) and one vocational skill /trade of their choice, using a market driven skill-based curriculum that combines theory and practice; a robust job placement system that ensures that young women trained are placed into jobs and internship opportunities within three months of completing training; linking young women seeking entrepreneurship pathways to sources of start-up capital. The trade/vocational skills trades are selected from the 21 selectied units developed for the program.

TARGET POPULATION:

High potential but disadvantaged young women, aged 19-24 years from Kisumu and Nairobi counties in Kenya.

"la Caixa" Foundation
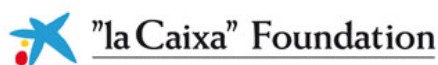
Work 4 Progress

"la Caixa" Foundation - Mozambique, Peru, India

https://obrasociallacaixa.org/en/internacional/empleo/work-4-progress/que-hacemos

OTHER FEATURES

- Work 4 Progress (W4P) supports **"Open Innovation Platforms"** for employment generation in Peru, India and Mozambique by establishing collaboration consortium among local entities, NGOs, academia and government authorities.

- Work 4 Progress has developed its own **design thinking tools** for communities that have low levels of literacy and limited external support.

- In India, in partnership with Development Alternatives, they have supported small scale **businesses on** dairy framing, e-rickshaw service, vermicompost manufacturing among others.

PROJECT DESCRIPTION:

Work 4 Progress aims to promote innovative solutions for employment among vulnerable women and young people in India, Peru and Mozambique. This project is designed with 2 phases. It is designed according to a life cycle model. The project includes partnerships and co-financing, contemplates a rigorous evaluation, and it is expected that the escalation of the intervention will be carried out by other parties, after the model is transferred.

For Phase 1 (the first 2-3 years), Work 4 Progress focuses on identifying needs and challenges of the market through a listening process, and designing innovative solutions addressing those needs identified through a co-creation process. In Phase 2 (3 years more), it will connect with other financing funds to promote the sustainability of the platforms.

TARGET POPULATION:

Youth, especially women, from diverse background.

Work 4 Progress has reached to 17,481 youth and is expected to reach 5,500 annually.

YES4**YOUTH**.CO.ZA

Youth Employment Service (YES)

Youth Employment Service – South Africa

www.yes4youth.co.za

OTHER FEATURES

- YES is a **collaborative economic enabler** led by business and government. YES worked with government on a policy change which provides benefits to companies who invest in youth employment to achieve higher **affirmative action scores**.The Youth Employment Service (YES) is to provide for, and institute, broad-based black economic empowerment (B-BBEE) recognition for YES measured entities and qualification criteria applicable to the B-BBEE recognition for job creation.

- YES participants are provided with a **YES smartphone** that serves as a learning tool as well as a monitoring and evaluation platform to share experiences and peer learnings. It furthermore connects youth to digital networks and builds technological literacy.

PROJECT DESCRIPTION:

YES is a technology-based non-profit corporation (NPC) established to create youth jobs in South Africa. The program has a national focus using technology and digital platforms to scale; and as a conduit between youth, the employer and economic advancement. YES delivers rigorous digital training through behaviorally based content loaded onto handsets given to youth at placement. Content is delivered through zero-rated apps on phones provided to youth, youth progress is monitored through big data analysis which is fed through digital surveys which youth complete over their year long work experience. YES provides paid twelve-month employment through corporate sponsorships that create new work opportunities in high unemployment regions. This is achieved through a demand side value chain approach to job creation. This program is focused on job creation by supporting the development of Small, Medium, and Micro Enterprise's (SMMEs) given they are the major absorbers of unemployed, lower skilled youth.

TARGET POPULATION:

Black unemployed youth, aged 18-35, living in high unemployment regions

Community-based ecosystem – "The YES community hub model" – creates an enabling and supportive environment for small businesses, stimulates local innovation and generates a positive economic spillover for communities.

Youth-Inclusive Entrepreneurial Development Initiative for Employment (YIEDIE)

Global Communities - Ghana

https://www.yiedie.org/

OTHER FEATURES

- Uses a **locally existing apprenticeship model.**

- With the **Centre for Employment of Persons with Disability** (CEPD) to identify key in-demand trades that are accessible to persons with disabilities (PWDs) and oversees the apprenticeship placement of PWDs for the program.

- To increase the **enrollment of women in construction**, YIEDIE provides incentives such as health insurance, child care and transport stipend, as well as introducing female role models as speakers and mentors.

- Takes a **systems approach** within the informal sector, with initiatives to address skills development, job creation, intermediation, job matching, enterprise development, access to finance and the enabling environment.

PROJECT DESCRIPTION:

Youth-Inclusive Entrepreneurial Development Initiative for Employment (YIEDIE) is a five-year project designed to create economic opportunities in Ghana's construction sector for economically disadvantaged youth. This project has five components: (1) Developing employability and entrepreneurship skills; (2) Facilitating the development and use of youth-friendly financial services; (3) Offering an apprenticeship-based skills training model; (4) Providing start-up funding, access to business development services, job matching and mentoring to youth, and supporting job creation in small and medium construction enterprises; (5) Supporting increased coordination and a better enabling environment for youth employment in construction.

TARGET POPULATION:

Youth aged from 17-24 in five of Ghana's largest cities (Accra, Kumasi, Sekondi-Takoradi, Ashaiman and Tema) who have dropped out of school and are living under 2 USD/day.

The project operates at a significant scale, developing the skills of 23,700 youth over its lifespan. The Artisans Association of Ghana has become a market-based source of job matching and skills development. Financial service providers will continue to offer profitable youth-focused products after project close, and local policies should ensure the continued growth of opportunities for youth.

For more information on **S4YE's Impact Portfolio** please contact Sunamika Singh (ssingh30@worldbank.org).