



JONARD DEVELOPMENT FOUNDATION

“Empowering Community, Ending Poverty”

Hoima District, Kakoora Habitat Cell, Mparo Division

Hoima – Kampala Road

Background:

Jonard Development Foundation (JODEF) is a voluntary, developmental, charitable, non-political, non-sectarian, non-religious, and non-profit making organization operating in Hoima District. JODEF was incorporated under sec. 16(C) of the companies act registration number 80020001749559.

Our Vision: A poverty free, self-sustaining Community.

Our Mission: To inspire the Youth, Women and other vulnerable groups in creating everlasting solutions to poverty, hunger, and social injustices in the community we operate in.

Bunyoro Youth Convention Edition II, 2020

About Bunyoro Youth Convention

This event was established in 2018, Bunyoro Youth Convention is an annual event hosted by the Jonard Development Foundation to engage with youth in the entire Bunyoro Sub region on most pressing topics facing this generation. Jonard Development Foundation is an affiliate of Society of Mining Engineers Uganda, an organization in Uganda that brings together Mining Engineers to promote sustainable mining practices and new technological approaches in the mining sectors as well as enacting discipline and credibility in the sector.

It was first hosted on 20th of December 2018 at Hoima Kontiki Hotel, was a one-day interactive event. More than 1000 Youth from Kibaale, Hoima, Masindi, Kikuube, Kagadi, Kakumiro, Buliisa and Kiryandongo attended the convention that turned up to be an educative, interactive and challenging event.

Why we did not host a 2019 event.

After the 2018 Bunyoro Youth Convention, a meeting was convened by the led initiator of the convention idea. The committee resolved to setup a legal entity to always spearhead this event as well as other pressing issues affecting our communities. In 2019 a process of registering a Non-Governmental Organization (nonpartisan, nonprofit making) was started, thereafter Jonard Development Foundation was issued a certificate of registration in late April by the NGO registration Board, later verified with the NGO registration bureau in November.

Therefore, with all the registration process struggles, the management was forced to work on other priorities of introducing the organization to the people of Hoima District in the first phase of its program implementation in the first quarter and second quarter of 2019. A lot has been done in areas of Education, Health, sensitization on modern farming practices, Urban setup

P.O. BOX 22744 KAMPALA | TEL: +256 (0) 780740416, +256 (0) 701174988

www.jonarddevelopmentfoundation.org

Dynamics in Hoima Municipality, Environment, mindset and attitudinal change on how to improve on household livelihoods and so forth.

In the last quarter of 2019 when all documentation of the organisation was done and the legality question answered, Bunyoro Youth Convention officially became a Youth Project under Jonard Development Foundation.

The primary goals of the Convention are to:-

- (1) Empower youth to explore innovative sustainable ideas to tackle emerging technological and development challenges,
- (2) Provide youth with the tools/techniques to build and engage in life impactful projects, and
- (3) Promote dialogue between youth, state authorities, development partners and other key stakeholders in Bunyoro Sub Region.

2020 BUNYORO YOUTH CONVENTION (SECOND EDITION).

The 2020 BYC will be another one-day interactive event that will take place at Jonard Development Foundation 2 acres Gardens in Kanenankumba, Hoima Municipality on **Saturday 21. March. 2020**. More than 9000 Youth from Kibaale, Hoima, Masindi, Kikuube, Kagadi, Kakumiro, Buliisa and Kiryandongo are expected to attend.

The Slogan for 2020 Convention is "Start with what you have" (in Runyakitara "Tandika nekyoine"). "The driving force for 21st century is the intellectual capital of citizens," said the Metiri Group in its white paper.

The theme for the 2020 Convention is: The worry of Youth in the 21st Century: Education system, Digital Futures and Forth Industrial Revolution 4.0.

The Chief Guest of the 2020 BUNYORO YOUTH CONVENTION is the head of state His Excellency Yoweri Kaguta Museveni.

Bunyoro Youth Convention 2020 proposed Stakeholders.

The management of the Bunyoro Youth Convention wish the following stakeholders to take part in 2020 convention: Bunyoro Kitara Kingdom, ministry of Education, Ministry of ICT, Ministry of Gender, Labour and Social Development, Ministry Of Health, Fourth Industry Revolution Taskforce(Being headed by Hon. John Nasasira), MTN Uganda, Airtel Uganda, Uganda Telecom, Crypto Savannah, Totale EP, CNOOC Uganda Ltd, Blockchain Association of Uganda, Binance Uganda, Tullow Uganda Ltd, Bunyoro District Local Governments, URDT, Spice FM, Miika Eco Resort Hotel, Tororo Cement, Albertine Purified Drinking Water, Eddy Kenzo Foundation, Q3 Holdings Ltd, Hima Cement, Nbs Tv, EMESCO Foundation, NTV Uganda, Hoima Resort Hotel, BBS FM, ZinPlus Limited, Biiso FM, Stanbic Bank, Bank of Africa, Liberty FM, Radio Hoima, ABSA, NSSF, Petroleum Authority of Uganda, Spark TV, Bunyoro TV, ICS, Uganda National Oil Company, Uganda Chamber of Mines & Petroleum (UCMP), NITA, New Plan, Bunyoro Sqoop, UNAIDS, USAID, UNICEF, Uganda Aids Commission, Kabarole Resource & Research Centre (KRC), UACE Schools in Bunyoro, Higher Institutions of Learning in Bunyoro others.

The Youth: (They aren't the future)

Whitney Houston may have sung that "children are our future" but Charity Village's editor **Lee Rose**, who sits on the board of a youth organization, says "Youth aren't the future. Like you and me, they are the here and now."

New circumstances and realities have redefined the meaning of youth as young people who find themselves embarking on an arduous/difficult transition to adulthood amidst a variety of social issues such as youth unemployment, HIV Aids, mental health illness, and gender inequity.

However, the issues facing youth in the 21st Century are far much different from issues of youth in the past centuries.

Literature review reveals that there are myriad issues that continue to face youth in developing economies like Kenya today. The following issues are singled out: unemployment, lack of youth services and funding opportunities, alcohol and drug abuse, crime and violence, lack of awareness on reproductive health, inadequate attention from the parents, lack of role models in the society, school dropout, social stratification in terms of economic and social background, negative peer influence, HIV/AIDS and sexuality, wide generation gap between the parents and children and identity crisis.

According to International Labor Organization, currently 192 million people are unemployed globally, and the unemployment rate for youth surpasses that of adults. The Sub-Saharan Africa and South Asia developing economies are estimated to host around 366 million new entrants to the labor market by 2030. Global population trends indicate that youth accounts largely for a growing proportion of the total population. Estimations of global population place 42% below the age of 25, with almost 83 million people being added to the population every year. By 2030, as the global population is expected to reach 8.6 billion, the proportion of youth will be well over 50% (UNDESA).

Internet and Social Media:

Young people aged 15-24 represent almost one-fourth of the total number of individuals using the Internet worldwide. In 2017, 70.6 per cent of the global youth populations were online. Young people are "early adopters" of ICT-based technologies and can drive growth and innovation in the sector. However, majority of young people do not possess job-relevant digital skills.

The behaviors of young people and adults while communicating with each other are rapidly changing in societies which are highly driven by the latest technologies. As Youth-driven program, we must engage in new strategies and methods by which we communicate with youth members, volunteers, families, and the community at large. Social and mobile media are a growing and popular venue for much of our target audience and youth development practitioners must learn how to leverage these networks to create positive youth development in online environments.

Some Examples of online environments

1. By playing an online game, points are converted into free rice to developing countries. <http://www.freerice.com/>.

2. A Facebook group was created by the Junior Fairboard in Allen County, Ohio to mobilize supporters to come together to save the Allen County 4-H program when funding by their local county commissioners was cut to zero. A total of \$62,000 was pledged in less than 48 hours.

<http://www.facebook.com/group.php?gid=52939711189>

3. Youth and adults consoling each other after the sudden loss of a Junior Fair Board Advisor. Youth found out late at night and wanted to grieve together, so an online space was created. <http://www.facebook.com/groups/160399727378471/> .

4. Idea Lab lets teens use tech tools to create and share. <http://www.Freshbrain.org>

5. Parents and kids establish healthy habits for playing video games, watching TV and browsing the Web. <http://www.getgamesmart.com/> .

6. Maximize the benefits and minimize the harm of media on the health and development of children and families. <http://www.mediawise.org>.

Jonard Development Foundation Planned Online Youth Environments.

1. Bunyoro Music Online Environment

We intend to partner with Habin Consults an I.T firm in Hoima to improve Bunyoro Music platform to work as a Bunyoro Music artists and entertainment online environment. This environment will aim at creating presence of Bunyoro Music and artists in such a digital innovation and be accessed all over the world, with an IOS and android apps.

2. Bunyoro Sports Avenue Online Environment

This online environment plans are done and videos of young talents are being captured in different remote areas of Bunyoro.

We hope to market local talents of football, netball, basketball and rugby in Bunyoro. We look forward to creating relationships with different teams in Germany and England. We have a friend who we share a lot as a family and a kid plays Bayern Munich youth with such linkages we want to start up avenues that can help us start up a score academy too together with the sports Online environment that brings together sportsmen and women in the entire region.

3. Guza Gura Online Environment:

This platform is going to be a decentralized platform, where by everyone will reserve rights to upload products, contact or be contact by customers directly without centralized managers. We want to create an online market place for products done by every youth or other age bracket in the region and far. We want this platform to enable onsite mobile payments of MTN, AIRTEL, UTL and MPESA.

This environment will bridge a gap of access to market , with connections we hope to do with international tech giants such as Microsoft, google extra we shall be able in future to integrate in trending tech of AI, AR extra. If we give our youth the power to sell what they have created, we shall have sustainably empowered them.

P.O. BOX 22744 KAMPALA | TEL: +256 (0) 780740416, +256 (0) 701174988

www.jonarddevelopmentfoundation.org

Youth are Setting Misguided Online Norms

If we choose to ignore and don't engage in the opportunity of connecting the youth online, then youth are left to make their own paths online and set their own misguided online norms. Currently youth are on a "self-guided" tour of the Internet. They are surfing websites, joining social networks, helping them to chart the course of the power of the ever evolving Internet.

As youth organizations, we also must seize the opportunity to be online mentors and use the resources that are available and being used by our target populations.

The gap in activity between youth and adults shows an opportunity for digitally engaged adults to help, guide and mentor youth in these online environments versus only peer to peer. There is also an opportunity for youth development professionals to step forward and lead this effort by translating youth development practices to online delivery.

As youth development organizations in the challenging era of 21st Century, we need to champion our role in creating positive changed youth in our project code named **“Our Skills 2050 (that will be officially be launched on the day of the convention)”**. This Skilling project we started is both an online and brick and mortar Youth Project of Jonard Development Foundation that engages youth in webinars, Podcasts, indoor seminars and conferences deploying different 21st Century approaches such as (Positive Youth Development (PYD) developed by **Mark Light** of Ohio State University Extension & **Jessica Falkenthal** of Indiana University), Collaborative Problem Solving (CPS) approach. This is in line with Uganda's vision 2050, and the United Nations Sustainable Development Goal 8: achieving decent work for all and inclusive and sustainable economic growth.

Jonard Development Foundation's strenuous actions remain focused on bringing forward the role of sustainable use of available technologies to counter the challenges of youth unemployment through responsive skills development.

Education:

Many believe the current education system is broken beyond repair. **“The Curriculum of the 18th Century is being implemented by the planners of the 19th century, taught by teachers of the 20th century to the students of the 21st century.”** Perhaps the greatest setback of our generation is an education system that has failed to prepare youth for a globalized world. How could we possibly curb youth unemployment and poverty when at the core of the matter is an educational structure that has not adapted to accommodate the current global needs?

Education, as defined in international human rights law, should be characterized by availability, accessibility, acceptability, and adaptability.

In Africa **an estimated 11 million young people enter a job force each year with only 3 million jobs available.**

What are Countries doing on the existing Education system?

Singapore is adopting a value-centric framework that incorporates 21st century competencies.

Costa Rica in the National Development Plan for 2015-2018 a new curriculum was rolled out in 2018.

In Australia: The Australian Curriculum, capability covers knowledge, skills, behaviors and temperaments

In Kenya: Kenya is currently developing their new competency-based curriculum, which is designed to integrate seven competencies within and across all subject areas.

China: In 2017 China announced the Reform Plan for the Development of Industrial Workers and its focus on five sets of educational reforms, including ideological study, skills development, internet application, innovation and funding for workers' personal development.

In Malaysia, participation in a sports team is considered integral to developing 21st century skills.

21st Century Skills

21st century skills refer to content knowledge, literacies and proficiencies (order or set skills) that prepare individuals to meet the challenges and opportunities of today's world," stated by Kamehameha Schools report.

Hanover Research, Partnership for 21st Century Skills, Tony Wagner's Seven Survival Skills, Metiri Group's, and Iowa Core 21st Century Skills all slightly differ on the list of 21st century skills, but agree on four critical areas for development:

- **Collaboration and teamwork**
- **Creativity and imagination**
- **Critical thinking**
- **Problem solving**

The Hanover Research analysis also identifies other critical skills for success as listed below.

- **Flexibility and adaptability**
- **Global and cultural awareness**
- **Information literacy**
- **Leadership**
- **Civic literacy and citizenship**
- **Oral and written communication skills**
- **Social responsibility and ethics**
- **Technology literacy**
- **Initiative**

Skills of the Digital Economy

The skills of the digital economy vary from different schools of thoughts but similar in nature. The digital economy requires a wide range of digital skills which are classified as follows:

- **Advanced digital skills:** These are skills necessary to create, manage, test and analyse ICTs. They relate to technology development, including coding, software and app development, network management, machine learning, Big Data analysis, the Internet of Things (IoT), cybersecurity and blockchain technology.
- **Basic digital skills:** These are generic ICT skills required for nearly all jobs. They include web research, online communication, use of professional online platforms and digital financial services.
- **Mid-level digital skills:** These include digital graphic design and marketing, desktop publishing and social media management, both for job and entrepreneurship opportunities.
- **Soft skills:** These are skills necessary for effective collaboration in the digital economy. They include teamwork, leadership, communication and client focus, among others.
- **Digital entrepreneurship:** These refer to digital skills required by entrepreneurs, including online market research, strategic planning and business analysis and the use of crowdfunding platforms.

Evolution of Education (The Future of Education – Let's get their)

The future of education rests on its ability to adapt to the future disruptions in the labor market. The disruptions can be driven by increment in technological innovation or other geo-political factors.

Characteristics of Future Education System

- The future education system should be skill based and not age based.
- The teaching in the future classrooms would be topic based and not subject based.
- The assessment would be done on the level of skill gained by the learner.

And the skills would be divided chronologically in 3 levels, namely:

- a. **Communication and language.** Skill examples: vocabulary, grammar, empathy, group discussion, etc.
- b. **Applied logic and reasoning.** Skill examples: maths, physics, biology, arts and music, social sciences, history, etc.
- c. **Collaboration and specialization.** Skill examples: software development, advanced algebra, trigonometry, etc.

At Glance the future vs. Current Jobs.

We should keep in mind that in many cases, students today will be working in jobs that don't even exist yet or exist but a few can see them. Of recent there is a profession that has been introduced of a Data Scientist. So as career opportunities emerge over time, those who are curious and adaptable are more likely to thrive than those who simply obtain technical skills.

A trending question is "How is Artificial intelligence going to impact labor market", in a conference "Reinventing education in a digital world" in Madrid Spain José Escamilla wondered:-

"How will people be motivated to study when in Mexico alone, for example, nine million jobs are expected to be lost over the next 10 years. "What will the role of universities be?" José Escamilla.

The **Dark Factories** (Where automation and robots would have taken course, no need of light they can use night vision). These are topics for discussion.

What is the Cost of Education vs. its Value?

Tertiary education in the United States is the most striking example of rising prices: the cost of college education has grown by an average of 5.2 percent per year since the beginning of the 1990s. A master's degree now costs \$30,000 in a public university and more than \$120,000 in a private one in USA.

How Technology is disrupting Education

In a digital age, education is less about students acquiring knowledge. Instead, the classroom of the future focuses on offering an experience that builds the capacity for living and working in a world of artificial intelligence, connected machines and automation. And such an experience can only be "successful" **if it spurs curiosity, unleashes creativity, and demands teamwork.**

- Virtual Class rooms
- Pod casters and Webinar practitioners
- Chabot's could take on part of the role of the tutorial supervisor. An instructor at Georgia Tech tried this recently. Professor Ashok Goel created a bot teaching assistant that was tasked with answering students' questions. Surprisingly, the students did not even realize they were interacting with a chatbox.
- EM Lyon Business School developed an app called **MakerMatch**, which has students take cognitive tests to identify their learning-style preferences, such as memorization techniques, logical sense, or ability to work from texts, videos, or audio documents. Students can then adapt their courses to their profile and find likeminded peers with whom to collaborate. Many innovations are out there and innovators are still unveiling.

What can be done Outside School's Systems and Curricula?

Today's youth increasingly need digital literacy for many opportunities. Societies now need young people who learn and master the skills for a dynamic, tech savvy and globalized world.

In South Korea: Microsoft is partnering with a nonprofit organization to train students and teachers in computer science skills that foster problem-solving and creativity. 150,000 students and 2,400 teachers have graduated.

In Hong Kong, Singapore and Taiwan: Google has supported First Code Academy in building programs.

Our Skills 2050 Project Breakdown

In “**Our Skills 2050**” project we are finalizing on a **Digital Skills Mentorship Academy**. We are introducing Chess Classes to Children to stir up their thinking capacity at an early age (During Holidays). We hope to partner with different tech partners internationally to leverage on smartphones that every youth have today, how we can help the Youth to use them sustainably to improve their livelihoods. The adult evening mentorship classes will be part of our programs too.

Reminder: These programs operate outside school systems and curricula.

Increasingly, **the private sector on its own or in collaboration with nonprofit organizations (such as Jonard Development Foundation) should step up to create programs to train today's youths with the skills necessary for growth in the 21st century. It's time for government to catch up and work with these efforts to maximize their adaptation and deployment.**

The Forth Industrial Revolution (Digital Revolution).

It's quite different from the three Industrial Revolutions that preceded it. Steam and water power, electricity and assembly lines, and computerization. **The Fourth Industrial Revolution will even challenge our ideas about what it means to be human.**

Artificial Intelligence, Argumented Reality, Mixed Reality, Virtual Reality, robotics, the Internet of Things, autonomous vehicles, 3-D printing, nanotechnology, biotechnology, materials science, energy storage, quantum computing, Big Data, 5G and Blockchain are some of the outstanding technologies that will define 4IR.

Jack Ma the richest man in Asia in his webinars said Machines will not win over humans. What do you think??

All the above techs are in their final stages to attain mass adoption. These technologies are the future. Are we at the same page as youth?

Justification

- There will be tens of millions of jobs for people with advanced digital skills in the coming years, with some economies predicting a talent gap for workers with advanced digital skills, and others ranking ICT specialists among their fastest-growing roles. While young people are often considered “digital natives”, the majority of them do not actually possess sufficient job-relevant digital skills to fill vacancies.
- Governments, social partners, the private sector, academia, civil society and other key stakeholders need to ensure that young people are equipped with the digital skills to benefit from employment and entrepreneurship opportunities to build an inclusive digital economy and society.
- Equipping young people with digital skills, in particular advanced digital skills set, and providing them with entrepreneurship opportunities, will contribute to United Nations Sustainable Development Goal 8: achieving decent work for all and inclusive and sustainable economic growth.

Recommendations.

- The youth being referred to as the **digital natives**, Governments should devise means of designing strategies, policies to develop young people’s digital skills and build an enabling environment for innovation, entrepreneurship and job creation in the digital economy.
- Given the fact that private sector is a major employer of digitally skilled young people, the sector should provide workplace learning opportunities to enhance the long-term employment prospects of young women and men. The private sector should further on its own or in collaboration with nonprofit organizations step up to create programs to train today’s youths with the skills necessary for growth in the 21st century.
- Government should enhance efforts of creating Regional or District I.T hubs in different parts of the country. The youth centers, Positive Youth Development environments needs mentors, these mentors should be empowered/ skilled by government and civil society efforts.
- Small and medium technology enterprises and start-ups have a significant impact on economic growth, employment and investment opportunities. As a result, many governments are now supporting the creation and development of this economic sector and creating jobs for young people with advanced digital skills to fill vacancies.

For Example if a local startup such as Bunyoro Sqoop is empowered with a grant from government, it will employ 3 news reporters from each of eight districts plus an editor and a chief editor. This implies, more than 25 people will directly be employed by a single startup and more than 50 people are indirectly employed (Graphics designers, private news reporters, photo journalists extra.)

Some Youth initiatives around Africa

Farmerline in Ghana

Transforming smallholder farmers into successful entrepreneurs by increasing their access to information, inputs, and resources to increase productivity.

<https://farmerline.co>

P.O. BOX 22744 KAMPALA | TEL: +256 (0) 780740416, +256 (0) 701174988

www.jonarddevelopmentfoundation.org

Gifted Mom in Ghana

Quality care for your pregnancy, this is an App developed by a group of youth that helps for pregnant women get help in health assistants, information on breastfeeding extra.

Giftedmom.com

Bunyoro Music Decentralized Platform in Uganda, Hoima.

This is a startup by Bunyoro Sqoop Media LTD, a decentralized music platform where artists and users create their accounts upload music on their backend, connect with fellow musicians, fans (users) in an online environment that is more similar to twitter. You can repost a song on your timeline, you can like, share or comment on an artist, song extra. You can even send a private inbox message to your artist or a user.

music.bunyorosqoop.com

In Conclusion

The 2020 BYC lead topics that is Education system, Digital Futures and Forth Industrial Revolution 4.0, with a combining factor and campaign tagline **“Start with what you have” (in Runyakitara “ Tandika nekyoine”)** are all key topics that youth should know about, harness to create enabling environments for innovation, sustainable economic development, high standards of living, and the improvement of all aspects of their lives in the community they live in.

In conclusion, this year's Bunyoro Youth Convention will provide a platform for youth around Bunyoro to contribute to trending discussions and to actively learn how to develop a concept of creating solutions that will sustainably solve digital questions by deployment of proven 21st century approaches such as the Collaborative Problem Solving Approach (CPS) so that we can ably fit in this challenging digital economy. These solutions will seek to address problems that lie at the intersection of technology, infrastructure, human development, and sustainable development of our communities, which will in turn impact the future of our youth and generations to come.

In this same convention, this would not be just inspirational speeches but project **“OUR Skills 2050”** will be launched that will involve, a Digital Skills Mentorship Academy, 21st century skills literacy, talents, basic skills and other skills promotion through different platforms such as the above mentioned online environments.

PROPOSED BUNYORO YOUTH CONVENTION 2020 BUDGET (Draft)

NO.	ITEM	AMOUNT UGX
1	30 TENTS	3.500.000
2	Decoration	2.000.000
3	2 cows	3.000.000
4	Projections and stage	6.000.000
5	chapats	2.500.000
6	samosa	2,500.000
7	200 cartoons Water	2.000.000
8	200 crates of Soda	4.000.000
9	Public Address	1.000.000
10	Video coverage	1.000.000
11	TV adverts	10.000.000
12	Radio Advert (12 radio stations)	3.600.000
13	Social Media Promotions	1.000.000
14	Short Online Video Promos PRO	800.000
15	District Tours fuel and others	1.000.000
16	100 T SHIRTS (25000)	2.500.000
17	Cooking Fees	1.000.000
18	Firewood	150.000
19	Water	150.000
20	Miscellaneous	3.000.000
	TOTAL	49,700.000UGX

Registrations to attend the 2020 Summit is on at www.jonarddevelopmentfoundatio.org and will close on March 17th, 2020.

P.O. BOX 22744 KAMPALA | TEL: +256 (0) 780740416, +256 (0) 701174988

www.jonarddevelopmentfoundation.org