**Changing Faces: Youth led public space transformation in Nairobi**

**1. Objective and relevance (the world around us)**

* 1. **Main purpose of the intervention and challenges to be addressed**

**Overall purpose:** This intervention is based on a competition called Changing Faces. During the course of one year, 300 young people from low-income communities will compete on who can develop the most inspiring public spaces in Nairobi. As part of this process, the youth will strengthen their capacity as active citizens, and government authorities will be engaged through advocacy. The project will be implemented by the two partners Dreamtown and the Public Space Network (PSN). Both partners have solid experience in using competition formats for creating social change. In addition, the project is supported by UN-Habitat.

***The development objective of the intervention is*** ***to improve the wellbeing of young people living in low-income areas in Nairobi, by strengthening their capacity and space to participate in community development and increasing their access to quality public spaces.***

The development sector’s work in low-income urban areas has, for many years, been influenced by UN’s (now out-dated) definition of urban slums[[1]](#footnote-1), and has largely overlooked the crucial role of public spaces, which affect people’s quality of life significantly. However, the focus on public space is now starting to grow in importance, which is evident from e.g. SDG 11 (Sustainable cities and communities) with its target ‘*to provide universal access to safe, inclusive and accessible green and public spaces’* (target 11.7). Public space in cities includes streets, pathways, squares, parks, gardens, marketplaces, water bodies, riparian land, community centres, public sports facilities, etc. Based on experience by Dreamtown, PSN, and UN-Habitat, it has become clear that if such public spaces are well managed and include relevant qualities, they provide a range of benefits including economic[[2]](#footnote-2)**,** health[[3]](#footnote-3); climate and environmental[[4]](#footnote-4); social[[5]](#footnote-5) and political[[6]](#footnote-6). Based on the partner’s experience[[7]](#footnote-7), such benefits have an important impact on people’s overall wellbeing.

**Key challenges to be addressed:** The intervention will tackle the following three overall challenges, which are aligned with the three specific objectives of the intervention presented in section 3.2.

***Challenge 1: Limited capacity of young people to actively engage in community development***: Based on PSN’s experiences, a growing number of youths express interest in creating change in their communities, especially through actively transforming their neighbourhoods and outdoor spaces to make them more liveable. The following barriers tend to limit their level of involvement, and will be addressed through this intervention: 1) Youths tend to be alone in their efforts, often stigmatized in their communities as criminals, and lack support of other stakeholders, institutions and the rest of the community; 2) High level of youth unemployment and lack of resources prevent young people from accessing the initial capital for the space transformation, and youths have to constantly trade off between meaningful volunteering and income-earning opportunities; 3) Lack of knowledge and awareness about how they can effectively and affordably transform their neighbourhoods and become change makers in their communities. This project will address these challenges by strengthening the capacity and confidence of youth to become active citizens and creating a platform connecting youths to other stakeholders.

***Challenge 2: Lack of access to quality public spaces for youth in low income communities:*** Nairobi has experienced rapid unplanned urbanization, which has led to multiple challenges, including congestion, insecurity, degraded public environment, lack of recreational opportunities, and generally poor living standards. With just 8.2% of the city’s surface made of green spaces, compared to the 15-25% recommended by international best practices, it is no wonder quality of life in Nairobi ranks 86 out of 231 global cities, and only 22 out of the main 46 African cities (Mercer Quality of Living survey, 2017). In Nairobi, public spaces lack in quantity, but also in quality. Streets, squares, and parks are often chaotic, poorly planned and maintained. Most streets are designed for car users and not for ordinary people (who primarily walk, cycle, or take other means of collective transport), and therefore lack basic amenities, such as pedestrian walkways, streetlights, and publicly accessible recreational areas. Furthermore, open spaces are often subject to land grabbing for business interests or dumped with garbage in the context of inefficient waste management. The poor quality and lack of public spaces especially increase tension and stress for those in lower-income neighbourhoods, exacerbating already crowded and inadequate living conditions. The few existing quality public spaces that exist are unequally distributed across the city and especially people living in low-income neighbourhoods do not have any clean, safe and green spaces in their proximity. This challenge will be addressed by increasing access to quality public spaces.

***Challenge 3: Limited government engagement of young people and low-income communities:*** Through this intervention, we will strategically use the public spaces developed to engage government in a dialogue on how to improve urban development in poor communities. A key stakeholder that will be targeted through advocacy is the New Metropolitan Service (NMS), which was established in March 2020. The NMS is the new office in charge of Nairobi’s urban development. With the introduction of NMS, a new ambitious plan for urban development with the aim of improving quality of life in Nairobi has been introduced. One of the major plans that the NMS is in charge of is the rehabilitation of the Nairobi River. This river runs through a number of the largest informal settlements in Nairobi. The government’s strategies towards rehabilitating the river has in the past been surrounded by a lot of conflict between the government and the local residents, who are at risk of forced evictions and have participated in the decision-making around these plans only to a very limited degree. However, with the establishment of the NMS, there appears to be an opportunity for people in the slum communities around the river to participate in the decision-making. The NMS strategy for upgrading the river is based on a three-pronged approach. Besides university and private sector engagement as well as the engagement of governmental authorities, the approach aims to engage local communities around the river. Thus, there appears to be a window of opportunity to influence this process. PSN is already in dialogue with the NMS on how they can contribute to the planned community engagement process.

**1.2. Context of the interventio****n**

The project will take place in ***low-income neighbourhoods*** ***in Nairobi*** that had been formally planned, including Dandora and Kayole in the east side of Nairobi, and densely populated informal settlements incl. Korogocho, Mathare and Kibera, which are all located around the Nairobi River or its tributaries and will be affected by NMS’s master plan. While the intervention focuses on low-income neighbourhoods, there are noticeable differences between them. Areas such as Dandora and Kayole have been formally planned, and although they have experienced a big demographic boom, followed by informal development and land grabbing to build on spaces initially designed as playgrounds and construction of multistorey buildings in places designed for one floor houses, these neighbourhoods still have open spaces. These spaces tend to be dumped with garbage or misused in other way, but have potential to be transformed into larger playgrounds, community gardens, and parks. Informal settlements, such as Kibera, Korogocho or Mathare, are densely populated areas with informal and fragile housing crowded next to each other, leaving space only for narrow walkways. Often built on slopes and alongside polluted rivers, these areas are exposed to additional risks, such as erosion and landslides, flooding and diseases. The nature of spaces that have potential to be transformed is thus different from those in Dandora and Kayole, being mostly walkways, riverbanks or scarce larger areas that have not yet been built on.

**1.3. How this intervention will strengthen civil society organising and active citizenship**

The project will contribute to the strengthening civil society at three levels. ***At the organisational level***, Dreamtown will support PSN to consolidate its organisational structures and strengthen its financial sustainability. PSN has, since its foundation in 2017, managed to develop a large network of members and partners and produced a significant impact in Nairobi. However, so far, PSN has been working largely on a project-to-project basis and its management has relied on a small team. With new government plans being drafted, such as the Nairobi River master plan, there is a need and desire for PSN to strengthen its position to influence these processes. This necessitates strengthened organizational structures. Through this project, a permanent secretariat will be set up. In tandem with this, plans for strengthening the financial sustainability of the organisation will be developed. ***At the community level***, the project will strengthen the engagement and active citizenship of youth-led grassroots organisations working for social change within areas such as planning and managing projects and funds, communication, and advocacy, which will allow to build stronger and more sustainable civil society organizations. ***At the city level,*** the project will strengthen the organisation of grassroots organisations across poor urban communities around the shared agenda of gaining influence on the Nairobi River project.

**1.4. The climate- and environmental conditions the intervention responds to**

As part of the competition, a special focus will be brought to how quality public spaces can improve environmental conditions in low-income neighbourhoods. The goal is to spark a debate amongst the participants about the effects of climate change and environmental degradations in their poor urban communities and introduce innovative solutions to tackle these issues. Dreamtown has rich experience on this topic from our work on green public spaces (including parks and urban gardens) in Kampala.

**2. The partnership/collaborators (our starting point)**

**2.1. Previous acquaintance or cooperation between the partners**

The idea to form a partnership between Dreamtown, the Public Space Network, and UN-Habitat was first hatched in February 2020, during the World Urban Forum (WUF) in Abu Dhabi. Organised by UN-Habitat, WUF is the largest global event focused on sustainable urban development, bringing together more than 30.000 participants representing civil society, governments, academics and the private sector. During this event, both Dreamtown and PSN were giving keynote presentations on innovative youth led public space interventions. A discussion followed, exploring a partnership combining Dreamtown’s and PSN’s best practices for youth-led public space interventions, with organizational and technical support by UN-Habitat. This project marks the first milestone in this partnership. The core of the project is based on a competition format. Both Dreamtown and PSN have rich and positive experience engaging youths through such an approach. In this intervention, rather than replicating the models of Dreamtown or PSN, an inspiring co-design process has taken place where we have evaluated the best practices of each organisation, which has led to designing a strong approach to supporting young people to become active citizens, transforming public spaces and engaging in government advocacy.

**2.2. Description of partners**

**Dreamtown**

***Capacities:*** Dreamtown is a Danish NGO that works for the wellbeing of young people in cities, focusing on slum communities in fragile urban settings. Our mission is to transform slums into safe, green, and creative spaces together with young people. Dreamtown currently runs projects specifically focused on youth active citizenship and space development across Sierra Leone, Zimbabwe, and Uganda. Since 2017, Dreamtown has supported young people to develop more than 67 spaces. This includes 19 safe spaces in Sierra Leone (incl. community centres, counselling clinics, community policing points, and recreational areas); 43 green spaces in Uganda (incl. urban gardens, parks, and a climate resource centre); and more than 5 creative spaces in Zimbabwe (incl. art installations and music festivals). Through their active involvement in these interventions, thousands of young people have strengthened their capacity as as active citizens, and young people living in more than 17 larger slum communities are assessed to have improved their wellbeing through increased access to youth friendly spaces. The reason why Dreamtown wishes to start activities in Nairobi is based on the following: *i)* Nairobi is home to some of the largest slum communities in Africa with a very large young population. Dreamtown’s experiences is well suited to make a positive impact in these areas; ii) Nairobi is one of the most vibrant hubs for youth innovation and public space development across Africa. Learning from Nairobi can be transferred to the other countries we work in; iii) Nairobi is one of the most important strategic locations for Dreamtown to be active in since several international key stakeholders on urban development, including UN-Habitat, work out of Nairobi.

***Resources:*** Dreamtown’s secretariat is comprised of a management group consisting of three people (CEO, Programme Manager, and Finance Manager) who are all working full time and manage the organisation on a daily basis. The team of people providing qualified support to Dreamtown’s activities has grown over the past two years, in tandem with the organisation’s increasing number of projects and locations. Dreamtown’s core team (which is a mix of part time staff and volunteers) currently consists of three project coordinators (focused on projects in Sierra Leone and Uganda), three advisors (working on the themes of public space, monitoring and evaluation, and communication), and three technical leads (working on Urban Design, Conflict Mediation and Environmental Psychology). Dreamtown is governed by a board of seven people, the majority of whom has been part of the organisation since its start in 2010.

***Experience from previous competitions:*** It is no coincidence that Dreamtown’s first project in Nairobi is based on our experiences with running youth led competitions. Our experiences from Sierra Leone (19-2345-MI-feb) have taught us that the competition approach works well as an entry strategy into new communities for several reasons: It enables us to developed a good overview of who the active youth grassroots are, it establishes good relationships with local authorities, and itenables us develop a strong local legitimacy by creating tangible results. These factors combined present a solid foundation for developing a more long-term follow up development intervention. A more detailed account of the lessons learned from our first competition in Sierra Leone is presented in the submitted end of project report.

***Roles and responsibilities in the intervention:*** Dreamtown is responsible for reporting to CISU and monitoring and evaluating progress during two visits to Kenya. Dreamtown will help PSN consolidate governance structures and develop a stronger and more financially sustainable secretariat. Dreamtown’s CEO, Rasmus Bering, will facilitate the *Public Space Co-design workshop* *(activity 2.1*), and communication advisor, Simon Sticker, will facilitate Communication for Development training for the target group, which is an important part of the advocacy campaign (activity 3.2) and documenting impact of the intervention.

**Public Space Network**

***Capacities:*** The Public Space Network (PSN) is a Kenya-based non-profit open membership society, bringing together a collective of civil society, public and private stakeholders with a vested interest in creating a cleaner, greener, safer, and inclusive Nairobi through the transformation of its public spaces. Through PSN’s members and resources, the organisation aims to create an enabling environment that will equip communities to come together to regenerate and maintain public spaces. By empowering communities to transform their neighbourhood, PSN promotes greater social cohesion, produces economic benefits, and improves the health and safety of residents. The Changing Faces Competition has become PSN’s flagship initiative, serving as a mobilization tool to engage communities and especially youth to become active citizens, raise awareness and advocate for a community-led approach for public space management. Through the Changing Faces competitions, PSN is gradually building a large network of grassroot organizations coming from poor urban neighbourhoods all across Nairobi, which plays an important role in the organisations of other activities, such as advocating Nairobi City Council to invest more in public spaces.

***Resources:***PSN members comprise a diverse pool of actors including organizations and individuals, ranging from urban professionals (architects, urban planners, etc.), civil society organizations (with a large representation of youth led grassroots) and public and private stakeholders who participate in and support their different initiatives. PSN is extremely well connected and enjoys a lot of legitimacy amongst grassroots in poor urban communities, and at the same time have linkages to influential decision makers at city level. Thus, PSN’s organisational strengths and resources lie in the strong and vibrant network of actors that benefits from and supports their activities. Since its establishment in 2017, PSN has operated on an ad hoc project-to-project basis and activities have largely been driven through the voluntary initiative of the founders. Since its inception, the interest and membership (especially amongst CBOs from low-income neighbourhoods) has increased and so has potential project opportunities. PSN has need to develop a professional secretariat managing daily activities, and a functional board in charge of the organisation’s strategic direction to effectuates its statues and democratic principles. This intervention supports PSN on this journey, which implies founders will transfer ownership towards a professional secretariat to run the organisation. The founders will, in this project, still have a strong role in the implementation of activities and ensure that necessary knowledge is transferred to the secretariat. However, as the project unfolds, it is expected that their involvement will move from a daily activity level to a stronger focus on managing a functional board. This intervention will support this organisational transformation. Since the strategy entails both working with a secretariat of two people, having two of the founders give a lot of support to building the secretariat's capacity and at the same time work on the democratic structures of the organisation, it has been deemed necessary to go a bit high on salaries. However, it is the plan that the very direct role of the two founders (in the budget termed strategic advisor and knowledge and learning advisor) will be gradually phased out. Thus, in future projects we expect the local salary level to be lower.

***Experience from previous competitions****:* PSN has successfully organized four editions of Changing Faces Competition, reaching 114 grass roots organisations from 8 communities in Nairobi. Transformed spaces range from playgrounds, community parks, community gardens, multifunctional spaces used as playground during a day and income-generating parking area during the night, to a transformed river bank serving as a community park. PSN’s experience has shown a real need and interest for this type of initiative, with more and more community groups from Nairobi and beyond expressing interest to get involved. The following elements have been key to the success: (1) The teams are seen as managers of their spaces and crowdsource the initial tools and resources for the transformation of their spaces by their own efforts, which sparks the sense of community ownership; (2) community champions, or community leaders, each responsible for a neighbourhood or area, play a key role in recruiting the teams, training them, engaging public officials at the local level, raising awareness and reporting to the management team from the field; (3) an important judging criteria is a sustainability plan, where the jury assesses how the team plans to maintain the space in long-term. PSN has identified areas for improvement, which include more resources for capacity development of participants and connecting participants to stakeholders, such as governmental authorities, urban professionals, and private businesses.

***Roles and responsibilities in the intervention:*** PSN is lead on the daily implementation of the intervention, which includes mobilising youth groups to participate, supporting the groups throughout the competition, and engaging relevant duty bearers, including the Nairobi City Council and the New Metropolitan Service. PSN is also in charge of developing and submitting quarterly financial and narrative reports to Dreamtown.

**2.3. Description of other actors**

**UN-Habitat** is the United Nations programme for human settlements and sustainable urban development. Headquartered in Nairobi, UN-Habitat’s Global Public Space Programme team has demonstrated great interest in supporting citizen-driven public space upgrading. In this project, they will provide technical support and expertise and co-facilitate the Public Space Co-design workshop (activity 2.1). UN-Habitat has stressed that they will explore the possibility of sponsoring the winning prize of the competition, which will be to participate at the next World Urban Forum (taking place in Poland in 2022). Similar to Dreamtown’s previous public space competition in Sierra Leone, here, the winners will represent their community at the world’s largest event on urban development.

**Private foundations**: A number of smaller foundations have pledged support to scale up of the best ideas that will emerge as a result of the competition. Thus, even though this project has a target of developing 5 public spaces, the intervention is expected to work as a catalyst to support the development of several more. The following 3 Dutch foundations have pledged support: ***Center for Frugal Innovation in Africa*** and ***Wilde Ganzen Foundation*** and ***We Play.*** Last, but not least, Nairobi-based partners, such as ***East Africa Institute*** under the ***Aga Khan University***, have also pledged to support the initiative.

**2.4. How the intervention will contribute to developing the collaboration between the partners**

***Organisational capacity building:*** The collaboration will be used as a way to facilitate organisational learning that benefits each partner. PSN will support Dreamtown in strengthening the organisation's approach towards measuring the impact of public space interventions. PSN has developed a *‘public space impact assessment tool’*, which Dreamtown will learn how to use and explore how to replicate in other locations. Dreamtown will support PSN to develop a stronger organisation. This includes supporting the organisation to consolidate internal governance structures and develop strategies for sustaining an effective secretariat that is able to scale up development initiatives in Nairobi. ***Long-term partnership focused on the Nairobi River Project:*** This project marks the beginning of what we see as a potential long term partnership between Dreamtown and PSN, focused on advocating for the rights of young people to participate in community decision making processes and accessing public spaces. The more long term advocacy focus of the partnership will be to insure young people and low-income communities have a space to participate in the Nairobi River project, through a focus on demonstrating inspiring community participation and ensuring the integration of young people’s development priorities in NMS’s master plans.

**3. Target groups, objectives, and expected results (our intervention)**

**3.1. Description of the target group**

The key targetgroup is active youth dwelling in low-income neighbourhoods in Nairobi. The intervention will be open to all interested youth groups based on the following selection criteria: The groups need to be based in a low-income neighbourhood; be active, and have access to a public space they can develop in their community. Thus, for the primary target group we are looking for the most motivated youth, who have the potential to inspire others and take a leading role in community development. Based on previous experiences, it is expected that approximately 100 groups will sign up at the beginning of the project and around 50% will be active throughout the whole intervention. With an average of 6 very active group members, the total target group is expected to be approximately 300 youth (50 groups x 6 people). Based on both PSN and Dreamtown’s experiences, the representation of women is often lower than men in this type of interventions. Through the different mobilisation activities, a key priority will therefore be to reach as many groups with a strong women representation as possible. This is especially important when working on development of safe public spaces. Many women often feel insecure in public spaces due to the risk of harassment and violence. It is therefore important to ensure a strong gender focus as part of ideas for community transformation. The goal is to have 40% women represented across the entire intervention.

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|  | **Groups** | **Composition** | **Participation** | **Benefit** |
| **Primary target group** (groups engaged in activities) | Activist youth/youth engaged in groups | 300 youth (60% men/ 40% female) | Are directly engaged. This includes training, mentoring, and advocacy events. Due to COVID-19, we might have to limit the number of people in trainings. If this is the case, each group will participate with 1 representative. | The youth will strengthen their capacity as active citizens. This implies developing their understanding of how to implement community projects and how to engage in advocacy |
| **Secondary target group** (people affected by activities) | Community members | 750 community members (50% male/ 50% female) | Involved through participating in the advocacy events in the target communities, giving inputs during community mappings, and using the spaces developed. | 750 community members are expected to improve their wellbeing from actively using the public spaces developed in their daily lives. |

**3.2. The objectives and expected results of the intervention**

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| **Overall development objective:** To improve the wellbeing of young people living in low-income urban areas in Nairobi, by strengthening their capacity and space to participate in community development and increasing their access to vibrant public spaces | | |
| **Specific objectives** | **Results** | **Activities** |
| **Specific objective 1.** Young people from low-income areas are actively engaged in community development  ***Indicator:*** *300 youth (with a minimum of 40% women) are actively engaged in public space activities on a free and voluntary basis* | 50 youth groups have started to prepare their public space sites | 1.1. Youth peer to peer learning  1.2. Mentorship and site preparation by youth groups 1.3 Selection of finalists |
| **Specific objective 2**. Young people from low-income communities have access to vibrant public spaces  ***Indicator:*** *750 community members are actively using the public spaces developed in their daily lives* | 5 public spaces developed in low-income communities | 2.1. Urban Space Co-Design Workshop  2.2. Implementation of public space projects  2.3. Selection of winners |
| **Specific objective 3**. Young people from low-income communities participates actively in the NMS’s master plan for the Nairobi River  ***Indicator:*** *Representatives from the NMS and the Nairobi City County have participated in advocacy events in the public spaces developed* | 5 Advocacy events held in the public spaces developed | 3.1. Advocacy and communication boot camp  3.2. Advocacy campaign |

**3.4. The strategy of the intervention**

The project employs a three-legged approach towards improving the wellbeing of young people in poor income neighbourhoods, moving from the individual towards the political level. *In specific objective 1*, focus is on building the capacity of young people to play a leading role in community development. They will develop this confidence and skills through practical learning experiences of developing public spaces. These skills can be transferred to other areas in their community. *In specific objective 2*, focus is on ensuring that quality public spaces are developed. These spaces are expected to have a tangible impact in the wellbeing of the people in the target communities. *In specific objective 3*, focus is to strategically use the work on mobilising young people as active citizens and the development of public spaces to gain influence on urban planning at larger scale in Nairobi. The focus is on the New Metropolitan Service’s Nairobi River project. ***Outline of the competition:*** Since the project is designed as a competition, the number of youth groups directly involved in each phase will vary. In phase 1, a minimum of 50 youth groups will participate. In phase 2, the 5 groups with the most inspiring ideas and those who have have demonstrated the biggest level of involvement during the initial transformation work on their space and receive seed funding to implement their ideas. At the end of phase 2, the winning teams of the competition will be selected. However, as we move on to phase 3, which focuses on advocacy, the process will once again include all 50 youth groups.

**Phase 0: Preparation**

*Activity 0.1. Start up workshop:* Online workshop with PSN and Dreamtown to finalize and agree on the action plan to implement the project clearly stating roles, responsibilities and deliverables. A major focus is on the preparation of the first activities (design of the competition rules, outreach strategy and logistics related to the registration and the kick-off event). Special attention is paid to designing an alternative and flexible COVID-19 implementation strategy to ensure smooth implementation amidst pandemic dynamics.

*Activity 0.2+0.3: Outreach, recruitment and registration of teams:* The outreach and recruitment campaign is carried out through online platforms, traditional media and through a network of volunteering community champions who are active community leaders in the target locations. Most, if not all, community champions, have already participated in previous Changing Faces Competitions. The community champions are each responsible for an assigned area of Nairobi, where they leverage the power of their network. They will be trained on community engagement, public authorities’ engagement, conflict resolution, place making methods and photography, and are responsible for recruiting teams, assisting registration, briefing about key dates, rules of the competition, and mentoring them on how to transform their space and resolve possible community conflicts. Community Champions report to the Community Mobilizer who is actively coordinating with all of them and assisting them with the community mobilization. Teams’ registration will be done online using Google forms. Teams have to submit information about the space they are planning to transform and a photo of the space before any transformation begins.

*Activity 0.4: Kick off event:*  Kick-off event bringing together all registered teams and community champions. The goal is to brief all participants on the goals, timeline and rules of the competition and answer any questions. Participants also get to see some of the sites that were transformed in the past Changing Faces Competition to get inspired. Even more importantly, the event will present the opportunity for interaction between the youth teams coming from different parts of Nairobi and their community champions, and is expected to mark the beginning of the creation of a youth-led platform, where youth exchange ideas and together become more active citizens who have voice in their city.

**Phase 1: CFC Challenge 1:** During the CFC Challenge 1, teams will implement first light interventions on their spaces, using crowdsourced resources (recycled materials, mobilize their community for community donations, approach businesses for funding or in-kind donations or approach public officials for support). Given limited access to resources, the first challenge is only expected to result in small interventions, but will demonstrate which teams are the most motivated, creative and dedicated to the cause.

*Activity 1.1: Peer to peer learning event:* In-depth training for the teams on community-driven public space transformation is facilitated by the organizers, public space experts and led by experienced community champions and youth from previous editions of Changing Faces Competition who will share their experience. The event allows participants to gain knowledge on public space transformation, principles of quality public spaces, the importance of taking lead in public space transformation, and will strengthen ties between youth groups and current and past participants, creating the base for the further peer to peer learning.

*Activity 1.2: Supervision and mentorship:* Community champions act as mentors to the teams during the space transformation. While the teams lead the transformation of their space, community champions can assist with overcoming barriers, providing guidance, resolving conflicts and engaging local public authorities. Community champions report directly to the Community Mobilizer and indirectly to the PSN Coordinator to report about the situation in their specific areas. The Community Mobilizer actively coordinates all community champions and assists conflict resolution and public authorities’ engagement if needed. The teams are given a copy of the [Placemaking Toolkit](https://dcaf1fc4-e587-4e7f-9466-b216379e8242.filesusr.com/ugd/b870a6_725598253d67426c9e9e9dde4210d5f6.pdf?index=true) that assembles experiences from previous editions and other community-driven public space projects. Community Champions will be in charge of photo documentation in the competition to capture the progress and the scope of transformations. For this reason, the Community Champions will also be trained in the basic photography skills (see the activity 0.2).

*Activity 1.3: Selection of winners of challenge 1:* The participating teams will have to submit a photo of their space after completing their transformation, together with a short description of implemented changes and a maintenance plan for the space. Based on the submissions, the organizers will shortlist the sites that will be visited by the jury. A panel of judges will visit the shortlisted sites. During an assessment meeting, they select five winners, who will be awarded during an award event and then proceed to the CFC Challenge 2.

**Phase 2: CFC Challenge 2:** 5 winning teams from the Challenge 1 will be shortlisted to participate in the CFC Challenge 2, which gives them the opportunity to implement a more impactful and more sustainable intervention, while developing their skills. The teams receive seed funding for the further transformation of their sites, accompanied by mentors to design an action plan for their space and during the implementation.

*Activity 2.1: Public Space Co-Design Workshop*. The event marks the beginning of the process in which the winners of the CFC Challenge 1 start developing detailed action plans and designs for their spaces. The objective of this workshop is to strengthen participants capacity to develop inspiring public space designs, and learn about the key characteristics of quality public spaces. The shortlisted youth teams will interact with urban professionals (architects, landscape architects, urban planners, place making experts), public authorities and other stakeholders, who will provide critical insight into the further transformation of their spaces. All participants will visit the sites of the shortlisted teams to understand their context and provide insight and ideas. During the workshop, the shortlisted teams develop detailed action plans for further transformation of their sites and will be matched with Nairobi-based mentors, who will accompany them through their transformation beyond the workshop.

*Activity 2.2. Implementation of public space ideas:* The five teams implement their action plans. Accessing seed funding for their transformation, they will be able to carry in depth and more durable transformations for a larger impact in their communities. Benefiting from the newly-gained knowledge from the co-design workshop and the support of their mentors, who visit them on average twice a month to assess progress and provide advice, they keep learning and improving their projects. Community Champions, managed by the Community Mobilizer, continue to supervise and provide daily support to the teams.

*Activity 2.3. Selection of winners of competition:* At the completion of the transformations, the panel of judges will visit the sites to assess the progress in line with the action plans and select the winners. The best teams will be nominated to participate in the World Urban Forum (WUF) in Katowice, Poland in 2022. UN-Habitat has pledged to cover the expenses of the winners to travel and participate in WUF.

**Phase 3: Public space advocacy:** The advocacy approach willbuild on thenetwork of youth created, and public spaces developed. The key advocacy asks are increased access to public space and improved participation of civil society, with a special focus on youth, in urban development.

*Activity 3.1: Advocacy and communication bootcamp:* The 5 participating teams from the Challenge 2 and the Community Champions will play an active role in designing and developing the advocacy strategy as they are seen as the active ambassadors of the public space cause. A special focus is to train the participants in advocacy and Communication 4 Development skills to enable them to leverage their achievements for advocacy. Selected experts will support the participants in developing the advocacy strategy. This activity will take place during a two-day workshop followed by a Communication 4 Development process in each of the target communities, where the spaces will be documented and communication materials will be developed.

*Activity 3.2. Advocacy campaign and festivals:* The specific advocacy campaign plan will be determined during the Advocacy and communication boot camp, however, we plan to organize five events to showcase the outcomes of the Changing Faces Competition in terms of improved public spaces and their impact on wellbeing of their users and advocate for a more systematic approach to youth- and community-led public space upgrading, supported by the public and private stakeholders. The campaign is expected to run both online and on the ground (especially at the transformed spaces) to reach a large number of citizens and decision-makers and produce impact. The key goal is to get the participation of the NMS during the event held in each of the public spaces to showcase ideas that can feed into the Nairobi River Project.

**3.5. Plans for systematising experiences along the way and at the end of the intervention**

***Reporting:*** PSN will develop progress reports and submit to Dreamtown. Reports will be shared after each intervention phase and reflect on achievement of the results and indicators in the logical framework. PSN will also share a financial report. ***Monitoring:*** Dreamtown will undertake monitoring of the project with focus on assessing the extent to which the youth strengthen their capacity to independently engage in community mobilisation, develop public spaces, and engage government through advocacy. If travel is not possible, monitoring will be conducted online. Key tools planned to be used include field visits, focus group discussions, and participation in youth activities. ***Evaluation:*** To evaluate the impact of the public spaces, we will use a tool developed by PSN called [The Public Space Impact Assessment tool](https://bot.publicspacenetwork.org/help), which allows collection of qualitative and quantitative data related to the impact of public spaces on wellbeing of people, particularly in the area of safety, environment, child development, economy, and health. The surveys will be done before and after transformation to assess the impact.

**4. Intervention-related information work in Denmark**

Dreamtown’s communication advisor, Simon Sticker, will participate in developing the advocacy campaign in Nairobi. This includes facilitating workshops with the youth participants on Communication for Development (C4D). The communication material developed as part of the advocacy campaign will also be published on Dreamtown’s website and social media channels and used during public events in Denmark.

**5. Supplementary financing** - N/A

1. Definition: Durable housing, sufficient living space, access to water and sanitation, and security of tenure [↑](#footnote-ref-1)
2. E.g. attracting people, businesses, investments and job opportunities [↑](#footnote-ref-2)
3. E.g. clean and safe space for children to play, and people to exercise, stress relief [↑](#footnote-ref-3)
4. E.g. improved air quality, flood mitigation, shelter from wind and a sun [↑](#footnote-ref-4)
5. E.g. increased social cohesion, spaces where the community, and particularly young women can safely meet [↑](#footnote-ref-5)
6. E.g. transforming informal spaces at risk of government eviction into attractive vibrant areas [↑](#footnote-ref-6)
7. Dreamtown research on youth wellbeing (University of Canberra; Urban Synergies Group, 2020); PSN evaluations based on *Public space impact assessment tool* [↑](#footnote-ref-7)