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| Danish organisation | GAME |
| Title of the intervention | Building Peace and Friendship through Street Sport |
| Partner name(s) | MIDRIFT HURINET |
| Amount applied for | 499.970 |
| Country(ies) | Kenya |
| Period (# of months) | 15/06/2022 – 15/03/2023 (10 months) |
| If re-submission insert journal no. | N/A |

1. Objective and relevance (the world around us)

* What is the main purpose with the intervention, including challenges that need to be addressed?

The overall objective for this intervention is: **To contribute to prevention of ethnic and political tension and polarization leading to (pre- and post-election) violence in Nakuru Kenya, through developing active youth leaders (Playmakers) using street-sports, culture and dialogue to build social cohesion between youth from different ethnic and political groups from Nakuru Town East and Nakuru Town West.**

GAME has for some time been in dialogue with MIDRIFT Human Rights Network (HURINET) in Kenya on the potential for a collaboration. The idea being to combine MIDRIFT’s strong place-based leadership program (implemented in partnership with DIGNITY, Danish Institute against Torture), with the potential of GAME’s youth led street sport program in bridging ethnic and political divides between youth groups in Nakuru, Kenya. This dialogue has intensified in connection with the upcoming elections in Kenya in August, knowing that the elections potentially can spark interethnic violence and political instability. The conversations have been centred around the leadership program that MIDRFIFT is implementing in Nakuru county, training leaders in the public and private sector to collectively work for social change and fight urban violence, and the potential for linking this program to GAME’s Playmaker program, also focussing on empowering (young) citizens to use sport and street culture as a tool for conflict mediation and social cohesion.

This resulted in GAME visiting MIDRIFT HURINET in April 2022, where a program was drafted responding to the current volatile political/pre-election situation in Kenya, based on a joint assessment of the need to develop young citizens to be leaders and role models and active in the fight against the current ethnic and political polarization and risk of political violence. Through MIDRIFT HURINET, GAME met and engaged with four (4) youth grassroots organisation working with youth, sports, dialogue and empowerment who will be able to grow and professionalize their activities in relation to Sport for Development (S4D) through this collaboration under the supervision and support of MIDRIFT and GAME.

The action is as such, not an extension of a previous intervention, but builds on MIDRIFT HURINET’s experience with leadership trainings in Nakuru county, with a focus on preventing urban violence[[1]](#footnote-1), and GAME’s experience from implementing youth programs with a focus on youth empowerment and social cohesion in the MENA region and Africa[[2]](#footnote-2). The local government of Nakuru County has for the past 4 years also been a partner of MIDRIFT’s PBLD program (place-based leadership development) and has become something of a “model county” where representatives from other counties visit to learn from the good collaboration they have developed across sectors like police, civil society, public and private sector, amongst other things to strengthen the trust, relationship and collaboration between police and community that they served. And most importantly, this intervention build om the local youth grassroots’ organisations experience working with local youth and their outreach to the most troubled and challenged neighbourhoods in Nakuru using street sport as a tool for development, dialogue and social cohesion.

* Describe the context of the intervention:

According to [UNICEF](https://www.unicef.org/kenya/education); Before the COVID-19 pandemic, nationwide enrollment in primary education stood at 93 per cent, but at secondary level only 53 per cent, and even lower outside the major cities like Nairobi and Mombasa. In 2020, school closures interrupted learning for over 17 million children, who missed more than six months of formal education. They also faced increased risks of violence, child labor and poor mental well-being. The population of youth in Kenya aged 18 to 34 was 13.7 million at the last census in 2019, out of which 61% were working, while 1.6 million were seeking work or indicated that there was no work available. This implies youth unemployment stands at 39%**.**[[3]](#footnote-3)Kenya’s cities, like Nakuru where the intervention takes place, are not providing enough economic opportunities for households to improve their income levels and obtain adequate living-standards. This leads many young people to bad coping strategies (crime) but it also makes them easy pray for corrupt politicians, mobilization youth for their campaigns to threat local voters, and stir-up “trouble”. Nakuru County is Kenya’s 3rd largest county and Nakuru is the 4th largest city (600,000 inhabitants). Nakuru is struggling with organized gangs in slum areas such as Bondeni, Kaptembwo and Kwa Rhonda, that potentially expose young people to violence, radicalization and in some cases extremism.

There are already inherent ethnic tensions existing between youth in Nakuru Town East and Nakuru Town West causing concerns with the general elections coming up in August 2022. Nakuru county had some of the worst violence in connection with the 2007 general elections. When general elections were held in December 2007, as many as 1,400 people died in the span of 2 Months after the election, while 600,000 people were displaced from their homes. In Nakuru county, pro-government gangs of youth from the Kikuyu tribe were mobilized and used to unleash violence against Luos, Luhyas and Kalenjins communities (also seen as the political opposition) to expel them from their homes. In many instances the police action added to the violence, with considerable evidence that police officers took sides and used terror tactics against slum dwellers supporting the Government (Kikuyu led)[[4]](#footnote-4).

While the last rounds of national elections in 2017 were relatively peaceful in Nakuru county, there is reason to worry for upcoming elections in August. Sitting President Uhuru Kenyatta, (Kikuyu), has chosen to endorse Raila Odinga who is from is Luo tribe (Kikuyus “traditional political” enemies since independence), rather than his deputy president, William Ruto (Kalinji). This is seen as ‘political betrayal’ by the Kalenjin community since Ruto, helped Kenyatta capture power in the 2013 and 2017 elections. If the Kikuyu choose to vote for Odinga they run the risk of violent repercussions by the Kalenjin. If the 2022 vote turns out to be similarly close to 2007 results, the risk of violence will also grow dramati­cally.

Kenya is one of the most successful African countries when it comes to economic development, a regional economic engine and model country in many ways for its troubled neighbours; Somalia, South Sudan and Ethiopia. Violent extremism and ethnic divides, which are magnified during election times could threat this position. Here the youth are the key, as they hold the destiny in their hands to reject tribalism and resist the temptation of getting organized into gangs threating and bullying voters for short term economic gains. Equipping youth to be role models facilitating dialogue and mutual understanding amongst peers in their local communities can play an important role in ensuring sustainable social cohesion.

Describe whether the intervention takes place in a stable or fragile context.

Kenya is despite the above political analysis, also one of the most stable and prosperous countries in Africa with and annual economic growth the last 10 years of around 6% (with a sharp decline during the Covid19 pandemic). Kenya also has a new and relatively progressive constitution that was drafted in the aftermath of the 2007 post-election violence (though still not fully implemented). While there has been some terrorist attacks and threats given Kenya’s involvement in the civil war in Somalia, it still has been minor disruptions of the stability and economic growth Kenya is going through. Kenya has a relatively big refugee population of around 500,000, mainly Somalis and Sudanese, many hosted in the two refugee camps Kakuma and Dadaab. While specially the situation of the Somalis (many in Dadaab) is the result of a protracted crise in neighbouring Somalia, to label the situation as fragile or “nexus” would not be an accurate picture of the current situation in Kenya.

* Describe how this intervention will strengthen civil society organising.

This intervention aims to both strengthen and develop local civil society actors/grass roots orgs. that focus on youth, empowerment and sports, and to engage youth as active citizens through the volunteer Playmaker program which is the core of this intervention. The local civil society actors/ grass roots orgs. will have their capacity strengthened through access to, and training in GAME’s Playmaker curriculum developed over the last 20 years[[5]](#footnote-5) and GAME’s method of using street sport as a vehicle for empowerment and social change, combined with MIDRIFTs’s PBLD program. GAME will be supporting the implementing of the volunteer Playmaker program to enable local orgs. to increase social impact with almost no increase in their costs.

The playmakers will act as local role-models and will also get specific task on community sensation and advocacy with local police and government as part of their curriculum. The acquired life-skills that is part of developing playmakers, will both benefit The Playmaker and kids and youth participating in local playmaker led activities. The network between Playmaker across the orgs. will also function as a self-enforcing network between the local grass-roots organisation.

Of course, given the relatively short time and modest budget of this action it is important that the aim and resources match, but through the local grassroot actors and volunteer program we believe that a strong level of sustainability is built into this intervention.

GAME and MIDRIFT will also help the 4 grassroots organisations develop their administrative procedures and capacity during the project and do a training in fundraising for small local organisations that GAME has developed for the The FIBA (International Basketball Federation) Foundation's Youth Leadership program where GAME has been responsible for training and mentoring youth leaders and intiatives.

What climate- and environmental conditions do the partnership and/or the intervention need to respond to?

The Horn of Africa is experiencing one of its most severe droughts in recent history, with more than 15 million people acutely food insecure in Ethiopia, Kenya and Somalia. Families are taking desperate measures to survive, with thousands leaving their homes in search of food, water and pasture. This climate crisis is of course contributing to the situation with poor livelihood opportunities for youth that sets the context of this intervention. There is thus a momentum for climate awareness amongst young people in Kenya and a climate focus will be mainstreamed through the intervention being part of the training of playmakers, influencing the refurbishment of GAME-zones, using sustainable material to the extent possible. This focus in also in line with GAME’s climate policy that is mainstreamed through all projects, meaning limiting travel, purchase of co2 compensation for int. travel, limiting meat consumption etc.

The partnership/collaborators (our starting point)

* Describe the experiences, capacities, and resources of participating partners for the intervention

This proposal was developed in close collaboration between MIDRIFT HURINET, GAME, and the four (4) implementing partners/grassroots; Tribeless Youth, Shabab Ladies FC, Youth Bila Noma and Renegades Basketball in Nakuru in early April 2022. The four grassroots organization are relatively small, but combined they have a good outreach into the neighborhoods we are targeting, and they fit well into GAME’s “Street sports for youth empowerment and social change methodology” as well as MIDRIFT’s PBLD program. They also all do sport activities, and Tribeless Youth and Youth Bila Noma also do cultural activities and events to reach and attract youth in poor neighborhoods in Nakuru. The Local Government of Nakuru supports the intervention, and the sports and youth department has helped locate potential GAME-zone during GAME’s visit in April. The local government will also help coordinate events such as GAME Finals, to ensure a proper space is available and ensure the local police’s participation in relevant activities. The local government has appointed a liaison person to GAME in the Sports and Youth department of the County to support GAME through the implementation. The local mayor for Youth and Sport in Nakuru County has given a pre-approval to GAME-MIDRIFTs proposed activities, including guaranteeing free use of relevant public spaces.

[**GAME**](https://game.ngo/)**, the lead of this action** is a Danish-based NGO with the mission of creating lasting social change through youth-led street sports and culture. GAME trains and empowers youth leaders (referred to as “Playmakers”, aged 15-25) to become agents of change in their own community and facilitates weekly practices in underserved neighbourhoods for at-risk children and adolescents aged 6-15 (in Kenya age 8-18). GAME also renovates and refurbishes buildings and facilities to provide public spaces, to enable young people to participate in their projects in a more functional and safe setting. Founded in 2002, GAME has shown proof of its concept when it comes to street sports and youth leadership and have through CISU, DAPP, DANIDA, and EC funded projects in Africa and MENA, developed a strong capacity for activities promoting and contributing to social coherence and conflict mediation. GAME has so far done this successfully by holding carefully onto its core training components while building in flexibility to allow for local context. GAME has today over 11 years of international experience and has activities in 10 countries.

[**MIDRIFT Human Rights Network (HURINET)**](https://midrifthurinet.org/) responsible for implementation and local financial administration in Kenya for this intervention was founded in 2008 in Nakuru. MIDRIFT is one of the leading Kenyan NGOs in the field of Violence Prevention and leadership training, through their award winning and highly praised Place Based Leadership Development Program[[6]](#footnote-6). MIDRIFT receives funding under the Danida SPA (through DIGNITY and The Danish and British Embassy in Kenya). Through the Intersectoral Urban Violence Prevention (IUVP) program, MIDRIFT has been involved in coordinating an inter-sectoral approach to reduction of violence with a view of improving trust and enhancing collaboration between police and citizens as well as facilitating Community Policing Committees (CPCs) to convene monthly meetings between police and citizens, to jointly develop strategies of improving community safety and security in Nakuru County. MIDRIFT has also together with DIGNITY been implementing the Place Based Leadership Development (PBLD) embedded in the IUVP program. Today MIDRIFT has a high level of trust among the local civil society and authorities.

[**Tribeless Youth**](https://tribelessyouth.org/) is a youth initiative established in 2016 with a view to promoting peaceful coexistence among youth in Kenya. The organization uses art, music, digital media and other forms of creativity to demystify the ideologies of “my tribe, my people” with a view to galvanizing unity among Kenyan youth. Tribeless youth advocates for a mental shift from tribal-based stereotypes to issue-based politics where leaders are elected out of their competence and policies and not because of their tribe and wealth.

Founded in 2016, [**Shabab Ladies**](https://nation.africa/kenya/sports/football/nakuru-west-queens-shaping-lives-through-football--116672) FC envisions an evolving society with empowered girls and women who contribute fully to the development of Kenya. Shabab Ladies Fc a girl’s football club was established within Nakuru informal settlements. The club’s mission is to empower young girls by equipping and nurturing their talents to utilize their potential to break the cycle of violence and poverty. Shabab Ladies Fc is empowering young girls using football is a key component in not only achieving individual goals but also contributing to the larger social transformation agenda.

Established in 2017, [**Youth Bila Noma**](https://youthbilanoma.org/)**’s** goal is to unite, inform, and empower the local youth. The organization strengthens community resilience through community dialogue, skills development and civic engagement. YBN seeks to engage the Youth to positive behavioral change through sports, art and activism to change attitude and behavioral change by fostering understanding between cultures and help in debunking harmful narratives and promoting social cohesion and inclusion.

**Renegades basketball** was established in 2016. The org. aims at being recognized as a community empowering club, using basketball as a tool for social change in Nakuru County. The team helps local youth to realize their power, potential and agency to grow into responsible citizens which also will bring positive change to society at large. The team endeavors to use basketball as a tool for achieving real social impact in our communities through cooperate social responsibilities and partnerships with like-minded organizations/ companies in an integrated impactful way.

The four above mentioned grassroot organization will play a key role in the project as they will be implementing the activities in the GAME-zones. They will recruit the playmakers and support them in the implementation of the events and weekly practices.

* Describe any previous acquaintance or cooperation between the partners.

As mentioned under paragraph 1, this intervention is based on a long dialogue between MIDRIFT and GAME, where MIDRIFT has been interested in GAME’s youth focussed activities to engage local youth to strengthen the PBLD and Preventing Urban Violence model. During a one week visit in April 2022, all 6 organisations (the four grassroot organisations, GAME and MIDRIFT), as well as representative from the local gov. of Nakuru County to brainstorm and draft a log-frame for further development. This has been followed up by e-meetings where different aspects of the proposal have been discussed, and finally by written inputs to this application by all 6 organizations.

* Describe the contributions, roles, and responsibilities of the partners and other actors.

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| Partner | Role | Rational |
| GAME | Lead and overall responsible for the implementation of the intervention.  Will do trainings of Playmakers under outcome 1. | GAME has over 20 years of experience in the sports/development sector |
| MIDRIFT - HURINET | Local lead/ backbone organization (see below table) that will be overall responsible for local admin. and be an integrated part of all training/capacity building with playmakers and grass root org. and leading on bridging to the police and local authorities. | As mentioned above, the local “backbone” organisation with solid experience on capacity building, empowerment and community policing. |
| Tribeless Youth | Will contribute under outcome 1, to outreach and find strong volunteer Playmakers with a focus on dance/art activities. TY will also implement activities under outcome 2, with focus on GAME-zone activities on street dance and art (e.g., spoken word) in all of the GAME-zones. | Work with youth art and social cohesion, against policy based on tribalism. Leading members of the org. has also finished the PBLD. |
| Shabab Ladies | Will contribute under outcome 1, including outreach/finding strong volunteer Playmakers with a focus on engaging young woman. SL will also implement activities under outcome 2, with focus on women’s football in all zones. | Started as local ladies’ football (soccer) team but has also adopted some of the methods of sport as a vehicle to life-skills for girls/young women and to promoting equal rights. |
| Youth Bila Nova | Will contribute under outcome 1, including outreach/finding strong volunteer Playmakers. YBN will also implement activities under outcome 2, with focus on engaging youth and kids from West Nakuru in basketball and football activities (GAME-zone west) | The director Mohamed has also been on the PBLD “training” – and his organisation focus on youth and development, and complements Renegade below, as YBN works in another side (ethnically and politically). |
| Renegade Basketball | Will contribute under outcome 1, including outreach/finding strong volunteer Playmakers. YBN will also implement activities under outcome 2, with focus on engaging youth and kids from East Nakuru in basketball activities (GAME-zone East). | Like YBN above, Renegade are already doing similar activities to what we want to do in this intervention, have a great outreach in poor neighbourhoods, but from the ”other side” of town from YBN. |
| Nakuru County Local Gov. | Will make “urban spaces” for GAME-zones available and help coordinate with other actors using the same space e.g., schools, also support overall project my endorsing police participation | The local gov. of Nakuru county has proven to one of the more “progressive” counties in Kenya, and has good working relations with MIDRIFT, and agreed to support this intervention. |
| Nakuru Police Force | Nakuru Police will make local police officers available for the community policing activities, including dialogue meetings with local youth, and an event where the police’s football team to play against youth from the targeted comm. | MIDRIFT have work with the Nakuru police force on community policing before, and some of the senior members of the police have been part of the PBLD program (trained). |

The collaboration between partners will be guided by the five conditions for collective impact[[7]](#footnote-7)

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| The five conditions of Collective impact | |
| Common agenda | All participants share a vision for change that includes a common understanding of the problem and a joint approach to solving the problem through agreed-upon actions. |
| Shared measurements | All participating organizations agree on the way success will be measured and reported, with a short list of common indicators identified and used for learning and improvement. |
| Mutually reinforcing activities | A diverse set of stakeholders, typically across sectors, coordinate a set of differentiated activities through a mutually reinforcing plan of action. |
| Continuous communication | All players engage in frequent and structured open communication to build trust, assure mutual objectives, and create common motivation |
| Backbone organization | An org. dedicated to the intervention that provides ongoing support by guiding the intervention’s vision and strategy, supporting aligned activities, enforcing the shared measurement practices, building public will, and advancing policy. |

* Justify substantial payroll costs, and if payroll costs are included for the Danish organisation

As it is a new project country for GAME, and the organisations have not worked with GAME before, there will be a need for training of trainers for the Playmakers in Nakuru. The Senior Manager of the Playmaker program will travel to Nakuru to do the basic training of trainers, Playmakers and local partners. This is backed up by the online GAME Academy and online kick off workshops, but experience from starting up has shown a need for a through introduction by an experienced Playmaker trainer. The Senior Manager for CISU’s Africa program will be responsible for supporting coordinating of activities, reporting and overall risk management, training partners based on needs in project management, reporting, proposal development, fundraising etc.

* How will the inter. contribute to developing the relationship and collaboration between the partners?

The shared method and a strong connection between Playmakers across the organisations as well as previous experience of the leaders of the orgs. working together under the PBLD will continue to connect them after the end of this project. This project is a first pilot that all organisations hope will lead to longer relationship between likeminded organisations.

Target groups, objectives, and expected results (our intervention)

* Describe the composition of the target groups:

The National Cohesion and Integration Commission (NCIC) has mapped out Nakuru as one of five major towns that are potential hotspots for political violence before, during and after the 2022 elections. The most vulnerable neighborhoods being, Nakuru Town East; Bondeni Estate in Biashara Ward, Kivumbini Ward and Flamingo Ward and Nakuru Town West; Ronda, Shabab and Kaptembwo Slums).

This intervention will focus on youth from these vulnerable neighborhoods and potential hotspots, including; Nakuru Town West, where activities will be implemented in Shabab ward, Rhonda ward and Kaptembwo ward. A big percentage of the targeted youth from these areas are out of school, unemployed and vulnerable to political manipulation and recruitment into criminal gangs. In Nakuru Town East, activities will be targeting youth from Bondeni estate in Biashara ward, Kivumbini ward and Flamingo ward. These neighborhoods have the highest incident of violence and crime-rate in Nakuru and many of the young persons targeted are or have been engaged in criminal activities. In these neighborhoods, it is the boda boda (motorcycle taxi) drivers and (criminal) local gangs like Gaza, Eastlando, Msafi Kwanza, and Five Fingers that are hired by politicians to do their dirty work. The four local partners that MIDRIFT works with already have activities in these areas but there will also be activities in a “GAME-zone” in the center of Nakuru where zone-kids (kids and youth using the GAME-zones) will be brought together for events.

In all there will be 5 GAME-zones, 2 in East Nakuru, 2 in West and 1 in central Nakuru. The zones will all be on public land, and 3 of them already have some sports facilities while 2 zones will need to be “re-furbished” for a smaller amount (including asphalt, rigs and baskets). The zones will be used for organized playmaker led GAME activities 2 times a week (each activity with app 40 kids) and Friday Jams (larger events with 100-200 participants). Prior to the elections (and before the weekly activities is up and running) three street sports and culture events targeting up to 300 children and youth will promote peaceful co-existence and dialogue.

*Total number of direct beneficiaries:*

40 Playmakers (volunteer coaches) being trained as youth leaders

500 children and youth attending community sports activities (minimum of 40% being girls).

4 Youth grassroot organizations being capacity build in the field of Sports4Development

*Indirect beneficiaries:*

Families and members local communities where the youth and kids live, who will experience less violence and will be engaged in the events.

Describe how the target groups will participate in- and benefit from the intervention.

The youth volunteer coaches (Playmakers) will be participating as youth leaders and role models and be key to delivering the community activities. They will benefit in from development of life- and leadership skills and become trained sport-coaches. Trainings also include conflict mediation and violence prevention modules.

The youth and children using the GAME zones will participate in weekly street sports practices and events. They will will get life/social skills that can help them both in school and future work jobs. This includes: good rules for behavior in a public space, gender equality, positive interaction, concertation, as well as the general health benefit of doing sports. They will also experience peaceful interaction – building new relations and friendships with children and youth of another background than their own.

The 4 local grassroots org. will be recruiting playmakers and supporting them in carrying out weekly activities and events. As organizations they will gain new skills in the field of Sports4development and be given a platform and an exposure that will make them more attractive partners for other “big” local NGOs, INGOs and Local Government.

The local communities and families will take part in events and/or experience the indirect benefits of better social cohesion in the community, less youth attracted to gangs and violence and more peaceful co-existence pre/post elections.

* Describe the objectives and expected results - What is the strategy of the intervention?

The overall objective of the Action:

To contribute to prevention of ethnic and political tension and polarization leading to (pre- and post- election) violence in Nakuru Kenya, through developing active youth leaders (Playmakers) using street-sports, culture and dialogue to build social cohesion between youth from different ethnic and political groups from East and West Nakuru.

Why election in a bracket? Because we see the potential election violence as a symptom of the underlying ethnic divides and tensions between youth/communities in Nakuru rooted in poverty, education and an “unhealthy” acceptance of violence in general. These tensions surfaces and are magnified during election times but must be addressed on a long-term and systemic level looking behind the political rhetoric and into the resilience of the communities and social cohesion between groups of youth.

This program’s strategy builds on the joint experience of GAME and MIDRIFT in developing evidence-based agency and leadership of youth as a vehicle for collective action[[8]](#footnote-8) for social cohesion, violence prevention and gender empowerment (inspired by feminist leadership). The philosophy is that we develop young leaders (playmakers) by using their own experience and knowledge, and through interaction with other trainees/Playmaker they develop relationships across local ethnic and political divides. The playmakers will organize and lead community (GAME-zone) street sports activities supporting positive interaction between local children and youth. The playmakers will be role models to the youth and kids in the GAME-zones actively promoting friendship and showcasing the potentials for peaceful coexistence across political and ethnic divides that they themselves are experiencing by being trained and working together as playmakers.

The activities in the GAME-zones will focus on conflict prevention and social cohesion through sports and culture. Street sport and cultural activities for local children and youth in GAME-zones will include elements of teaching basics life skills, such as set rules for social interaction in the zones and conflict de-escalation in connection with activities, discussions on good behavior during games etc. Youth from different neighborhoods will be brought together across ethnic and political barriers for “Friday jams” and tournaments to strengthen relations allowing them to experience positive interaction with kids and youth that they would normally not meet. These meetings and the positive influence by their older peers (playmakers) will make them more resilient to politicians, gangs and others who promote hatred and divide between ethnic and political groups to consolidate their own power.

The intervention will also include the local police departments, who will engage in dialogue sessions and participate in sports activities with youth to strengthen trust and relations[[9]](#footnote-9). Focus of dialogue sessions before elections will be on how to police and youth together can avoid violence. Selected Playmakers will also bring the message of dialogue and peace to meetings with local government, as well as participating in advocating for the importance of having safe “public” spaces where youth can interact in a positive and peaceful way through sports and arts.

**So, we will reach the overall objective by;** using evidence-basedtrust-building approaches, through a locally based youth leadership development, challenging and changing mind-set, values, and relationships aimed at creating resourceful collaboratives of active citizens/youth leaders and the youth and children that they coach. Thus, bringing neighborhoods (across ethnic and political divides) together for prevention of violence and conflict using street sports and culture in the targeted communities as the mean. This is also in line with CISU’s mandate for the “Citizen Participation Intervention “to create active citizen brining about social change and create increased people centered(human) security in the targeted areas”.

Outcome 1:

Young football and basketball players between (16-30) from East and West Nakuru can conduct “street sport for life skills practices with children and youth” and have gained knowledge and skills in the fields of gender sensitivity, violence prevention and street mediation.

Indicators for outcome 1:

* 1. # of youth participating in Playmaker trainings
  2. 85 % ofdeveloped/trained youth that has increased skills in the fields of gender equality, conflict prevention and Street mediation

Outputs related to outcome 1:

* 1. Output: Adjustment of the GAME Playmaker and selected parts of the PBLD curriculum to fit specific intervention model and context including street mediator and community policing trainings and activities
  2. Output: 40 Young sport coaches (Playmakers) have been identified and trained in the playmaker curriculum + street mediator

Activities related to output 1.1 &1.2:

Activity 1.1.1.: GAME and MIDRIFT will together develop and evaluate a new Playmaker curriculum that includes part of the PBLD, Playmaker curriculum and elements of community policing to focus on the immediate challenges in regard to upcoming elections and risk of violent conflict.

Activity 1.2.1.: Youth and sports community organizations – Renegade Basket, Youth Bila Noma, Tribeless Youth, Shabab ladies football identify and each recruit 10 sports interested young people who are interested in taking part in building and championing the GAME program in Nakuru and undergo training as playmakers/street mediators.

Activity 1.2.2.: The new playmakers undergo two crash courses focusing on 1. Basic onboarding to the GAME methodology and 2. event planning (conducted by GAME as online courses) + on77re violence prevention workshop (conducted by MIDRIFT in Nakuru)

Activity 1.2.3.: Train the trainers camp with local coaches from the participating organizations (GAME Trainers from DK) followed by two-day playmaker camp conducted by the local trainers with support from GAME trainers

Activity 1.2.4.: One day street mediation training conducted by GAME trainers – following Playmaker camp.

Outcome 2:

Through participation in street sports events and weekly practices youth and children from East and West Nakuru have gained increased understanding to see through constructed political and ethnic divides. This will build their resilience against community tension and polarization and contribute to long term social cohesion between different ethnic and political groups – preventing pre and post-election violence.

Indicators for outcome 2:

2.1. # kids and youth participating in activities in the GAME zones and cross-community events

2.2. 60 % of GAME-zone participants have made new friends, and/or gained a better understanding of children and youth from other neighborhoods and ethnic background than their own.

2.3. 85% of playmakers who participated in activities with the police believe that there is a basis for positive collaboration between the police and the community.

Outputs related to outcome 2:

2.1. Output: 3 Street GAME sports and culture events have been executed promoting the new activities

2.2. Output: # of selected GAME-zones have refurbished

2.3 Output: # of Activities have taken place in GAME-zones including # of Friday Jams

2.4 Output: Community policing activities completed

2.5 output: Advocacy meetings completed

Activities related to output 2.1, 2.2, 2.3 & 2.4:

Activity 2.1.1.: 3 Street GAME sports and culture events are carried out prior to the elections with kids and youth from East and West (one in East, one in West and one joined). The events will include dialogue sessions about the upcoming elections (By Tribeless Youth: https://tribelessyouth.org/web-stories/voice/)

Activity 2.1.2.: Interviews/youth dialogues and small workshop sessions (during the events) will be used to provide a deeper insight into the needs and challenges of the local community – including input and knowledge for refurbishing physical spaces for sports (ear to the asphalt)

Activity 2.2.1.: Zone refurbishment – including DIY sessions with local youth

Activity 2.3.1.: GAME zone weekly activities

Activity 2.3.2.: 3 Friday Jams, were East and West meet and train together

Activity 2.4.1: Dialogue with police on community police activities; like zone visits and presentations and police participating in sports tournaments by having their own team.

Activity 2.4.2: Police and youth actively engage in zones through discussion, workshops and sports tournaments.

Activity 2.5.1.: Activity 2.5.1.: Advocacy meetings with local government on need for “street sports” facilities and activities through dialogue meetings with partner orgs., Playmakers and local gov.

* What are the plans for systematising experiences along the way and at the end of the intervention?

This MEL framework for this intervention is based on GAME’s MEL guideline which includes a number of core principles for ensuring quality in MEL – amongst others using mixed method designs for monitoring and evaluations (data triangulation) and ensuring continuous learnings cycles throughout the project implementation. A MEL plan will be drafted at the inceptions workshop and quarterly MEL reports and MEL meetings will form the basis for a dialogue on monitoring and evaluation activities. The monitoring and evaluation framework includes participant registrations, pre- and post-surveys with playmakers, evaluation surveys with GAME-zones participants and Most Significant Change (MSC) interviews. Both GAME and MIDRIFT have been introduced to “Outcome Harvesting” and even though this particular intervention cannot provide the resources for committing to Outcome Harvesting, elements from OH of the qualitative and broader view on outcomes will be included. In the inception phase of the intervention a “project-group” will be formed representing all implementing partners. This group will have monthly meeting monitoring progress, addressing challenges, answer to issues regarding risk management and conduction learning sessions (based om M&E data) guiding adjustments of activities on a rolling basis.

Project-related information work in Denmark

Less than 2 % of the intervention budget will be used for comms in Denmark. The purpose of the information work will be to share information on the project on GAME’s SoMe channels focussing on Most Significant Change Stories and sharing lesson learnt.

**Supplementary financing: N/A**

1. https://www.dignity.dk/wp-content/uploads/publication\_series\_no30.pdf [↑](#footnote-ref-1)
2. https://game.ngo/who-we-are/publications/ [↑](#footnote-ref-2)
3. https://kenyanwallstreet.com/census-2019-datashows-kenya-has-a-youthful-rural-population/ [↑](#footnote-ref-3)
4. (CSIS Center for strategic and international studies 2019) [↑](#footnote-ref-4)
5. https://gameacademy.ngo/en/web/ [↑](#footnote-ref-5)
6. https://www.dignity.dk/wp-content/uploads/publication\_series\_no30.pdf [↑](#footnote-ref-6)
7. Hanleybrown, F., Kania, J., & Kramer, M. (2012 January 26). Channeling change: Making collective impact work. Retrieved from http://ssir.org/articles/entry/channeling\_change\_making\_collective\_impact\_work.

   & Hanleybrown, F., Kania, J., Juster J., Stanford Social Innovation Forum, May 2014. http://stanford.ebookhost.net/ssir/digital/29/ebook/1/index.php?e=29&user\_id=241847&flash=0 [↑](#footnote-ref-7)
8. [↑](#footnote-ref-8)
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