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| Danish organisation | GAME |
| Title of the intervention | **Pathways to Youth Empowerment in Somaliland**: Strengthening social cohesion, gender equality and child protection through youth-led street sports  |
| Partner name(s) | SCORE Initiative  |
| Amount applied for | 499.993 kr.  |
| Country(ies) | Somaliland  |
| Period (# of months) | 10 months  |

1. **OBJECTIVE AND RELEVANCE**

In this citizen participation intervention, GAME and the local partner SCORE Initiative will use inclusive street sports activities and the empowerment of youth as a vehicle for promoting social cohesion, gender equality and child protection in Somaliland.

The intervention will build upon our recently concluded intervention “YESSSSS Together!”, that was also carried out in partnership between GAME and SCORE Initiative with the goal of delivering lasting social change through youth-led street sports and culture. Using GAME’s Playmaker method, SCORE have successfully trained 50 volunteer street sports instructors and youth leaders (Playmakers) who have been leading weekly activities for kids and youth in their local communities. As part of the implementation of activities SCORE have, together with three local organisations dedicated to female participation in sports, been determined to create opportunities for girls and women to practice sport and to combat persistent stereotypes that disadvantage girls and women. This has been addressed by educating and championing 25 female street sports coaches and role models and by establishing safe spaces for girls to participate in sport - the only ones in Somaliland, which means they are making a huge contribution to the journey towards gender equality. In an impact survey from the previous intervention “YESSSSS Together!” 83% of the Playmakers agreed that girls and boys should have the same opportunities in life, while the number was 77% in the start-up phase. This indicates a positive change in the Playmakers view on gender rights.

However, there are many potentials and still a great need to strengthen the impact on gender equality both on an activity level and on a broader systemic/societal level. This intervention therefore consists of new programme components and target groups, which constitutes a more gender responsive approach as well as a stronger focus on Child Protection. Building upon the learnings and experiences from the training of 50 Playmakers in the previous intervention, SCORE will be implementing new thematic learning sessions that equip the Playmakers with knowledge on how they can create more gender inclusive spaces on the pitch and on the sidelines. Also, as a new innovative element, the intervention will be targeting community members (parents, elders and community leaders) through community dialogue workshops led by the Playmakers. SCORE have highlighted the importance of having direct activities with parents, elders and community leaders as oppose to indirect messaging, and they will be engaged in these workshops to strengthen the local resources and capacity to promote Gender Equality and Child Protection. SCORE already has a strong established position on child protection, but with this intervention we want to utilize the position even more and also contribute to build the capacity of targeted communities to address their own concerns and protection issues.

**CONTEXT**

The Horn of Africa has been at the centre of global attention for several decades because of protracted armed conflict, severe food crises and large-scale displacement. Local conflicts over access to and share of resources are on the increase, and poverty continue to make life challenging for the vast majority of Somaliland citizen and thousands of children lack protection. On this basis UNHCR has stressed the need for establishment of community-based engagement for child protection activities in Somaliland (UNHCR 2021). The political instability in Somalia continues to cause an influx of displaced Somalis throughout the region. Yemen, across the Gulf of Aden, is also undergoing its 7th year of conflict which has forced thousands of Yemeni refugees to cross the sea into Somaliland. Each of these political developments have put pressure on the border regions of Somaliland as well as on its capital city, Hargeisa. Characterized by boundaries whether it is related to clan and tribal affiliation or gender, a myriad of factors fuel tensions that challenges social cohesion in Somaliland.

Even though Somaliland is considered to be one of the least developed countries in the world according to the World Bank and UN’s Development Index, it is a pocket of stability in the region with a stable government, open political participation (Somaliland is the only country in the Horn of Africa that has been holding one-man-one-vote election since it regained independence in 1991 with five presidents replacing each other) and rule of law being the norm for the past few years in Somaliland.

Community and clan leaders are still positioned today as the bedrock for improving governance, social and political systems of the country (for context: 81 of 82 Somaliland’s democratically elected parliament are male, and none of them are below the age of 50). But there are lingering concerns by the way in which those leaders conduct themselves, especially when it comes to women and youth. Women, in particular, are considered transient members who belong to neither their father’s clan nor that of their husband. The gender gap index of 0.45 in Somaliland (Oxfam 2019) indicates that women are severely disadvantaged in several domains, ranging from fewer economic opportunities to de facto non-representation in political decision-making processes to lower educational attainments. This is major cause for alarm, as not only are women negatively impacted, but families, communities and the broader Somaliland are also missing out on much of the potential that can be gained by greater inclusion and empowerment of women.

Uncertainties and lack of opportunities characterize the life of many young people in Somaliland, which is part of a burgeoning youth bulge in the Horn of Africa with 70% of its population of 3-4 million under the age of 25 years who face youth unemployment rates hovering around 65%. Many young people are convinced that making it to Europe is the best chance of getting a higher education or to find a job and bettering the future. In order to combat these challenges, the Somaliland National Vision 2030 highlights that “youth are the future of the nation” and that the government is committed to create better access to training, employment and recreation as well as volunteer opportunities to enable young people to take the lead in the development of their communities. However, in most cases the government has repeatedly failed to account on how it aims to achieve this change. Furthermore, our experiences on the ground have led us to recognize that the civil society, both local NGO’s and INGO’s, that specifically target youth and children are very limited. This calls for solutions to empower the youth and increase their opportunities in life. Urban sports and safe space for positive interactions, provide an effective vehicle for such social change. And by including leadership training and the values of gender equality, democracy and teamwork in the activities, the country may take a bold step towards building a better and more stable future, transforming the current despair to a hope for the future.

**STRENGHTENING CIVIL SOCIETY AND ACTIVE CITIZENSHIP**

Building on learnings from previous interventions GAME and SCORE, in collaboration with the local crass-root organization Somaliland Community Support Association (SOCSA) will in this intervention focus on promoting voluntarism and active citizenship among youth in Somaliland trough youth-led street sport and safe spaces for positive interactions. The volunteer youth in the project serve as role models in their communities and they are dedicated and curious on how they can make a difference both inside and outside of the basketball court or football field. In an impact survey conducted in the previous project “YESSSSS Together!” 95% of the Playmakers indicate that they are more motivated to engage in volunteer work and to shape their communities, which is a great result considering that 57% of the Playmakers were not involved in any organized community activities before participating in GAME activities.

Sport is somewhat unique in its ability to offer ways for all people to achieve and develop skills, which fuels their confidence in other areas and encourage active participation in the society. The intervention builds on GAME’s Empowerment Model, that uses life skills training to foster empowerment on three levels - individual, social and community level as illustrated in the model below.



Based on this model, the core methodology of the intervention can be broken up into three steps: 1) We build agency of the individual youth through training workshops and sports drills, which teaches life skills and competencies to take action. 2) We change relations by creating access to open, inclusive and safe public spaces for positive interaction for kids and youth, and by including parents and community elders. 3) We transform structures by challenging gender roles and generational norms, provide spaces where everyone across age, gender and background can practice sports and by setting up innovative partnerships with like-minded organisations and duty-bearers.

Thus, while the intervention takes its outset in empowering youth through Playmaker training, the aim goes one step further using GAME’s Playmaker method as a catalyst of change in the field of gender equality. The **SDG 5** on gender equality will thus be a beacon for the project implementation. More specifically the intervention will be aiming towards contributing to **SDG target 5.5:** *Ensure women’s full and effective participation and equal opportunities for leadership at all levels of decision-making in political, economic and public life* by having a strong focus on including female volunteers as changemakers in their local community and in strengthening the capacity of youth and targeted communities to raise citizen awareness on gender equality.

With this intervention and the work that has already started in “YESSSSS Together!” SCORE takes an important stand on gender equality, and it is the aim that SCORE throughout the course of this project will establish the organization as a thought leader in Somaliland on gender equality and sports. As described earlier, female participation is highly controversial in Somaliland – for example, the Somaliland Women’s Regional Football Tournament which was planned in late December 2020 was cancelled because it was deemed un-Islamic by the religious community and as a result, the Ministry of Youth and Sports chose to suspend the tournament in order to avoid controversy. Achieving an influential position with thought leaders and working more directly with the local communities from a bottom-up perspective will be instrumental for SCORE in order to secure the support for inclusion of women and girls in sports. There is an urgent need to hold duty-bearers to account on this issue and SCORE can have an impact on a national level through representation.

**CLIMATE AND ENVIRONMENTAL CONSIDERATIONS**

For the last two years GAME has worked systematically on integrating the SDGs into the work of GAME and partners in the global south. The process has been instrumental to our overall approach to sustainability. As organisations GAME and SCORE are working mainly within the social sector. We however strongly believe that in working with the SDGs it is crucial that we move away from a culture with a focus on optimization within individual sectors to a focus on the interactions between sectors, and a minimization of the negative impacts of our own sector’s activities on other sectors. In this intervention we aim to make the consideration of environmental sustainability a guiding and common principle in a way where it is integrated into the intervention logic. For example, when refurbishing a public space in Hargeisa to become more girl friendly there was a need for ensuring more lighting to enhance the safety of the space. SCORE then decided to install solar panels to make sure that the SDG 7 on clean energy was taken into consideration as a part of their work towards SDG 5 on gender equality. Also, we will be doing most of the capacity building activities between GAME and SCORE online using GAME’s online facilitation tools and methods that have been developed throughout the Covid 19 crisis thus limiting travel and CO2 emissions.

In relation to exploring synergies between the different SDG’s, it is part of the Playmaker training to engage the volunteer youth in reflections and discussions on how the GAME Zones and the street sports activities can contribute to the Global Goals, including actions on climate and environment. In this way the youth get the knowledge and skills to promote important messages on climate – and environmental issues.

1. **THE PARTNERSHIP/COLLABORATORS**

The partnership between GAME and SCORE is based on mutual understanding, contributions and benefits. Inspiration and professional knowledge are exchanged and shared both ways, which is particularly evident in the many joint workshops leading to the development of this intervention.

**GAME** is a Danish-based NGO with the mission of creating lasting social change through youth-led street sports and culture. GAME educates and empowers youth leaders (Playmakers aged 16-25) to become agents of change in their own community and hold weekly trainings in deprived neighbourhoods for at-risk children and adolescents (aged 8-15). As a means to achieve this end, GAME also renovates and refurbishes buildings and facilities to provide public spaces, to enable young people to participate in activities in a more functional and dignified setting. Founded in 2002, GAME has shown proof of concept when it comes to street sports and youth leadership.

GAME is led by a voluntary board and managed by a dedicated team working from the offices in Copenhagen, Beirut and Tunis. GAME has for several years now had support from their own International Advisory Board to support its internationalization process, as GAME has made it a strategic goal to scale-up its lasting-social-change-through-sports impact by partnering with organizations in countries in need across Europe, the Middle East, and Africa. Since 2017, GAME has been operating continuously in Somaliland with several partners, including alongside SCORE Initiative, who has been the lead partner in implementing GAME’s interventions since 2019.

**SCORE INITIATIVE (SCORE)** is a young organization founded in 2019 who works to engage Somali youth in development activities, prepare programs to guide youth and child empowerment policies at local and regional levels, and to explore opportunities for integrating sport tournaments among youth of different socio-economic and tribal backgrounds. Over the past years, SCORE has built a grassroots relationship with the youth in Hargeisa and Berbera providing them with the resources needed to become active and contributing members of their communities. And as a result, SCORE promoted volunteerism among the youth, championing environments where volunteerism can flourish and slowly building a network of empowered youth pushing to take part in their own development.

SCORE is led by a reputable member of Somaliland academic society (their Director, Ahmed Ismail Abdi has worked at the well-renowned Abaarso Tech University for nearly a decade) and has 3 staff members with 35 volunteers, including 5 GAME Zone Managers and the Playmakers. Their Head of Programme, Mohamed Hilal, is also well-experienced in programmatic delivery and has extensive experience working with INGOs in Somaliland. SCORE has not only successfully implemented activities on the ground but were instrumental in identifying other grass-roots organizations that can feed into the work we all are doing in Somaliland. SCORE has led the creation of an informal alliance of sports organizations in Somaliland together with UBAH, SOCSA and SAHIL Football Academy. In the past two years, SCORE has also developed its internal financial systems as well as providing support and training to its partners.

**SOMALILAND COMMUNITY SUPPORT ASSOCIATION (SOCSA)** is one of the oldest local, female-led organizations in the country, established in 2000. SOCSA is a non-profit, non-political, sports and cultural organization with a long reputable history of empowering youth, women and girls in a wide range of skills including physical education, vocational training program and micro-credit support. Furthermore, in the three years that SOCSA has been a partner with GAME, they have been a critical voice in recruiting young girls to the two GAME Zones they have been running.

**ROLES AND RESPONSIBILITIES**

GAME has the overall responsibility for managing the project, overseeing the finances, as well as providing support for monitoring the project. GAME contributes with expertise in the Playmaker methodology, participatory processes/community engagement and supports capacity building of SCORE within program development, and monitoring, evaluation, accountability and learning including financial monitoring and reporting. See elaboration of the capacity building elements of the project in the “Outcomes and Activities” section.

SCORE has the responsibility of implementing the project, with a special focus on running the GAME Zones in collaboration with SOCSA, coordinate and facilitate the training of Playmakers and the community activities as well as collaborating with local specialists. SCORE contributes with strong local capacity in convening and management as well as access to local government and other relevant stakeholders. Since its establishment in 2019, SCORE has had a strong focus on positioning the organization in the field of youth leadership and sports and is by now also a known actor in the field of child protection playing an important role in the Somaliland Child Protection Network. SCORE has been a member of the protection network since late 2019 and will utilize this intervention to build upon its presence.

SOCSA provides expertise in gender programming, and they have an important role in running one girls-only GAME Zone. They will also contribute to the recruitment of female Playmakers, oversee the logistics and support the coordination and facilitation of the training of Playmakers.

1. **TARGET GROUPS**

***The primary target group:*** 50 young people between the ages of 16 and 25 (25 females and 25 males) who will be offered training to become volunteer street sports instructors and change agents. The project is designed with the consideration of a broad participation of youth across age, gender and background, including at-risk youth from financially poor communities. We are expecting that half of the Playmakers will be recurrent volunteers, while half of them will be new Playmakers.

***The secondary target group A***: 3700 attendances of kids and youth aged between 5 and 15 years old in Playmaker-led activities. Attendances are based on weekly reports from GAME Zones (see MEL section) and is not unique individuals, but an indication of project outreach. A majority of the children comes from less advantaged families who would not be able to priorities leisure time activities.

***The Secondary target group B***: 80 community members (parents, clan-leaders and community elders) who will benefit from the Playmaker-led community dialogue workshops and the GAME Zones as an arena for community engagement. When it comes to parents the focus will be on involving a smaller group of selected parents, who have a strong voice in the community, thus being key in changing attitudes and building support.

**OUTCOMES and ACTIVITIES**

**Outcome 1)** **Youth across age, gender and backgrounds experience strengthened health and well-being, and are empowered to be change agents in their communities.**

**Activity 1.a: Playmaker Training** **Camps**

Using GAME’s train-the-trainer concept, 50 youth (25 female and 25 male) will be trained on an on-going basis as volunteer street sports instructors and youth leaders (Playmakers), which give them the opportunity to strengthen their life skills and competencies to take action.

The youth will attend 2 Playmaker Training Camps, where they will meet like-minded youth across gender from different regions and clans in the country. The Playmaker Training Camps are structured around practical sports exercises as well as workshops and group work with room for reflections and discussions. The Playmakers are taught how to be a role model and how they can use different street sports such as street basketball or street soccer to create a positive and safe space for kids and youth with a focus on strengthening the participants life skills, which will help them succeed in other aspects of life. The Playmakers learn how to include everyone along the way and how to get the children to express their opinion when they experience something unfair - whether it is on the pitch or out in the community. They also get knowledge on conflict management, effective communication and first aid. The experienced Playmakers who have participated in the previous intervention will take part in organizing the sessions and they will use their own experiences to include a peer-to-peer learning element in the Playmaker camp. This does not only contribute to the new Playmaker’s learning but is also adding a new reflection level to the experienced Playmakers learning journey.

With a strong focus on the inclusion of young women as change agents in their local community, GAME and SCORE work to provide a high proportion of females in the Playmaker role. As one of the current female Playmakers, Bilan Mohamed Ahmed, states: *“GAME provides us with spaces to have fun with so many girls. They give us balls, t-shirts and other equipment to play football. There are not many places in the country where you can find those things especially as a girl.”*

**Outputs: A)** 50 Playmakers are trained in GAME’s youth empowerment model, **B)** 50% of Playmakers are female, **C)** 80% of participating Playmakers strengthen their Life Skills, build leadership capacity and are empowered to play an active role in civil society, **D)** The participating Playmakers experience improved well-being and health.

**Means of verification:** Attendance reports, pre and post surveys and MSC interviews.

**Activity 1.b: Thematic Learning Sessions**

The training of Playmakers includes a special focus on Gender Equality and Child Protection organised as thematic learning sessions on the Playmaker Training Camps to give the Playmakers the knowledge and competences to lead community-based dialogue workshops (activity 2b). These thematic learning sessions will involve specialised trainers and will be divided into two main categories: 1) Gender Equality, 2) Child Protection.

Through these learning sessions, the Playmakers will gain a greater understanding of how sport can be a tool for gender equity and how they as Playmakers and role models can contribute to create more gender inclusive spaces on the pitch and on the sidelines. Also, they will get the knowledge and skills on how to educate their local communities about the importance of gender equality and in respecting and protecting the rights of children. The aim is to give the Playmakers the capacity to take the lead on community engagement and to inspire and influence others in their communities.

**Outputs: A)** 2Thematic Learning Sessions on Gender Equality and Child Protection, **B)** 70% percent of participating Playmakers experience increased knowledge on gender equality and child protection, **C)** 80% of Playmakers are motivated to become agents of change.

**Means of verification:** Attendance reports, pre and post surveys and MSC interviews.

**Outcome 2)** **Strengthening social cohesion through street sport activities and establishment of safe spaces that can also serve as arenas for promoting Gender Equality and Child Protection.**

**Activity 2.a: Weekly GAME Zone practices**

The Playmakers will lead weekly street sports activities for local kids and youth in 5 GAME Zones: 3 in Hargeisa and 2 in Berbera.

GAME and SCORE are convinced that street sport is an instrumental driver for increasing children’s well-being. They develop key life skills, increase their self-confidence and connections with their peers and with adults. 96% of the children in a 2021 survey agreed that playing sport in the GAME Zones made them find new friends and helped them get to know people from different backgrounds (84%). For children who have been through extraordinary situations such as conflict and displacement, sport can bring back a sense of normalcy, weekly structure and room to be a child. As one of the Playmakers Suhayb Adnan Mohamed (18) explains “*We help kids make friends, be better citizens, avoid bad behaviors and help them physically. By helping the next generation, we’re making a positive change.”*

When activating the GAME Zones, there will be a specific focus on promoting gender equity. Based on research and participatory processes with Playmakers in Denmark, GAME has developed 10 recommendations for creating settings that promote girl's participation in sport. SCORE and GAME will collaborate in contextualizing the 10 recommendations to the Somali context in order to be used as guiding principles for training sessions targeting girls. As a special customization to suit the Somali context, the practices will be split up according to gender, making sure that only the female Playmakers attend to the girls’ practices. By providing access to a supportive community of peers and female role models that can positively influence girl's self-perception and challenge stereotypes about gender and leadership, the partners believe that the youth-led street sports activities contribute to individual and systemic impacts on gender inclusion.

**Outputs: A)** 5 GAME Zones are activated as safe spaces to play for community children in Hargeisa and Berbera, **B)** 210 GAME Zone practices has been carried out by trained Playmakers, **C)** 40% female participation in GAME Zone practices, **D)** 3700 attendances of children in GAME Zones.

**Means of verification:** Zone attendance reports, Survey amongst participating children.

**Activity 2.b: Playmaker-led Community Dialogue Workshops**

Playmakers will promote Gender Equality and Child Protection by engaging the broader community (parents, clan leaders, community elders) in 4 community dialogue workshops across the GAME Zones. The Playmakers will be assisted by specialized trainers and raise awareness on the specific issues that limit the potential of children, girls and women in becoming an integral contributor to the well-being of the community and society as a whole.

The aim of these youth-initiated workshops is to improve community life while at the same time highlighting young people’s agency as key to social transformation. This approach put the capacities of the Playmakers and the local community members at the center, by strengthening the local resources and capacity to promote Gender Equality and Child Protection in their everyday life. In addition, this extension of social networks that comes from bringing kids and youth and the broader community together in the GAME Zones, increases community cohesion and engagement.

**Outputs: A)** 4 Playmaker-led community dialogue workshops are carried out, **B)** 70% of children in zone activities indicate that parents or other significant relatives are supportive of them participating in street sport activities.

**Means of verification:** Attendance reports, survey amongst participating children, pre and post surveys and MSC interviews.

**Outcome 3) Capacity building of SCORE to enhance MEAL, Child Protection and Gender Equality capacities.**

**Activity 3.a: Towards thought leadership in Child Protection and Gender Equality**

Gender Equality and Child Protection are key aspects of the training of Playmakers, and the capacity building of SCORE will be a direct part of that through the learnings that experts engaging in the activities will bring. To further strengthen SCORE’s capacity and position in Somaliland, SCORE will be collaborating with ALIGHT, UNHCR and other agencies, and also building upon its presence and important role in the Somaliland Child Protection Network, to enhance its ability to influence duty bearers in the field of Child Protection. SCORE will be sharing internally developed resources with the other CSO’s in the network, and in conjunction with the Ministry of Social Affairs, also hold one workshop with the respective lead officers on protection issues from 9 local organizations that are members of the network.

Achieving an influential position with thought leaders such as Amoun Aden, a female football coach who has spearheaded the drive to hold formal football tournaments for women in Somaliland, while at the same time working with Khadra Kalil, founder of SOCSA in influencing the local communities from a bottom-up perspective through the community dialogue workshops (activity 2b) will be instrumental for SCORE in order to secure the support for inclusion of women and girls in sports. SCORE will also build a relationship with the Ministry of Youth and Sports by engaging with them regularly and prioritizing inclusion of gender parity in sports.

**Outputs: A)** One workshop in Somaliland Child Protection Network is facilitated by SCORE, **B)** SCORE’s activities for girls will be attended by two or more high level Somali duty bearers, **C)** Two news pieces on gender equality will be published in media or widely accessible public platforms.

**Activity 3.b. MEAL capacities**

GAME and SCORE will use the intervention to further strengthen SCORE’s MEAL capacities and the collaboration between GAME’s MEL and financial staff and field officers in SCORE and partner organizations, which will happen through online sessions and workshops in the field.

*Workshops conducted by GAME’s MEL team:* GAME will conduct interviews with SCORE field officers to identify specific needs in terms of monitoring and evaluation and base the workshops on the findings in the interviews. In the previous intervention we have however already identified some challenges in terms of the implementation of monitoring systems and some potentials to create more advanced monitoring systems and evaluation practices based on participatory methods (see elaboration in the MEL section). This will be targeted as part of the capacity building activities.

*Workshops conducted by GAME’s financial team:* For the previous project GAME and SCORE have worked with a monthly daybook system for the financial monitoring (based on excel for figures and pdf. for copy of vouchers). This has worked well, and SCORE have been thorough in submitting monthly financial reports. In order to move to the next level in terms of financial accountability and develop SCORE’s capacity to be able to (in the longer run) manage a larger pool of local implementing partners, GAME and SCORE see a great potential in building SCORE’s capacity in the field of financial monitoring through workshops with GAME’s financial team. This includes a focus on 1) Strengthening financial planning systems and tools. This includes introduction of the financial monitoring tool Quickbooks which will also strengthen financial transparency and accountability e.g., by ensuring double entry bookkeeping. 2) Introduce tools and processes for forecasting, which provide a flexible approach to decision-making and resource allocation on a rolling basis.

GAME will throughout the project support SCORE in their financial planning and work towards achieving financial sustainability. This includes supporting SCORE’s work with fundraising and with developing other partnerships that support long terms sustainability – e.g., with local authorities around access to facilities. SCORE and GAME are also building capacity on PHSEA as a partner on a CISU intervention aiming to develop codes of conduct, complaint mechanisms and training modules.

**Outputs: A)** SCORE has implemented a baseline-follow up evaluation design, **B)** SCORE has fully implemented a monitoring realtime system to track weekly progression in Zone activities, **C)** SCORE has tested Participatory methods on youth involvement in MEL designs (MSC learning workshop), **D)** SCORE has implemented Quickbooks and works with quarterly forecasting

**MONITORING, EVALUATION, AND LEARNING (MEL)**

In the previous intervention “YESSSSS Together!”, we have tested an online monitoringtool, that provides project staff with real time data on programmatic progress and/or deviations. But implementing the reporting system has not been without challenges especially related to adaption on field level. This indicates a need for a closer collaboration and making use of GAME’s competences, when it comes to ensuring the Playmaker’s involvement and ownership to data collection. This will be part of the MEAL capacity building (activity 3b), and includes a ‘theory of change’ workshop and a MSC workshop in Playmaker Training Camps. These workshop formats have been tested in our partnership in Ghana with good results.

As part of monitoring the GAME Zone activities, SCORE will, supported by GAME and with the use of GAME’s toolbox for participatory design and evaluation, use qualitative methods to get one step deeper in identifying which kids and youth have access to the Zones. This will give SCORE a clearer picture of the diversity of the participants and if there are groups of children living in the GAME Zone neighbourhoods who don’t get included in the activities. Specifically, SCORE is curious on how many children and youth with a refugee or IDP background are currently targeted.

The intervention builds upon an extensive mixed method evaluation design composed of both quantitative and qualitative methods involving relevant stakeholders, partners, and beneficiaries. It includes baseline and follow-up surveys of Playmakers. With a combination of both general and self-assessment questions, the design aims to measure progress in individual empowerment, wellbeing and attained life-skills. As examples we are integrating the WHO-5 Well-being Index in the baseline and follow-up design. The data collected from the surveys are further qualified through semi-structured interviews inspired by the methodology of MSC (Most Significant Change). By using a qualitative participatory approach that involves assessing the expected and unexpected changes and impacts that have happened from the perspective of participants, we aim to strengthen the focus on capturing insights and learnings on the individual gains of participating in the project.