

Contact information

Hannah Stanton, Director

☎ +46 722 04 21 60

✉ hannah.stanton@thegoals.org

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EXPLORE

Understand global challenges, find out about local circumstances

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CREATE

Create practical solutions receive feedback from other learners on TheGoals.org

3

CHANGE

Learning by doing, apply your knowledge with the feedback received

4

SHARE

Share your findings with your peers on TheGoals.org and your social channels

The aim

TheGoals.org is a crowdlearning platform that offers courses based on the Sustainable Development Goals. Designed to work on even the simplest online device it connects learners globally to explore global challenges and take local action. TheGoals.org shows partnership for development in practice and recognises young peoples potential as agents of change. As the platform is distributed through partners with the aim to connect youth globally, it will show how partnerships evolve internationally as the shared platform becomes the global classroom.

The method

Knowledge and education are the key for change. Behavioural change, as needed to achieve the Sustainable Development Goals, can come through non-formal education. For schools and organisations that currently do not have sustainable development education materials, TheGoals.org offers ready-to-use, free and quality education resources. A school or organisation that currently runs sustainability education, using TheGoals.org will enable them to scale their curriculum.

Online, no limits

TheGoals.org platform is built to accommodate millions of users. It is designed to work for even the simplest mobile device, everyone with access to the internet can get on board. The learning is not restricted by size of the classroom, teacher's or leader's availability or even where the learners are geographically.

Deep learning, more than just knowledge

TheGoals.org will help learners to learn more and more deeply. The courses do not just teach knowledge, the assignments learners have to complete directly take them to interact with their local communities and practice problem-solving.

Collaboration

The courses are developed collaboratively with contribution from the United Nations Sustainable Development Solutions Network and Stockholm Resilience Center.



Share good examples on a global scale

All completed assignments are shared across the platform, to be read and feedback on by other learners who have completed the same module. This serves several purposes: Learners gain perspectives by reading how other learners tackle same questions; peer rating challenges learners positively and motivate them to improve; the fact that assignments are shared to learners beyond their classroom, school and country will attract more learners to take the courses. The more the learners, the more sustainable development actions will take place.

“No problem is so big that it can’t be solved piece by piece, no matter how big and overwhelming it might seem at first.”

A network of partners is ready to start. Together we represent more than 100 million young people. Imagine what we can do when the whole world gets onboard. This is how the first connected generation becomes the first sustainable generation. Over time, better and better solutions to an increasing number of challenges are collected at TheGoals.org and shared among a growing number of users.

Impact and outcome

Besides the immediate impact on attitudes and bringing about transformative social change from the grassroots through the users and their activities, the platform will generate relevant data and content for other stakeholders, such as governments, UN agencies and NGOs. This data (on the ground information on all 17 Sustainable Development Goals with direct connection to local circumstances) can be extracted to for example evaluate programming effects and needs. It can also support storytelling efforts and best practices.

GLOBAL RECOGNITION

The platform and method is internationally recognised as a leader in innovative and transformative ICT-based education. UNESCO highlighted the foregoer of the project, the Young Masters Program, as one of four excellent educational initiatives on Education for Sustainable Development (ESD) promoted at the Rio+20 Conference. TheGoals.org is now a Key Partner the UNESCO Global Action Programme (GAP) Partner Network, leading the priority action area 4: Empowering and mobilising youth.

