

# Safe and Sound City (S<sup>2</sup>City) Program

## What?

S<sup>2</sup>City is a **global, open** and **iterative** program...

...which **empowers young people** by involving them in decision-making processes...

...and **scales up** sustainable and practical solutions for improving **urban safety**.

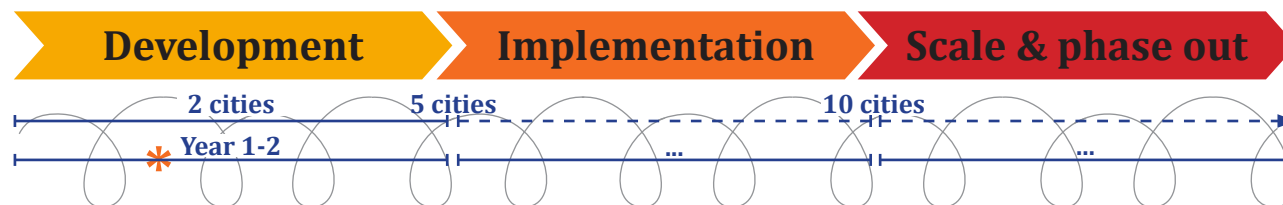
## Aim

To create urban environments that are safer for young people through empowerment and innovation.

## How?

- 1 System understanding
- 2 Capacity building and empowerment
- 3 Innovation and youth-driven action
- 4 Systemic improvements and scaling

## When? Phase 1: 2021 - 2024



key: iterative process where we are now

## Why?

By 2030, **60% of urban populations** is expected to be under the age of 18 (UNFPA, 2012).

**Young people** are particularly **vulnerable** to risks of **rapid urbanisation**. They often lack **safe spaces** and the **opportunities, capacities** and **structures** to exercise their **right to safety**.

**Public and private actors** have a **responsibility** to involve young people in decision-making processes and to realize their **right to safety**.

## Where?

The global program will roll out in **different phases** and seeks **co-funding** to scale up in various cities in the coming years.



# THEORY OF CHANGE

## HOW WE WILL DRIVE SYSTEMIC CHANGE

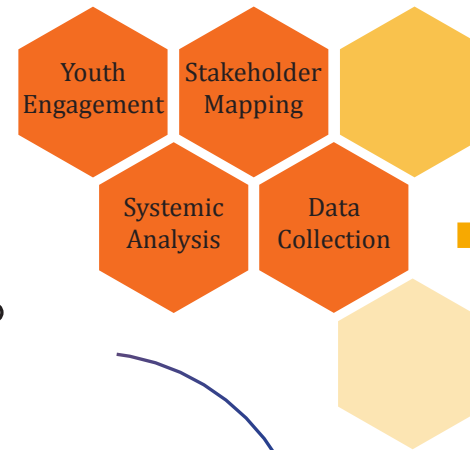
### 4 SYSTEMIC IMPROVEMENT & SCALE

GENERATES WIDESPREAD CHANGE



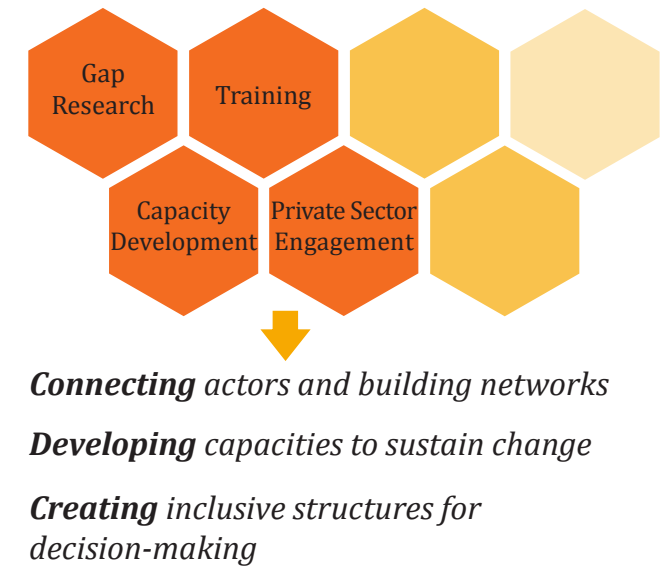
### 1 SYSTEM UNDERSTANDING

REVEALS TACTICAL TRIGGERS FOR CHANGE



### 2 CAPACITY & EMPOWERMENT

FOSTERS SUSTAINABLE CHANGE



### 3 INNOVATION & YOUTH-DRIVEN ACTION

CHALLENGES THE STATUS QUO

*Applying design-thinking methodology*

*Framing new mindsets to tackle complex safety issues*

*Harnessing young people's creativity to solve real challenges*

GET INVOLVED

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