



GLOBAL DEVELOPMENT VILLAGE
ALDEA GLOBAL DE DESARROLLO
VILLAGE MONDIAL DU
DÉVELOPPEMENT
**World Scout Jamboree
2019**

INFORMATION FOR
GLOBAL PARTNERS



GLOBAL DEVELOPMENT VILLAGE (GDV)

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Imagine 40,000 young people from 169 countries in one place.
12 days of youth life through peace, friendship and adventure.
One common vision; to Create a Better World.
One opportunity to create a life-long impact among young leaders.

We invite you to be part of the 24th World Scout Jamboree.
We know you will make a difference.

The Global Development Village is an interactive space within the Jamboree where National and International Organizations from all sectors working on the main challenges the world faces today have an opportunity to engage youth leaders through interactive workshops and exciting activities. More than 40,00 young people from around the world will have a unique opportunity to learn directly from world-class specialists how their local actions have a global impact, and how they can make a difference in their communities. Moreover, the awareness raised among participants replicates to our more than 50 million members in 169 countries as they go back to tell their stories and begin projects and partnerships with their local scout groups and other organizations. We are counting on you to further accomplish our mission of educating young people to play a constructive role in society.

Let's make it happen!

Aligned with the 2030 Agenda for Sustainable Development, the GDV will have five key topics from which any of the 17 Sustainable Development Goals (SDGs) can be approached. The five key topics are:

1. People
2. Planet
3. Prosperity
4. Peace
5. Partnerships for Youth

International Organizations will be able to participate actively in the Global Development Village through:

1. Campfire Dialogues
2. Workshops
3. Interactive Talks
4. Special Events
5. Videos

The Global Development Village will take place within the framework of the 24th World Scout Jamboree in West Virginia, USA from July 22 to August 2, 2019.

Downloads

Now, let us introduce to you the Global Development Village...

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Global Development Village

The Global Development Village (GDV) is an interactive space within the Jamboree designed to raise awareness about global issues, build capacities among young people, and create a strong commitment for Creating a Better World. This 24th World Scout Jamboree, the GDV will focus on offering exciting learning opportunities related to the 17 Sustainable Development Goals (SDGs).

In the Global Development Village, National and International Organizations from all sectors, National Scout Organizations, and experts working on the main challenges the world faces today, will have an opportunity to engage youth leaders through innovative workshops and exciting activities. More than 40,000 young Scouts, adults, and visitors from all around the world will have a unique opportunity to learn directly from world-class specialists how their local actions have a global impact, and how they can make a difference in their communities. Moreover, the awareness raised among participants replicates to our more than 50 million members in 169 countries as they go back to tell their stories and begin projects and partnerships with their local scout groups and other organizations.

The Global Development Village is a real village with simulated campfires, a social marketplace, and countless interactive workshops. International Organizations, National Scout Organizations and participants will be able to showcase short-films about global issues, engage in passionate discussions about changing the world, experience thought-provoking exhibitions, and generate a constructive dialogue across generations. In general, the GDV will be a place full of life, hope, and tools to Create a Better World.

Since 1991, the GDV has been an essential part of World Scout Jamborees, playing a fundamental role in teaching Scouts about the latest advancements and initiatives on social development, peace and the environment. Scouts from all over the world have started high-impact projects in their local communities after learning in the Jamboree's Global Development Village how to make a difference and cooperate with other organizations. The GDV is an empowering opportunity to help Scouts realize they are a social force, a culture of peace, and a constructive contribution.

Educational objectives

The educational objectives of the Global Development Village are:

- Young people have access to scout learning opportunities aligned to UNESCO's learning objectives on Education for Sustainable Development.
- Young people have the key competencies for sustainability needed to understand the relevance of the SDGs, identify those related to their local context, and reflect on ways to act locally.
- Young people know about the work done by National and International Organizations, National Scout Organizations, and Social Leaders to tackle global issues, as well as how they can join or support their efforts.

All the activities implemented at the GDV will be appropriately documented in activity sheets that will be available online for replication by Scout and Non-Scout organizations. The activity sheets will be co-branded and disseminated in existing platforms on Education for Sustainable Development.

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Topics

The five main topics of the Global Development Village at the 24th World Scout Jamboree are aligned to the five key areas of the 2030 Sustainable Development Agenda. These topics act only as an emphasis for discussing any of the 17 SDGs, and the learning objectives will be those outlined by UNESCO's learning objectives on Education for Sustainable Development. The GDV Team will be ready to assist partner organizations in their quest to develop exciting scout learning opportunities for young people.

The topics are:

1. People
2. Planet
3. Prosperity
4. Peace
5. Partnership (Youth)

The subtopics for all topics are the Sustainable Development Goals:

1. SDG 1: No Poverty
2. SDG 2: Zero Hunger
3. SDG 3: Good Health and Well-Being
4. SDG 4: Quality Education
5. SDG 5: Gender Equality
6. SDG 6: Clean Water and Sanitation
7. SDG 7: Affordable and Clean Energy
8. SDG 8: Decent Work and Economic Growth
9. SDG 9: Industry, Innovation and Infrastructure
10. SDG 10: Reduced Inequalities
11. SDG 11: Sustainable Cities and Communities
12. SDG 12: Responsible Consumption and Production
13. SDG 13: Climate Action
14. SDG 14: Life Below Water
15. SDG 15: Life on Land
16. SDG 16: Peace, Justice and Strong Institutions
17. SDG 17: Partnerships for the Goals

The reference document for the learning objectives of each of the SDGs is the following:
UNESCO. Education for Sustainable Development – Learning Objectives. 2017.

<http://unesdoc.unesco.org/images/0024/002474/247444e.pdf>

Other helpful resources include:

<http://worldslargestlesson.globalgoals.org/>



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Activities

Campfire Dialogues

Campfires are 45 min dialogues for groups of around 20 young people, run by expert facilitators from organizations working on the SDGs. The purpose of the campfire dialogues is to raise awareness on a specific SDG and develop the cognitive and socio-emotional learning objectives associated with the goal discussed.

An example of a campfire dialogue would be a discussion about SDG 5: Gender Equality related to the topic Planet. In such discussion, young people from a variety of countries would reflect on gender equality from the perspective of the environmental, biodiversity and climate change challenges faced by the world today. Although the conversation could pivot according to the interests of young people, the goal of linking an SDG to a specific topic is to invite young people to think systemically and make relations within and across SDGs.

Workshops

Workshops are 60 to 120-minute interactive educational activities for groups of around 40 young people, run by expert organizations working on the SDGs. The purpose of the workshops is to develop the skills and behavioral learning objectives associated with the goal discussed.

Workshops need to provide young people with specific competencies or skills that allow them to act in their communities. The workshops should combine the elements of the Scout Method with other pedagogical approaches related to learning by doing. These workshops should tackle the behavioral learning objectives on Education for Sustainable Development.

Interactive talks

Interactive talks are 20-minute presentations about a success story related to youth and the SDGs. The purpose of the interactive talks is to raise awareness about a specific SDG through storytelling and to invite young people to act at a local level.

After experiencing campfire dialogues (awareness) and workshops (skills), interactive dialogues provide inspiration from stories about young people who have taken those two elements and acted in their communities. We envision young people or young adults sharing their personal story or the story of a member of their organization who is implementing a project or taking community action in relation to an SDG.

Special Events

Special events take place after the workshops, and are aimed at promoting casual dialogues, exhibitions, screenings, debates, and activities that allow participants to meet and create solidarity around one common vision: Creating a Better World.

Simulations are spaces where participants have an opportunity to live an immersive experience related to the SDGs. Simulations usually last for more than 120 minutes and will be located in the areas surrounding the GDV. Simulations provide strong cognitive, socio-emotional and behavioral learning opportunities for young people. Simulations can be anything from an interactive virtual reality experience to an immersive experiential activity lasting half day in which participants recreate the journey of a refugee or the experience of a victim of a natural disaster.

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Videos

Videos are clips of up to 30 seconds where leaders, goodwill ambassadors or champions from our partners send a motivational message to Scouts from around the world inviting them to learn more and join a cause related to the SDGs. The purpose of these videos is to raise awareness about the SDGs, recognize the role and contribution of Scouts in achieving the SDGs, and invite young people to act and join a cause.

Important Considerations

- Organizations can run more than one activity. Please submit one form of interest per proposed activity.
- Activities run by organizations should be repeated at least thrice per week during the Jamboree.
- Activities run by organizations should be facilitated by experts from partner organizations with experience implementing non-formal education activities for young people.
- Workshops should be suited for youth between 14-17 years old from a wide variety of cultural backgrounds.
- The official languages of the World Scout Jamboree are English, Spanish and French.
- Implementing organizations should cover the costs of materials to run their activities during the duration of the Jamboree.
- In case the activity proposed by an organization requires special support with human resources or logistics, the GDV program team would be ready to assist as necessary.

Best Practices

- Involve young people in the design and test phases of your activities before the Jamboree.
- Involve young people in the implementation phase of your activities during the Jamboree.
- Learn about the Scout Method and the age group of the participants of the Jamboree.
- Work closely with the GDV program team to ensure the activity sheets are complete and ready for dissemination.
- Weatherproof your materials.
- Prepare a communications plan to share about your participation on the Jamboree.
- Clarify any questions with the GDV program team.
- Be prepared for a positive and proactive intergenerational dialogue.
- Be ready to support requests for local partnerships or networking.
- Be creative, innovative, and spontaneous.

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Beyond the Global Development Village

Social Impact

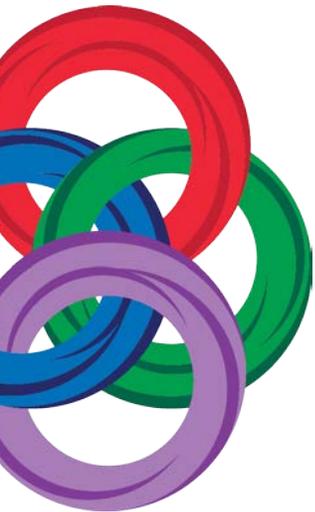
Scouting is a social force, a culture of peace, and a constructive contribution, this is why the Global Development Village seeks to empower young people with the right knowledge and skills to play a constructive role in society. Thousands of Scouts will visit the GDV throughout the Jamboree and will then share their stories with our more than 50 million members in 169 countries. This is awareness raising and social mobilization at a global scale, that is our impact, and you can be part of it.

Partnerships

Scouting has a long history of successful partnerships with organizations, therefore we look forward on offering the necessary support and cooperation to ensure that every effort to contribute with the Global Development Village is a successful one. Previous experiences tell us that the GDV will provide those involved with key contacts from all over the world, useful partnerships to implement programs at all levels, volunteers committed on various causes, and most importantly, a strong legacy. Rest assured that the Global Development Village will be an educational opportunity for everyone involved, and that its impact among young people will trigger numerous development initiatives around the world.

Youth Involvement

The Global Development Village is an extraordinary opportunity to involve young people. From including youth in the design of GDV activities to establishing intergenerational dialogues for understanding and cooperation, every meeting will create solidarity across organizations, cultures, and causes. In general, youth will be at the center of all Jamboree activities, therefore it is only through their involvement that we will have an opportunity to create a life-long commitment in Creating a Better World.



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General Information

Location

West Virginia, USA - <https://goo.gl/maps/HPre2e2LnZA2>

Nearest airports

Domestic Yeager Airport (CRW) in Charleston, West Virginia

International Charlotte Douglas International Airport (CLT) in Charlotte, North Carolina

Dates for participants

July 22 - August 2, 2019

Dates for interactive stand and workshop set-up/pick-up

Set-up: July 19-21 Pick-up: August 2-3

Relevant Websites

World Scout Jamboree: <https://www.2019wsj.org/>

GDV Partner: <https://www.2019wsj.org/gdvpartner/>

The Summit Camp BSA: <http://www.summitbsa.org/>

World Organization of the Scout Movement: <https://www.scout.org/>

Contact

In case of any comments or questions from global partners regarding the Global Development Village, please do not hesitate to contact us at:

Raymundo Tamayo

Senior Manager, Advocacy and Partnerships

World Organization of the Scout Movement

Tel: +60 3 2276 9000

Mob: +60 12 636 8562

E-mail: raymundo.tamayo@scout.org

Roadmap for Global Partners

July 2018 – Receive Information for Global Partners

August-September 2018 – Submit Focal Point / Clarify Questions

October 2018 – Submit Forms of Interest

November 2018 – Receive Confirmation of Activities from GDV Team

December 2018 – Register to the World Scout Jamboree

January-May 2019 – Develop Detailed Activity Sheets

July-August 2019 – Implement Activities

August-October 2019 – Provide Feedback

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Focal Point for GDV

Please submit the information of the focal point of your organization for the GDV to raymundo.tamayo@scout.org **before September 15, 2018.**

Available Online at <https://www.2019wsj.org/gdvpartner/>

Focal Point for Global Development Village – 24 th World Scout Jamboree 2019	
Organization:	
Name:	
Last name:	
Position:	
Address 1:	
Address 2:	
Postal Code:	
State/Province:	
Country:	
Telephone:	
Mobile:	
Email:	
Skype Username:	
Linked In:	

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Form of Interest

Please fill in the Form of Interest and send it to raymundo.tamayo@scout.org before October 15, 2018.

Available Online at <https://www.2019wsj.org/gdvpartner/>

Organizations will be notified of the results of their application after the evaluation of the GDV Planning Team.

Name of Organization: _____

Activity Type: Campfire Dialogue | Workshop | Interactive Talk | Special Event | Video

SDG: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17

A brief description of the learning objectives on Education for Sustainable Development of your activity:

Cognitive: _____

Socio-Emotional: _____

Behavioral: _____

A brief description of the content: _____

A brief description of the methodology: _____

How many people will your organization bring to run this activity: _____

Will you require additional volunteers to help you run this activity? Yes | No If yes, how many? _____

Has your organization implemented this activity before? Yes | No

Are there existing educational materials related to this activity? Yes | No

Do you have photos or videos of the implementation of this activity in other events? Yes | No

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ADDENDUM

Information for External Partners

- A. Set-up: Global Partners will be allowed access to the site beginning at 10:00 am, July 19th. If unique circumstances require a longer setup time, requests should be made to Program Area Lead. Vehicles will only be allowed on site during scheduled set-up and take down periods. Global Partners desiring to position equipment as part of their exhibit must coordinate such desires in advance to ensure adequate space is available. All exhibits must be set up and functional by 3:00 pm, July 21st.
- B. Transportation: Global Partners are responsible for their own transportation. During Jamboree operations, Global Partners access to the site will be through the visitor parking area. Global Partners must arrange their own transportation between their lodging location and the visitor parking area. Bus transportation will be provided from the visitor parking area to the Jamboree site.
- C. Housing: The Jamboree does not provide housing for Global Partners. It is the responsibility of the Program Provider to arrange off-site housing for all members of their organization who are participating in the Jamboree.
- D. Meals: The Jamboree does not provide meals for Global Partners. It is the responsibility of the Global Partner to arrange for meals to be brought on site with the members of their team. Meals are available for purchase on site at snack bars and Food Houses.
- E. Safe From Harm: Global Partners will be responsible for certifying completion of background checks on all personnel with access to the Jamboree site as well as completion of World Organization of the Scout Movement required Safe From Harm training.
- F. Security: The Jamboree provides general site security. We are not responsible for exhibitor equipment on site. Global Partners should make appropriate arrangements to ensure their equipment and display material is appropriately secured when their exhibit space is unmanned.
- G. Operating hours: The Global Development Village is open during the following hours: July 23 – 25, 27, 29 – 31 8:00 am to 5:00 pm, July 28 10:00 am to 5:00 pm, and August 1 8:00 am to 3:00 pm. Exhibits are closed July 26.
- H. Take down: Global Partner program area disassembly may not commence earlier than 4:00 pm, August 1st. No vehicles will be allowed in the exhibit area prior to 9:00 pm following departure of all closing show participants from the area. Disassembly must be completed, and all exhibit materials removed not later than noon, August 3rd. Participant departure day is Friday, August 2nd. The movement of vehicles on the site will be prohibited on August 2nd until authorize (the last participant bus has departed)
- I. Fees: Global Partner program will take place in the established Global Development Village area with space provided at no cost. Any request for space above and beyond the scope of the allocated space in the GDV and/or enhancements to the space (additional power, material request, etc.) may require a fee.

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- J. Free-standing trailers: Portable program experiences capable of being towed into place by detachable or fixed vehicle. The trailer space includes the space occupied by the tow vehicle, if left on Jamboree property. It is the policy of the 24th World Scout Jamboree that Global partners whose program experience is conducted in or enabled by trailers be included in the Jamboree experience to the extent that such experiences are consistent with the vision and practices 34th World Scout Jamboree, with the following additional considerations:
- a. Program Location: The selection of location for trailer exhibit is at the discretion of Jamboree management. The partner is responsible for transportation to and from Jamboree property, placement of the trailer in its assigned location, installation and removal of the trailer and its tow vehicle.
 - b. Improvement of the Program Location: Jamboree management will make every effort to place partner trailers at exhibit locations where the existing surface is suitable for the trailer and its tow vehicle on a first committed, first placed basis. If an existing improved location is unavailable, Jamboree management reserve the right to charge a fee to improve the surface in a suitable manner at a new location, at the partner's expense.
 - c. Trailer Movement: All trailer movement will be coordinated with Jamboree management and scheduled based on Jamboree management's needs. All effort will be made to accommodate partner needs.
- K. Sales, handouts, and solicitations:
- a. Global Partners are not authorized to sell any product on the jamboree site.
 - b. Giving-away or otherwise promoting products that bear the marks, words, or phrases of NewWorld19, LLC or WOSM are required to be licensed or have purchased such product(s) from an approved Licensee.
 - c. Global Partners creating marketing or promotional materials (e.g., literature, banners, signage, etc.) to promote their participation at the Jamboree, or use within the exhibit space, must have such materials pre-authorized by the NewWorld19, LLC to ensure the proper use of the organization's marks, words, and phrases.
 - d. Global Partners rights to promote, giveaway items, or solicit attendees of the Jamboree are limited to their approved program area and to the time periods during which programs are authorized to be open to ensure that Jamboree attendees are not exploited or harassed. *NewWorld19, LLC* distinguishes between giveaways that are pure tchotchkes (souvenirs, trinkets, and promotional items), more "substantial" giveaways that are distributed en masse essentially for product sampling purposes, and general solicitations for personal information (e.g. email address, name, and address).
 - e. Tchotchke distribution is permitted when given away at no charge (i.e., no financial cost OR implied charge such as providing name, email, etc. for future solicitations) to the recipient so long as the NewWorld19, LLC marks, words and phrases are properly authorized (if applicable) and the products meet the standards of product safety as defined by state and federal laws.
 - f. Product Sample distribution is permitted subject to approval and appropriate sampling rights fee, if required, paid by the program provider, in addition to the any other fees. Sampling may include any product that is given away from the exhibit space as a trial sample, with direct or indirect encouragement to purchase at retail after the Jamboree. Sampling may also include any

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- product give-away that includes a solicitation for personal information (e.g. survey cards). All distribution must be within the footprint of the program space.
- g. Attendee Solicitations are permitted only as a component of a "Prize Drawing or Promotion", subject to the NewWorld19, LLC Bylaws and Rules and Regulations, with defined, controlled, and pre approved parameters for:
 - i. any information captured or solicited
 - ii. the purpose for which the information will be used
 - iii. Approved solicitations maybe subject to pre-determined promotional rights fee paid by the program provider, in addition to any other fee.

 - h. Disclaimer: Program Provider agree to hold harmless NewWorld19, LLC from all claims and liabilities for damage to property or injury to persons that occur in or about the exhibit space, or any failure to act, if such condition, activity or failure results from negligence of the party renting or using the space.