PILOTING YOUTH PLATFORMS IN LEBANON & JORDAN

Project Description:
The project ideas an empowering youth in Lebanon and Jordan to be active and engage on social media and in-person platforms to provide youth with a voice in decision-making,的声音, and self-empowerment. The platform would be used to create new opportunities for youth to share their thoughts, and grievances, meet and interact with one another, be active in their communities, collaborate on issues impacting youth. The platform could be used by youth to share the different components of the project in social media and live online.

Objective 1:
- A more active, vocal and engaged youth
- Informed, reliable platforms to meet, connect, engage and upskill youth
- To increase institutional understanding of how to

Objective 2:
- Design and implement collaboration and
- Multi-stakeholder activities

Youth Involved:
1. Youth Selected
2. For youth participation
3. Focused on youth ages 18-30
4. Mostly female; 10 males

6-day training/3 days of 3a:
- Capacity-building/training for the project
The pilot project is a comprehensive capacity-building training. Four days were spent on in-person training and focused on the identification of communities, within their society. A second virtual training with the platform was held after the youth attended the in-person training.

6-day building-cross fertilization meeting
- Cross platform for Lebanon and Jordan Platforms
A meeting was held between the Youth in Lebanon and Jordan. This meeting was for the youth to share their experience and learn from one another. They are finally ready to be active and engage in the communities, collaborate on issues impacting youth. The group enjoyed lunch together and played different games. Through these team activities, the youth shared something that they appreciate in one another, one thing they learned throughout the project, and their best memory or experience throughout the project.

A closing ceremony was planned to celebrate the youth and all their efforts and achievements and to reflect on the experience and lessons learned. The celebration included recognizing the youth, their stories, and breakthroughs from a youth initiative would touch on social issues, challenges, and opportunities. The youth participated in an interactive two-day capacity-building training. Four topics were covered: the role of youth in systemic change, social media and mobile, team-building games and feel-good exercises. Through these team activities, the youth shared something that they appreciate in one another, one thing they learned throughout the project, and their best memory or experience throughout the project.

Criteria for youth selection:
- Between the ages of 18 and 30 years
- Interested in online engagement/active online media
- Well connected, with good leadership and communication skills
- Able to devotion to leadership and active participation
- Comfortable using online platforms to share creative and meaningful ideas
- Comfortable with team building and leadership
- Comfortable with project management and evaluation
- Committed to collaborate and share their ideas
- Dynamic and innovative in their approach to problem-solving

1-day reflection session on lessons learned
- Youth participation
- To determine the efficiency of the youth platforms and to assess the feedback of the youth platforms has impacted and will continue to impact the youth.

Lebanese and Jordanian platforms
- Cross-fertilization meeting
- A meeting was held between the Youth in Lebanon and Jordan. This meeting was for the youth to share their experience and learn from one another. They are finally ready to be active and engage in the communities, collaborate on issues impacting youth.

1-day workshop on an info to gender and community initiative design workshop
- To introduce gender into the project
The introduction to gender in the project was necessary to ensure that the project was inclusive and representative of all youth. Gender was included in the project as a means of addressing issues that affect all youth, regardless of their gender. The introduction to gender was included in the training to ensure that the youth were aware of the importance of gender and how it affects the project.

2-day training Workshop for social and communication skills
- To improve the youth's social and communication skills
The training workshop was held to improve the youth's social and communication skills. The training was designed to help the youth develop their social and communication skills, which are essential for their success in the project. The training was conducted in a fun and interactive way, which made it easier for the youth to learn and apply what they learned.

2-day capacity-building training meeting
- Project participants
- To increase institutional understanding of institutional capacity-building training. Four days were spent on in-person training and focused on the identification of communities, within their society. A second virtual training with the platform was held after the youth attended the in-person training.

2-day training for youth in Lebanon
- To increase institutional understanding of institutional capacity-building training. Four days were spent on in-person training and focused on the identification of communities, within their society. A second virtual training with the platform was held after the youth attended the in-person training.

1-day workshop on audience engagement
- To determine the efficiency of the youth platforms and to assess the feedback of the youth platforms has impacted and will continue to impact the youth.

Analytics and Social Media:
- To increase institutional understanding of institutional capacity-building training. Four days were spent on in-person training and focused on the identification of communities, within their society. A second virtual training with the platform was held after the youth attended the in-person training.

Evaluation:
- To determine the efficiency of the youth platforms and to assess the feedback of the youth platforms has impacted and will continue to impact the youth.

Reflection Sessions:
- Throughout the process of brainstorming and initiating the youth platform, the team continuously reflected on the process, challenges, and successes to improve the design and execution of the youth platform. The team shared feedback and insights to improve the design and execution of the youth platform. The team also discussed the challenges and successes of the process and how they can improve in the future.

Guidance Note:
- The team continuously reflected on the process of brainstorming and initiating the youth platform, the team continuously reflected on the process, challenges, and successes to improve the design and execution of the youth platform. The team shared feedback and insights to improve the design and execution of the youth platform. The team also discussed the challenges and successes of the process and how they can improve in the future.

Contact:
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- Or visit the project website at: https://www.youthplatforms.org