



Youth & the Sustainable Development Goals



SDG 4 :

Course

SDG 4 :

Web-based

SDG 4 :

5 Weeks

SDG 4, 17 :

Decentralize Cooperation Programme

SDG 4 :

<https://www.unitar.org/>

SDG 4 :

US\$0.00

SDG 4, 17 email:

cifalnetwork@unitar.org

SDG 4 :

Serve-Learn-Sustain, Georgia Institute of Technology, RCE Greater Atlanta



The world is home to the largest generation in history of young people between the ages of 15 and 24 years, 1.8 billion. Close to 90 per cent of them live in developing countries, where they constitute a large proportion of the population (UN Youth Strategy).

Connected to each other like never before and facing incredible challenges, young people want to and already contribute to the resilience of their communities, proposing innovative solutions, driving social progress and inspiring

political change, in urban as well as rural contexts. Young people constitute a tremendous and essential asset worth investing in, opening the door to an unparalleled multiplier effect.



By the conclusion of the course, students will be able to:

- Describe and explain the SDGs and targets
- Discuss the global progress of specific SDGs 1, 2, 3, 4, 9, 11 and 13 and recognize how these seven SDGs are being implemented in the Great Atlanta region
- Identify social, economic, and ecological sustainability needs of RCE member communities
- Explain and describe how each SDG is linked to environmental justice
- Design concrete actions that lead to collaboration with diverse stakeholders to create and implement action projects
- Create a project to raise awareness about and address at least one of these SDGs in their local community *Optional*



Content

Course Structure: 8 Modules

- Module 1 - Introduction to The 2030 Agenda for Sustainable Development
- Modules 2-8 - SDGs 1, 2, 3, 4, 9, 11, 13
- Modules 2-8 will cover the following topics: Introduction & Explanation of SDGs, Targets & Indicators, Progress of the Goals in 2019, Challenges, SDGs In the Community, & Further Resources
- Conclusion & Optional Community Project

Methodology:

- Each module includes interactive content including voiced overview at the beginning of the module, animation, quizzes, pop-up questions.



This is an online course comprised of interactive content, including voiced overview at the beginning of the module, animation, quizzes, pop-up questions.



Primarily college students (Youth 18-25)



This course is designed in a way that it can be reasonably completed in 4-6 weeks. Approximately 16 hours to complete with a suggested 2-4 hours/week schedule. However, students who are not completing for a specific course can take however much time they need.