



1	Expenses	Unit Cost (Euros)	Total Cost (Euros)
YEAR 1			
	Office rent 7 first month	250	1 750
	Office rent 5 Last month	125	625
	Internet for the lab 12 months	56.70	680.40
	Water and electricity for 12 months	24.82	297.78
	Office furniture	39	468
	Seed grants for 2 projects	1 250	468
	Salaries for the Youth impact lab manager for 12 months	140	1 680
	Total Year 1		8 001.78
	Expenses	Unit Cost (Euros)	Total Cost (Euros)
YEAR 2			
	Office rent 7 months	250	1 750
	Office rent 5 months	125	625
	Internet for the lab 12 months	56.70	680.40
	Water and electricity for 12 months	24.82	297.78
	Office furniture	39	468
	Seed grants for 2 projects	1 250	468
	Salaries for the Youth impact lab manager for 12 months	140	1 680
	Total Year 2		8 001.78
	Expenses	Unit Cost (Euros)	Total Cost (Euros)
YEAR 3			
	Office rent of the Lab 12 months	357.62	1 287.43
	Water and Electricity for 12 months	40	480
	Internet for 12 months	174	523
	Salaries for the Youth impact lab manager for 12 months	369	1 107
	Office Furnitures	300	600
	Communication Fees	4.5	99
	Small grants (06)	112	672
	She4she Training	1 350	2 700
	Capacity building fellow	45	270
	MEAL fellow	45	270
	Total Year 3		8 008.43
	GRAND TOTAL OF THREE YEARS EXPENSES		24 011.99

2	Impact
<u>About the Youth Impact Lab:</u>	
<p>The Youth Impact Lab (YIL) is a project initiated by Youth First in 2018. It aims to provide a safe space for young people to ignite their talent and develop their skills. The Lab is designed so that young people from various background can develop, prototype and test their project ideas and scale it in the society to bring positive change. In order to reach that vision, the Youth Impact Lab provides material facilities (Desktop, Laptop, WIFI connection), training room, coworking space, resources center (with toolkit and books on a various topics) and Capacity building sessions that young people/youth organization can benefit from. With the precious support of the Munakata foundation, Youth First was able to sustain the Youth Impact Lab's activities for three years (2019 – 2022).</p>	
<u>Successful Stories:</u>	
<p>With the three-year unfailing support of the Munakata Foundation, Youth First was finally able to rent a space where new ideas were conceived to impact an accounted number of 26,214 beneficiaries.</p>	
<p>In 2019, the Youth Impact Lab launched its interactive activities in a new youth-friendly space full of vibrant ideas and youthful bright minds. Until 2020, a coding lab for young children, empowering workshops, conferences, and trainings have been implemented.</p>	
<p>With the outbreak of the Coronavirus announcing a full quarantine for Malagasy citizens mid-2020, Youth First brought innovative, yet affordable ideas that would impact young people in various ways with the online classes, the online conferences, and the one skill a day concepts.</p>	
<p>As the quarantine measures were lifted in 2021, in person activities were back and started with the young entrepreneurs training and coaching as well as the Youth Leadership Camp. The Camp brought twenty-four rural entrepreneurs to a whole week learning journey to upgrade their skillsets and gain better economic autonomy.</p>	
<p>In 2022, the Youth Impact Lab piloted a program which aims to empower young women to reach economic autonomy. Labelled « She4She Challenge », the program recalls for women being challenged to help other fellow women in their journey towards economic autonomy.</p>	
<u>Major Achievements:</u>	
<ul style="list-style-type: none"> ● Youth First team has a friendly and youthful office that promotes productivity, creativity and well-being (Youth Impact Lab – Youth First (youthfirstmadagascar.org)); ● A youth-friendly space is available for young Malagasy and youth structures to experiment their ideas to tackle global issues (link to the space insight on our website); 	

- **Two cohorts of super coders** graduating from coding classes ([link to the facebook post on their graduation day](#))
- **Eight online conferences** carried out on Youth First's Facebook page. The topics varied from education, to social media to gender. ([Link to April's live conference: the topic was “Gender roles: a talk across generation”](#))
- A total of **5 cohorts of online class** were delivered. ([Link to the online class](#))
- A total of **3 online classes designed** to date ([link to the online classes](#))
- A cumulative of **15 Empowering Workshops** were held ([Link to the article about a workshop on “Web jobs and opportunities access” in February 2021](#))
- A **Youth Leadership Camp** organized with 8 entrepreneurs **funded** ([the great stories of funded entrepreneurs](#))
- The **She4She Challenge** reached a total of **210 beneficiaries** ([blogpost about the program](#))

Number of Beneficiaries:

Within three years of operation, we have reached a total of 26,214 people, benefitting from a variety of activities which were all aimed at youth development. The following chart compares the number of beneficiaries who have taken part in in-person activities and those who attended online events.

a. Overall beneficiaries' comparison

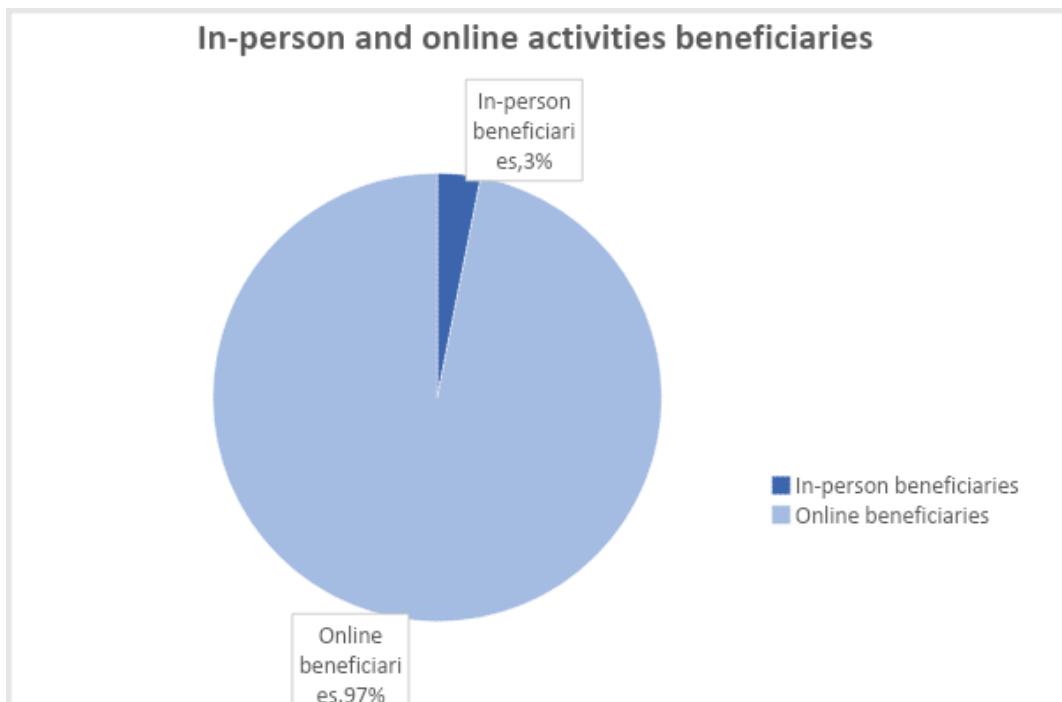


Figure 1. Comparison of in-person and online beneficiaries

The above pie-chart indicate a wider audience participation, representing 97% of the overall beneficiaries, has been reached with our online activities. It is important to note that this data accounts for all the views and interactions gained for the online conferences conducted. With the outbreak of the Coronavirus announcing a full quarantine for Malagasy citizens mid-2020, our team conceived these as an alternative to in-person workshops, which were constrained by the pandemic. As the activities were designed to be on Facebook and were easily accessible, many people were really

interested in them. The online conferences were the most popular and brought in around 1500 views from young people (18-34) at each conference.

b. *Audience example of one online conference by age and gender*

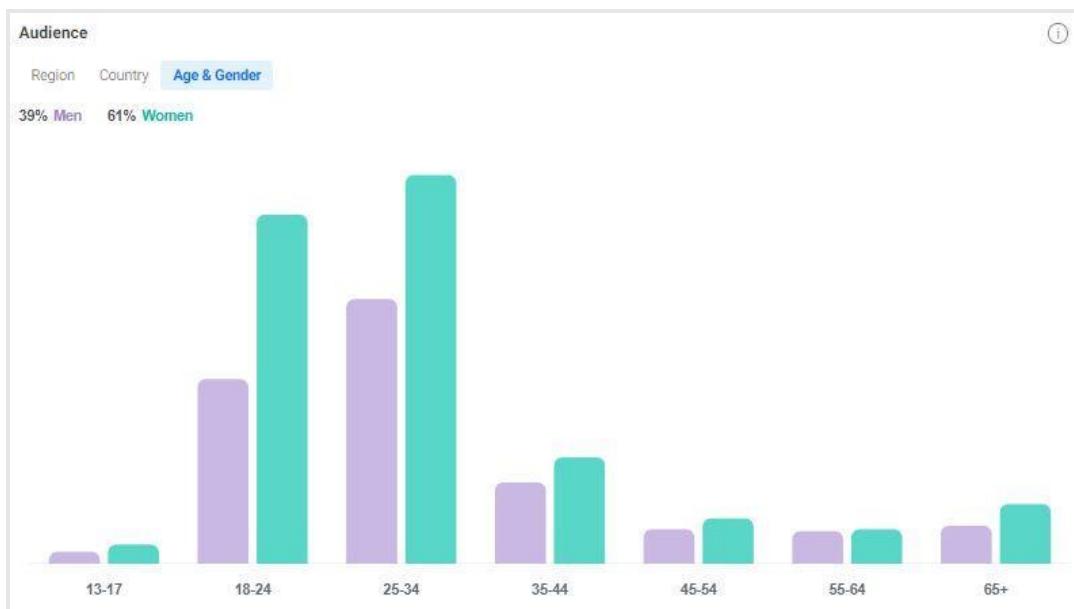


Figure 2: Audience chart of one of the online conferences

The bar chart illustrates the percentage involvement of men and women in one of the online conferences organized by Youth First. The involvement, here, includes reaction, views, comments, and interactions. Generally speaking, women were much more involved in all the conferences, which ranks the highest percentage participation of all, with nearly two-third (61%) for women but only 39% for men. As of the age brackets, we accounted young people between 18 to 34 at the number of 1507 for this particular conference. The overall conferences could account for that same amount of young audience.

c. *Gender distribution of the in person activities*

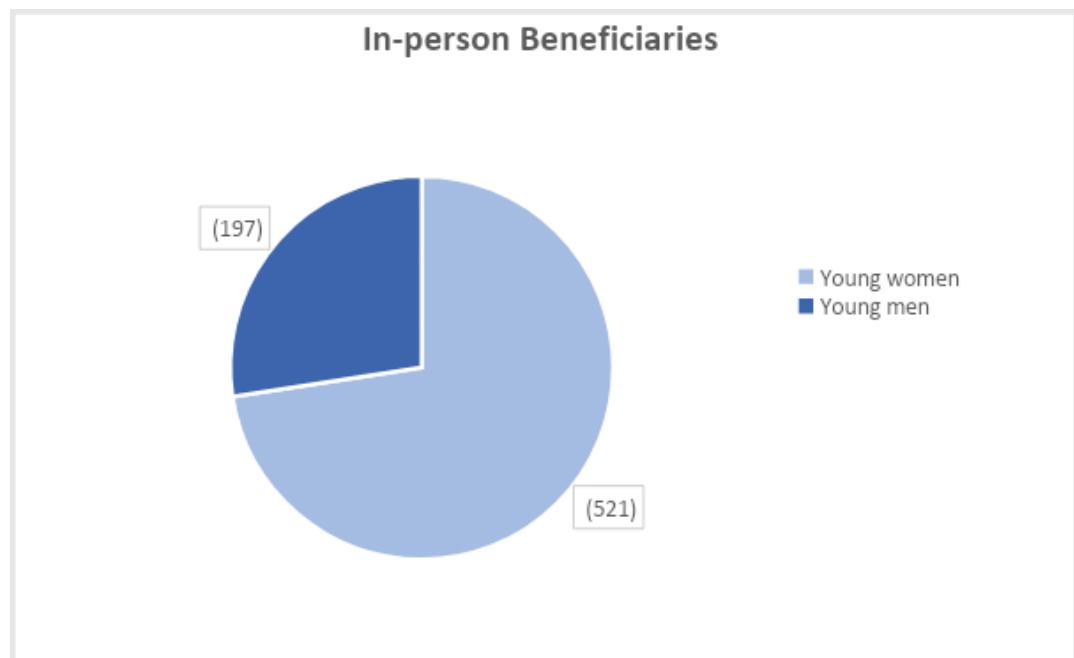


Figure 3. Distribution of in-person beneficiaries by gender

After breaking down the number of in-person beneficiaries (as shown in Figure 3), we can see that a much greater number of young women, accounting for 73% of the total participants, have been impacted by the activities. That difference can be explained by the number of activities which were specially tailored to reach specific groups of women. Such activities include interventions carried out for victims of human trafficking and trainings framed within the She4she Challenge. In other cases, the difference can be the result of women's greater engagement and enthusiasm for certain activities. This can be illustrated by the number of young women who signed up for the Online Class "Introduction to the soft skills for a successful career".

d. Audience example of one online conference by age and gender

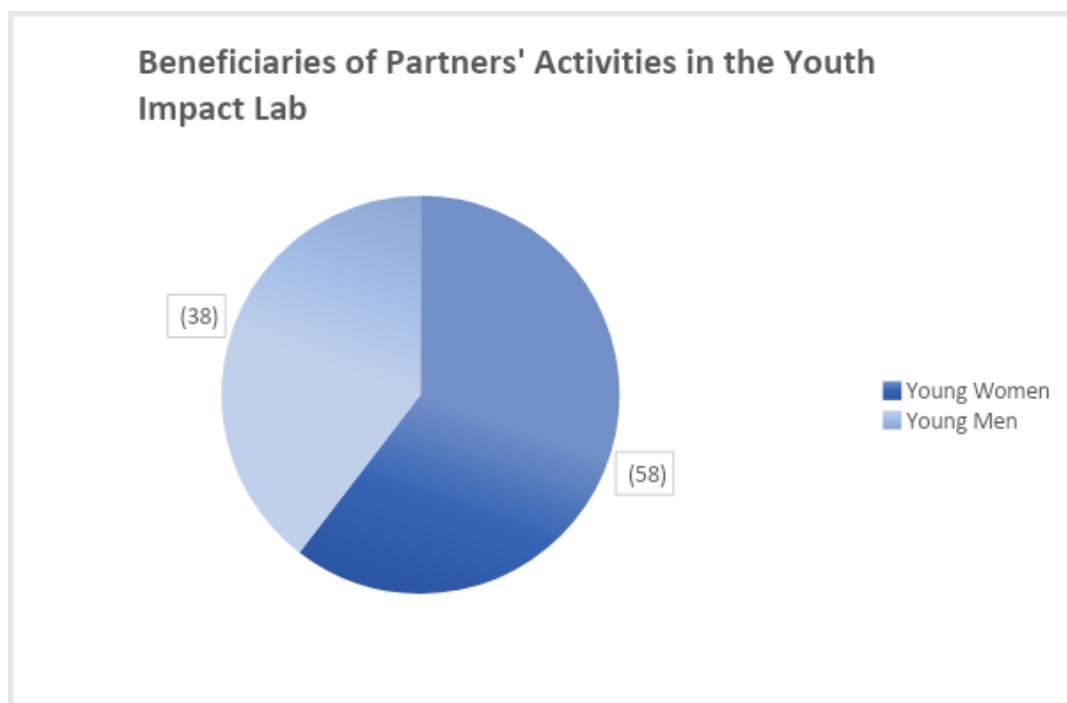


Figure 4. Beneficiaries of Partners' Activities in the Youth Impact Lab

Various activities were carried out in partnership with other youth organizations and associations in the Youth Impact Lab in order to empower young people. The activities reached up to 96 beneficiaries, 60% of whom are young women. This percentage shows, once again, young women's greater participation and engagement.

3

Next Three Year Goals (2022-2025)

With its strategic planning 2021 – 2025, Youth First aims to reinforce its position as an expert youth-led organization in the empowerment and effective participation of youth in social and economic development. The upcoming years' activities will then be created and implemented with respect to that perspective.

● Continuing with the legacy:

Youth First has piloted and tested many activities within the Youth Impact Lab for the past three years thanks to the Munakata Foundation. The activities that are considered successful and impacting will continue with new innovative approaches that consider the changing contexts in time and space.

- **She4She Challenge:**

Youth First is designing the second edition of the She4She Challenge program with consideration to the best practices of the first edition. The organization plans to scale up its intervention to empower young people from different backgrounds. For the upcoming cohort, the challenge will focus on digital skills for economic autonomy.

- **Online Classes:**

Always in an effort to encourage a workforce ready youth, the online class on “Introduction to the soft skills for a successful career” will continue with other cohorts. Youth First has also designed “the work-ready skills” class to go online for the ones who do not have the physical capacity to attend the training organized in the training space, the Youth Impact Lab.

- **The Youth Innovation Lab goes online:**

As of the 2021 – 2025 strategic planning of Youth First, the *Youth Impact Lab* is evolving into the **Youth Innovation Lab** and is now working on having an online space available for all Malagasy young people. However, for the available space in the Capital City, Youth First is raising funds to help implement and equip the innovation lab to be able to help young innovators experiment on their ideas with the latest technology.

- **The Youth Innovation Lab building a community of partners and funders:**

Still part of this strategic planning, Youth First is strengthening its position as an expert organization in terms of youth entrepreneurship and economic empowerment. The following months are crucial to building a community of partners and funders that will join the organization in that mission. In addition to that, the Youth Impact Lab now has developed a social business model to help sustain its efforts at a minimum level when funding is not available. This model helps in impacting young people despite the lack of funding.