

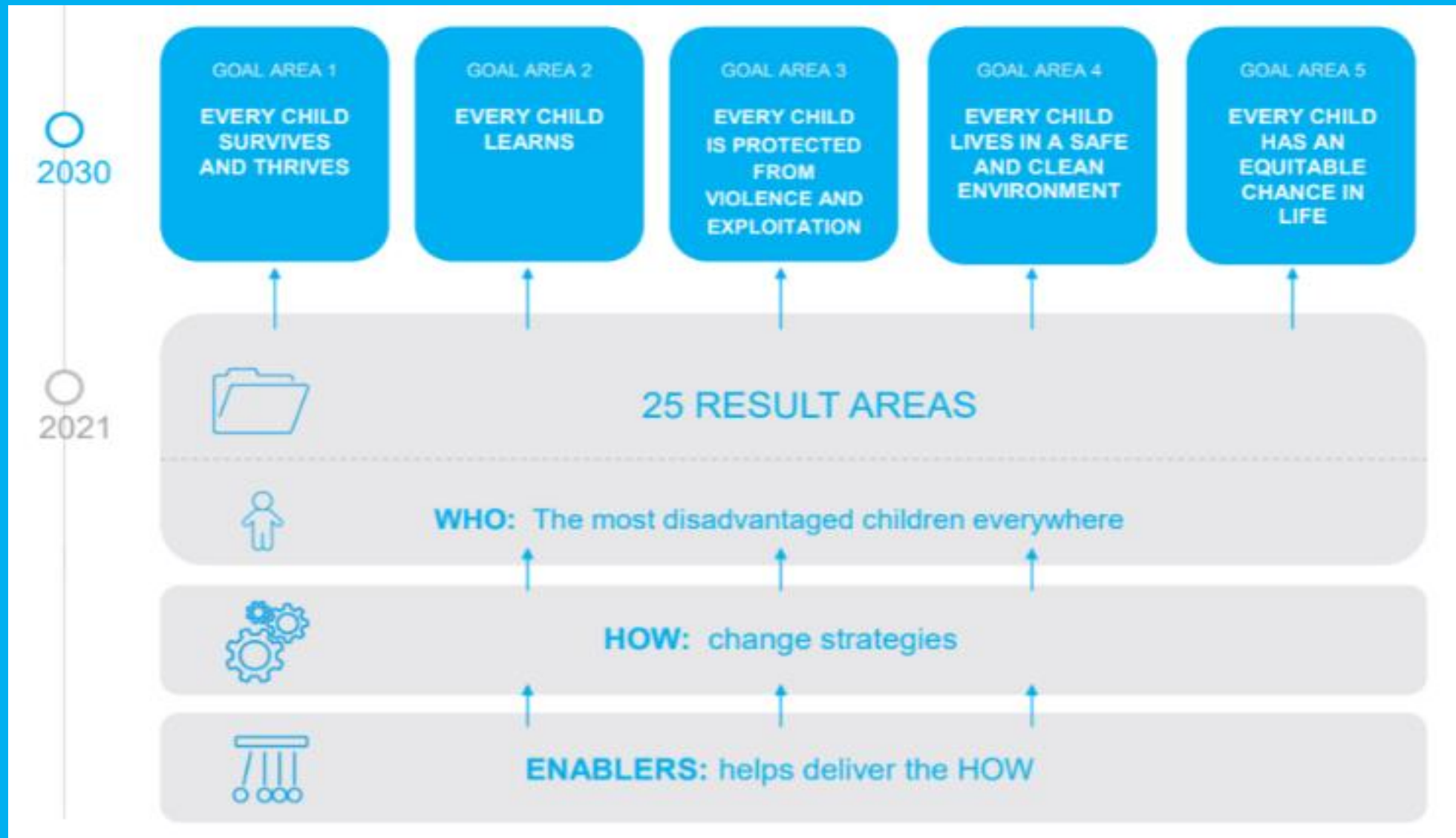
*“Innovation for positive  
Impact”*

*Accelerating Results for Every  
Child, Everywhere*



*Regional Initiatives in Europe and Central Asia Region*

# UNICEF's Strategic plan 2018-2021



UNICEF's 2018-2021 Strategic Plan for realizing the rights of every child, especially the most disadvantaged. 5 strategic plan priorities directly relate to 11 SDGs

# Strategic plan 2018-2021: Change Strategies



## HOW: change strategies

### 1. Programming for at-scale results for children

(Cross-sectoral programming; Systems strengthening and service delivery; Humanitarian and development integration; Community dialogue and behaviour change; South-south and triangular cooperation; Human rights-based approach)

### 2. Gender-responsive programming

(Gender-responsive programming)

### 3. Winning support for the cause of children from decision makers and the wider public

(Advocacy, public engagement, communication and movements; Children as change agents)

### 4. Developing and leveraging resources and partnerships for children

(Leveraging resources for children; Resource mobilization and fundraising)

### 5. Harnessing the power of business and markets for children

(Leveraging private sector/corporate partnerships; Market shaping)

### 6. United Nations working together

(Strengthened collaboration with other UN entities; Strengthened contribution to system-wide coherence)

### 7. Fostering innovations in programming and advocacy processes and practices

(Promote the use of new technologies)

### 8. Harnessing the power of evidence as a driver of change for children

(Evaluations, research and data)

Change strategy 7 highlights the role of **fostering innovations and promoting the use of new technologies** as a key element of UNICEF programming, advocacy and practices

# UNICEF'S Regional Initiatives in ECAR

Main focus. Effective use of ICT tools and innovations for:

*health system  
strengthening*

*quality  
education*

*Youth  
participation*

*solutions for children  
with disability*

Out of several Innovation Centers & a Global Office of Innovation (NY) 3 innovation labs/hub are in ECAR (Kosovo, Kazakhstan, Kyrgyzstan)

Collaboration with UNDP in 6 countries, finding innovative solutions to common development problems and scaling solutions together

100+ ongoing technology enabled innovative solutions in 21 countries

# EXAMPLE OF T4D INNOVATIONS (1)

## ✓ U-Report

- A messaging tool (SMS and social media-based platform) designed by UNICEF to give young people a voice and to collect data their experiences to build cases for policy change

## ✓ RapidPro

- It's a free and open source framework designed to send and receive data using mobile phones (basic and smart phones)

The image displays the RapidPro interface for an "Interactive Campaign - Mass SMS". At the top, there is a navigation bar with icons for messages, contacts, flows, analytics, campaigns, and triggers. A "Start Flow" button is visible in the top right corner. The main area shows a flowchart with the following steps:

- Flow Start**: A "Send Message" box containing the text: "Hello! Thank you for coming into the clinic today. Could you take a quick and secure 5-minute survey about your experience so that we can improve our services?"
- Wait for Response 1**: A decision box with three paths: "Yes", "No", and "Other".
- Send Message**: A box containing the text: "I'm sorry, I didn't understand. Would you like to take our survey? (Enter 'Y' or 'N')." This box is reached from the "Other" path of the "Wait for Response 1" box.
- Send Message**: Two boxes at the bottom, one reached from the "Yes" path and another from the "No" path of the "Wait for Response 1" box.
- Wait for Response**: A box at the bottom right, reached from the "Send Message" box following the "I'm sorry..." message.

Below the flowchart, a group of four young people (three men and one woman) are shown looking at their mobile phones. At the bottom right, the "Report" logo is displayed with the tagline "VOICE MATTERS".



## EXAMPLE OF T4D INNOVATIONS (2)

- ✓ **Digital health tools**: UNICEF in partnership with WHO and other stakeholders has been supporting a number in house developed tools and Global digital goods to strengthen health systems. These tools are used for vaccine management information system, immunization registry, monitoring the home visiting programme, etc.
- ✓ **Assistive Technology**: UNICEF developed open source alternative communication tools (*cboard* <https://www.cboard.io/>) for children with complex communication needs. This tool gives a voice to children who are not able to speak due to many different medical conditions. The tool is helping in promoting inclusive education

## EXAMPLE OF T4D INNOVATIONS (3)

### ✓ Edutrack

- It's a mobile technology used in Turkey to gather educational data in remote communities to inform decision-making at regional & local levels

- ✓ Akelius: In partnership with the Akelius Foundation, UNICEF developed a web-based app to support language learning for children out-of-school or on the move in humanitarian and multilingual contexts



## EXAMPLE OF T4D INNOVATIONS (4)

- **IoGT** is a set of mobile-ready web based resources and applications for information sharing and advocacy
- Globally, IoGT is now in 50 countries and with more 2.7 million people accessing the sites each month
- In ECAR Belarus, Kyrgyzstan and Tajikistan offices are using it.





## KEY CHALLENGES

1. Donor funding is time-bound & project-based solutions
2. Limited coordination opportunities among stakeholders limits reuse of digital solutions and undermines potential applicability
3. Lack of digital literacy and capacity to maintain developed solutions among dev practitioners on the ground
4. Funding for scaling up ICT solutions



Thank You

