



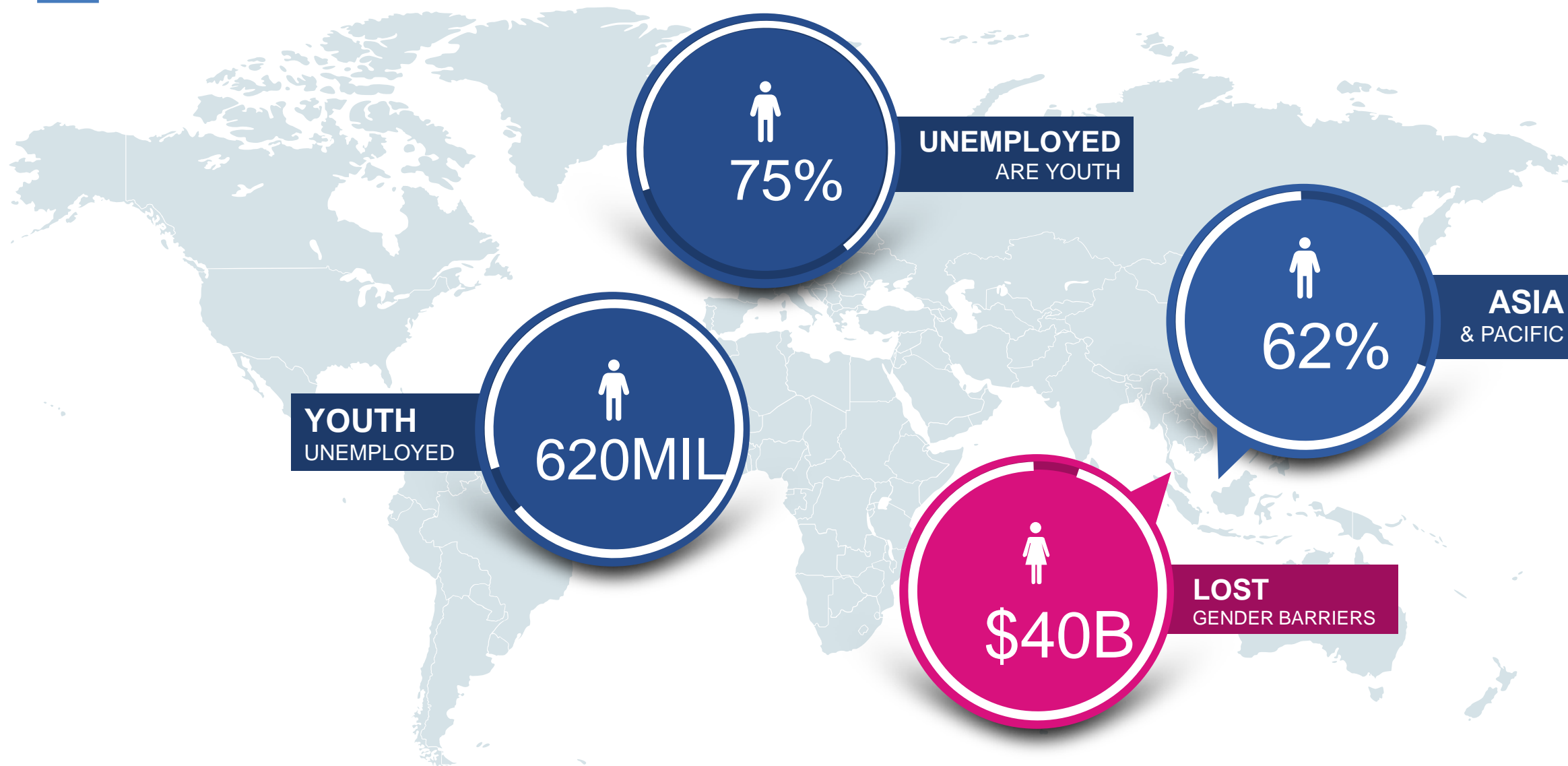
| Ama |







OUR PROBLEM



DESIGN CHALLENGE



01



ENHANCE THE STANDARD OF
LIVING FOR YOUTH

02



SECURE DECENT WORK

03



EMPOWER CHOICE

04



QUALITY, SCALE, INFLUENCE



1 NO
POVERTY



2 ZERO
HUNGER



3 GOOD HEALTH
AND WELL-BEING



4 QUALITY
EDUCATION



5 GENDER
EQUALITY



6 CLEAN WATER
AND SANITATION



7 AFFORDABLE AND
CLEAN ENERGY



8 DECENT WORK AND
ECONOMIC GROWTH



9 INDUSTRY, INNOVATION
AND INFRASTRUCTURE



10 REDUCED
INEQUALITIES



11 SUSTAINABLE CITIES
AND COMMUNITIES



12 RESPONSIBLE
CONSUMPTION
AND PRODUCTION



13 CLIMATE
ACTION



14 LIFE BELOW
WATER



15 LIFE
ON LAND



16 PEACE AND JUSTICE
STRONG INSTITUTIONS



17 PARTNERSHIPS
FOR THE GOALS



THE GLOBAL GOALS
For Sustainable Development

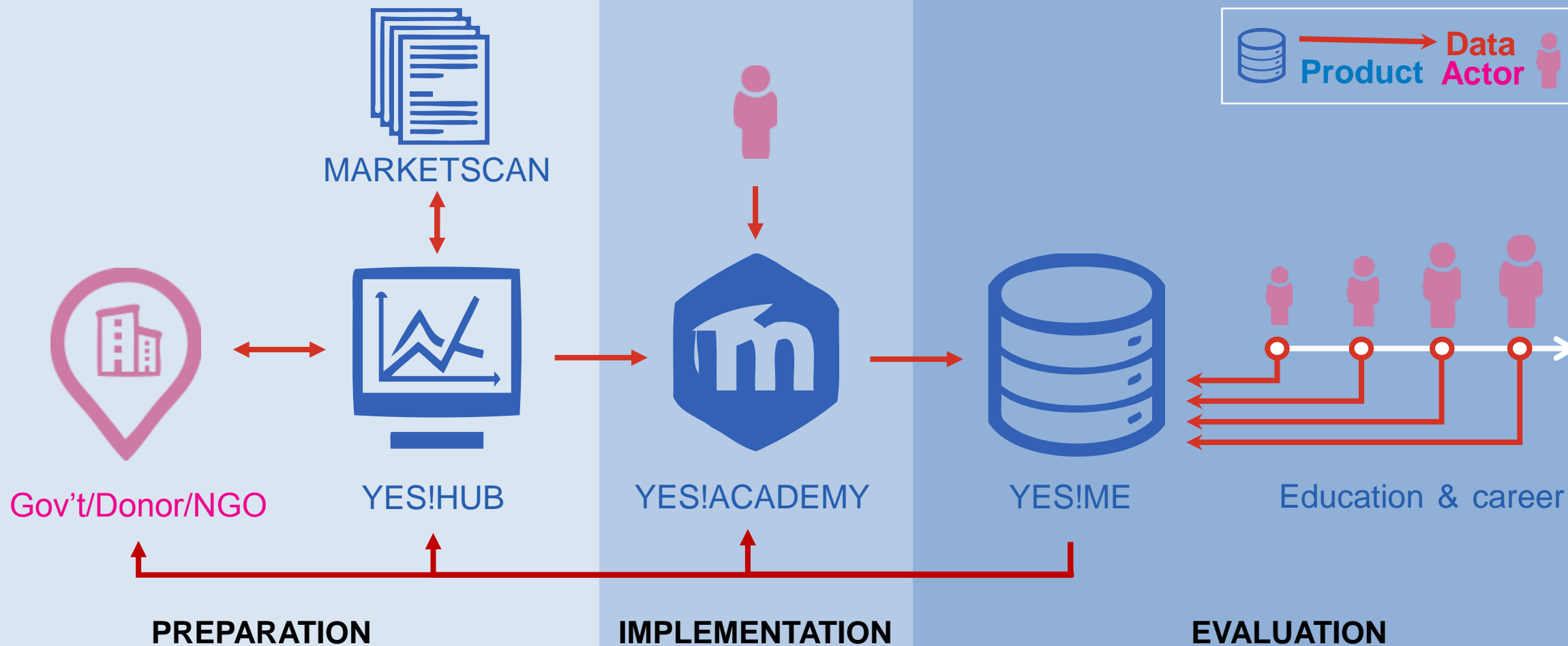
PLAN INTERNATIONAL // YES!DIGITAL ECOSYSTEM





THE YELLOW UMBRELLA

YES!DIGITAL ECOSYSTEM



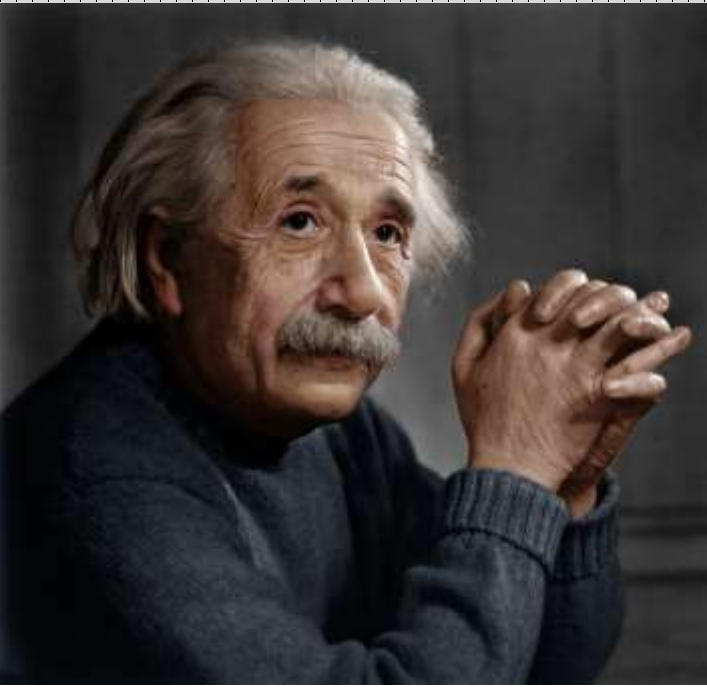


WHAT DOES TECHNICAL VOCATIONAL EDUCATION LOOK LIKE?



WHAT DOES **JOB MARKET** LOOK LIKE?





DEFINE
THE
PROBLEM



“ If I had only one hour to save the world, I would spend fifty-five minutes *defining the problem* and five minutes finding the solution ”

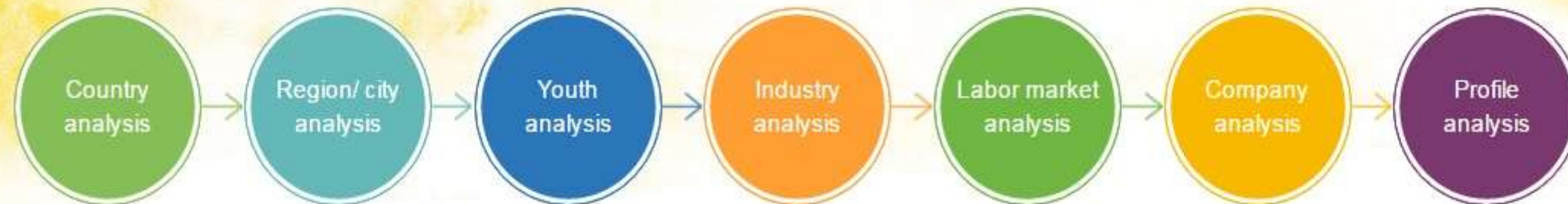
— EINSTEIN

MARKET SCAN



A Market Scan is a tool used to assess the feasibility of setting up a Youth Employment programme in a targeted geographical area. It helps to determine where the jobs are, what kind of jobs exist, who is hiring and what kind of skills are needed to get those jobs. The results of a Market Scan will inform the overall development of Youth Employment programming.

Easy 7 step - online toolkit





MARKET SCAN



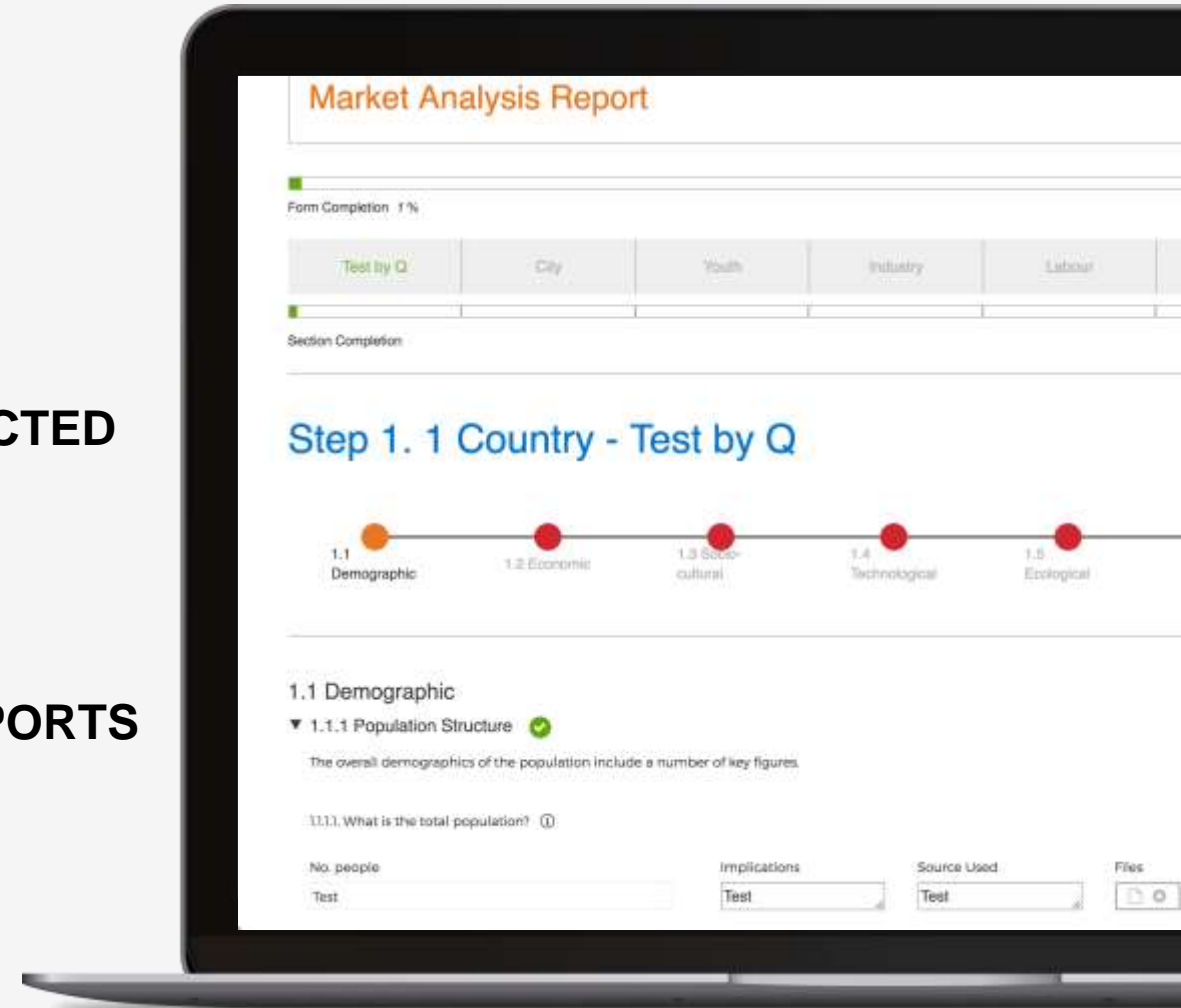
DATA DRIVEN



CLOUD COLLECTED

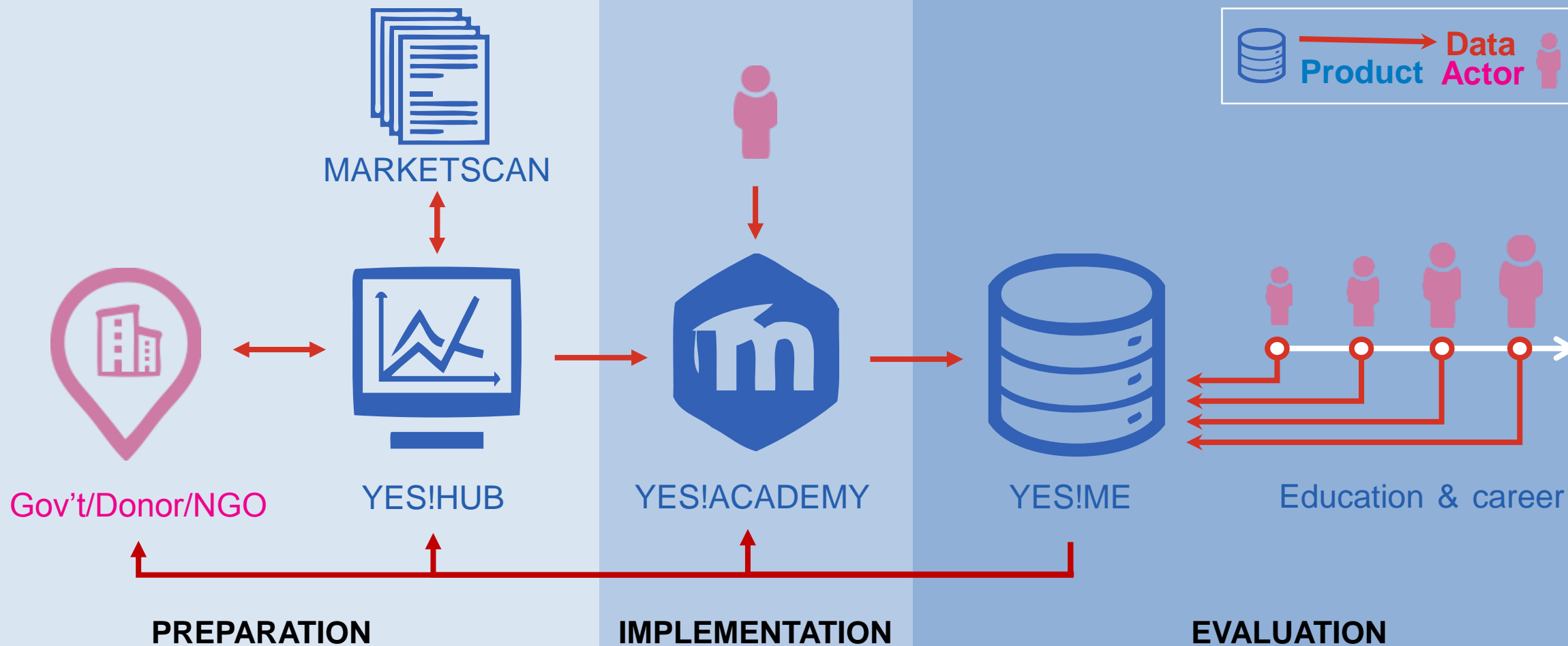


RELEVANT REPORTS





YES!DIGITAL ECOSYSTEM



YES!Academ



Open Source integration

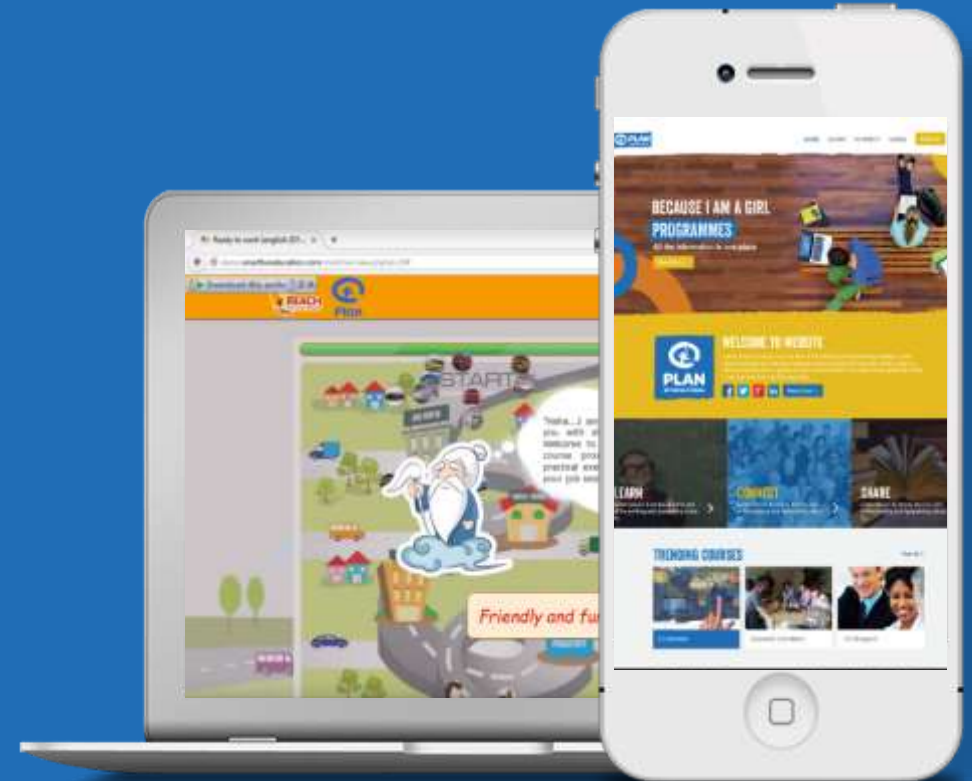


Human Centred Design



Responsive

Flipped and **flexible**



LEARN CONNECT SHARE



YES! ACADEMY



UX FOCUSED



LOCAL CONTENT



COURSE CONTENT Customization



LANGUAGE



SOCIAL



CULTURE



ECONOMIC



TRADITIONAL TVET APPROACH



Cost per youth could approximately be couple of 100 USD.

Once the training is over, “REPLICATION” is lost
Unless, further funded.





Opportunity for SUSTAINING the Educational Material with no or very little funds.

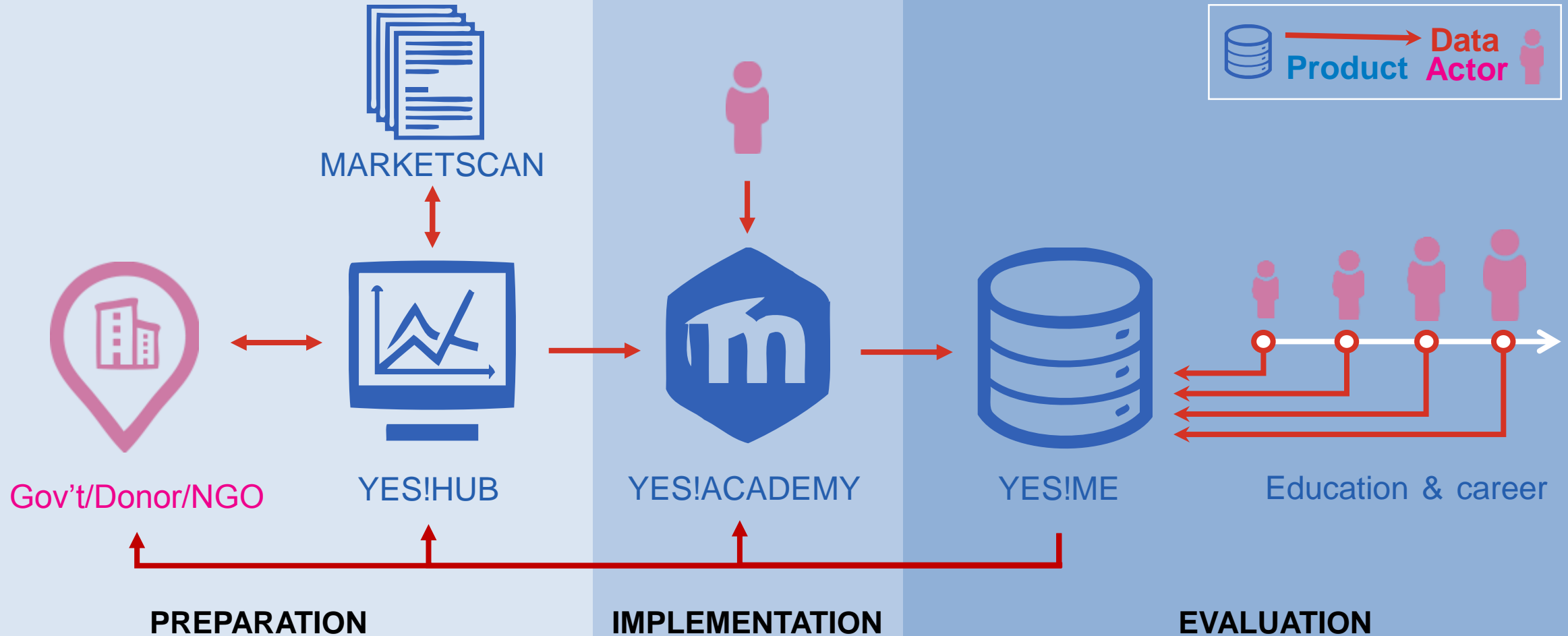


Cost per youth is drastically REDUCED.



YES! academy

YES!DIGITAL ECOSYSTEM





YES! ME



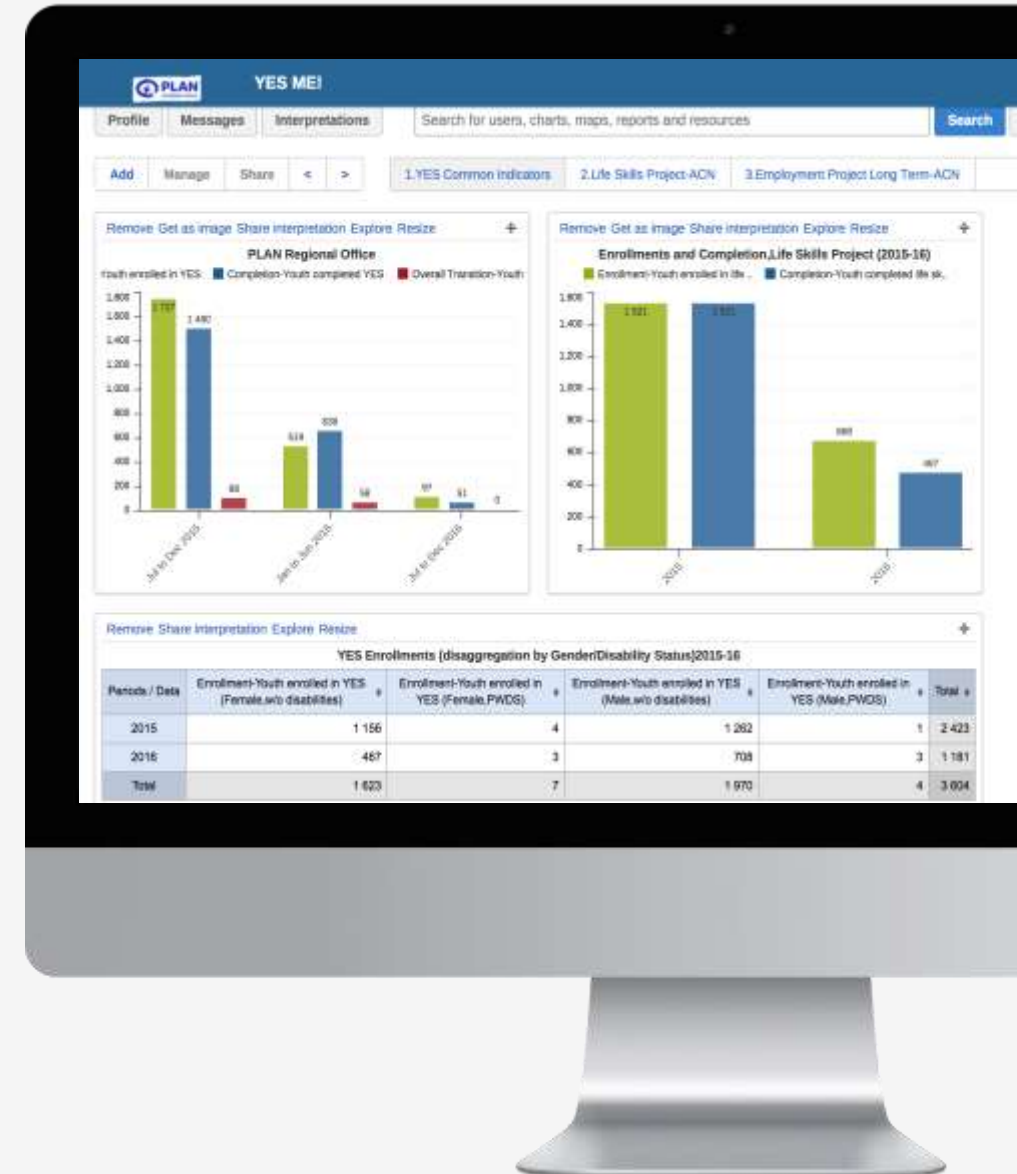
OPEN SOURCE



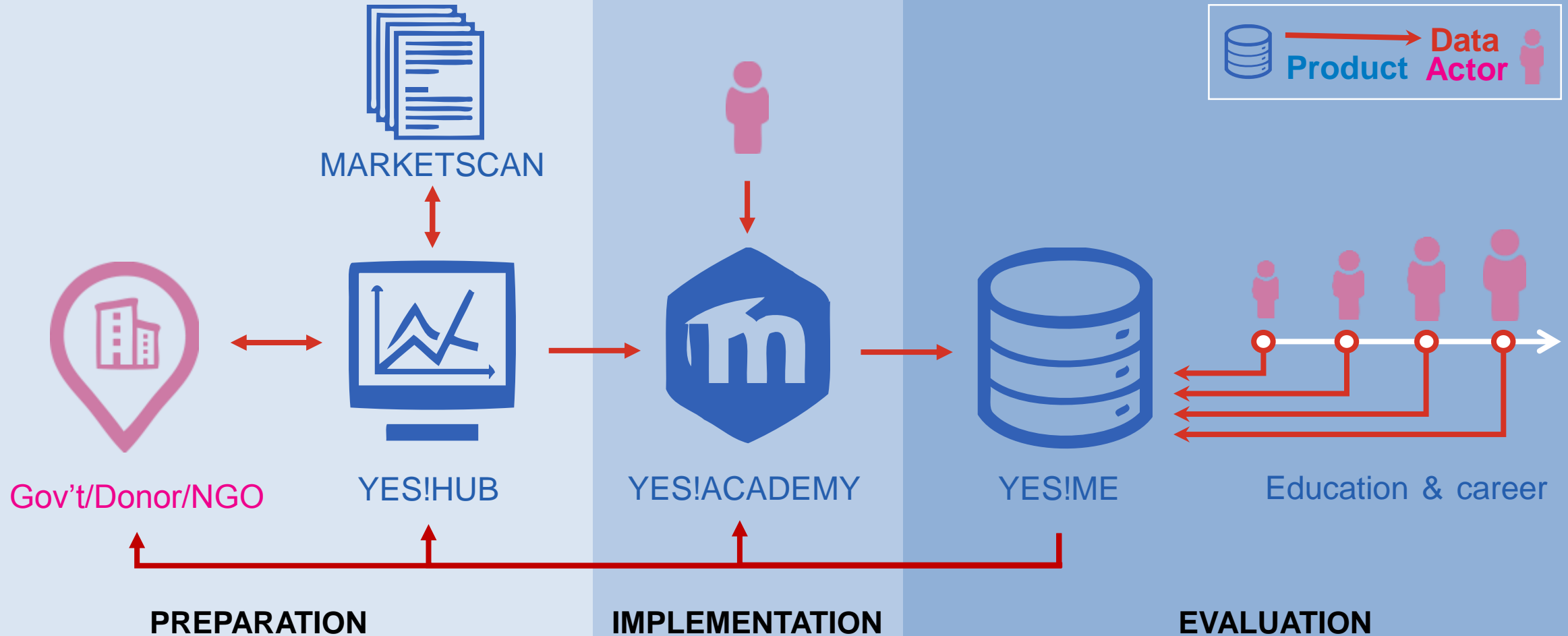
Y.E.E YELLOW
UMBRELLA



CONTEXT
COMPATIBLE



YES!DIGITAL ECOSYSTEM







VISIT & VIEW



HUB.PLAN- YES.ONLINE

V2.0 is currently under construction, however market scan testing is available and encouraged. Hubdev.plan-yes.online is a sneak peek at the new YES!HUB in development.

Market Scan Login:

USER: test

PASS: test



ACADEMY.PLAN -YES.ONLINE

Users are free to browse the front end of this site, however, as classes are currently underway, unfortunately testing of courses is unavailable at this time.



CONTACT FOR ACCESS

Still in beta testing mode. Demo's can be arranged upon request, however, data is currently being migrated into the system, so no external users are enabled at this time.