DESIGN FOR A BETTER WORLD

GLOBAL GOAL 2
ZERO HUNGER

World facts

- Globally, one in nine people in the world today (795 million) are undernourished.
- 66 million primary school-age children attend classes hungry across the developing world.

Target

By 2030, to end hunger, meaning everyone in the world including people living in extreme poverty have access to enough safe, nutritious food all year round.

To find out more about the other targets for Global Goal 2 go to *un.org/sustainabledevelopment/hunger*

Your task

Imagine you are a designer and that you have been tasked to develop an idea for a technology or product that can help reduce malnutrition and hunger in the world by 2030.

Getting started

You might have your own ideas... but here are some questions to get you thinking.

Which technologies are useful to help people:

- grow enough food in countries affected by drought and/or flooding?
- process and store food after its harvested to last for longer?
- cook food in a way that doesn't use too much fuel?

Useful sites

Food and agriculture case studies *practicalaction.org/food-and-agriculture*

Videos clips *practicalaction.org/videos-food-agriculture*

Technical information on food processing *answers.practicalaction.org/our-resources/community/food-processing-1-2*

DESIGN FOR A BETTER WORLD

GLOBAL GOAL 6
CLEAN WATER AND SANITATION

World facts

- 663 million people in the world don't have access to clean drinking water.
- 2.4 billion people in the world don't have access to basic sanitation services, such as toilets.

Target

By 2030 to ensure all people in the world have access to safe and affordable drinking water and sanitation services.

To find out more about the other targets for Global Goal 6 go to *un.org/sustainabledevelopment/water-and-sanitation*

Your task

Imagine you are a designer and that you have been tasked to develop an idea for a technology or product that can help people in the world to access to clean drinking water and sanitation services by 2030.

Getting started

You might have you own ideas... but here are some questions to get you thinking.

Which technologies help people to:

- Collect water?
- Clean water so that it's safe enough to drink?
- Transport and store water to keep it clean?
- Encourage hygiene when water is limited?
- Develop toilets that don't use water?

Useful sites

Water and sanitation case studies *practicalaction.org/urban-water-sanitation-waste*

Video clips practicalaction.org/videos-water-sanitation

Technical information on water and sanitation technologies *answers.practicalaction.org/our-resources/community/water-and-sanitation-1-2*

DESIGN FOR A BETTER WORLD

GLOBAL GOAL 7
AFFORDABLE AND CLEAN ENERGY

World facts

- One in five people in the world does not have access to electricity.
- 3 billion people rely on wood, coal, charcoal or animal waste for cooking and heating.

Target

By 2030, to ensure everyone in the world can access to affordable, reliable and modern energy services.

To find out more about the other targets for Global Goal 7 go to *un.org/sustainabledevelopment/energy*

Your task

Imagine you are a designer and that you have been tasked to develop an idea for a technology or product that can help people in the world access affordable and sustainable energy by 2030.

Getting started

You might have your own ideas… but here are some questions to get you thinking.

Which technologies could help people to:

- Generate electricity in rural areas where there is no national grid access to electricity?
- Develop a cook stove that reduces the amount of wood or charcoal needed?
- Light their homes so that children can do homework in the evening?

Useful sites

Renewable energy case studies *practicalaction.org/energy*

Video clips *practicalaction.org/videos-energy*

Energy solutions information *answers.practicalaction.org/our-resources/community/energy-6*

DESIGN FOR A BETTER WORLD

GLOBAL GOAL 11
SUSTAINABLE CITIES AND COMMUNITIES

World facts

- Half of the world's population – 3.5 billion people – live in cities today.
- 828 million people live in slums today and the number keeps rising.

Target

By 2030, to ensure that all people have access to adequate, safe and affordable housing, to upgrade slums and provide access to safe, affordable, and sustainable transport systems.

To find out more about the other facts and targets for Global Goal 11 go to *un.org/sustainabledevelopment/cities*

Your task

Imagine you're a designer who has been tasked to develop new ideas for technologies or products that can help people in the world live in safe and sustainable cities by 2030.

Getting started

You might have your own ideas... but here are some questions to get you thinking.

Can you think of ideas for technologies that can help people to:

- Live in affordable and safe houses?
- Use affordable and sustainable transport systems?
- Reduce the amount of energy consumption in cities?
- Deal with 'waste' materials in a way that's best for people and the environment?

Useful sites

Urban water and waste case studies *practicalaction.org/urban-water-sanitation-waste*

Technical information construction *answers.practicalaction.org/our-resources/community/construction-6*

Technical information transport *answers.practicalaction.org/our-resources/community/transport.*

DESIGN FOR A BETTER WORLD

GLOBAL GOAL 13
CLIMATE ACTION

World facts

- Climate change is now affecting every country on every continent.
- Global emissions of carbon dioxide (CO^2) have increased by almost 50 per cent since 1990.

Target

By 2030 to ensure all people are well prepared for hazards related to climate change and natural disasters.

To find out more about other facts and targets for Global Goal 13 go to *un.org/sustainabledevelopment/climate-change-2*

Your task

Imagine you are a designer who has been tasked to develop a technology or product that can help people in the world either to:

a) Prepare for the hazards related to climate change and natural disasters.

b) Reduce the environmental impact of the resources they use.

Getting started

You might have your own ideas... but here are some questions to get you thinking.

Which technologies could help people to:

- Grow crops in areas that are increasingly hit by natural disasters (especially flooding or drought)?
- Prepare themselves and their homes from the risks of flooding?
- Reduce their personal use of world resources including energy, water and materials?
- Reuse materials in a way to reduce environmental impact of the planet?

Useful websites

Climate change case studies *practicalaction.org/climate-change*

Video clips *practicalaction.org/videos-climate-change*

Technical information on disaster Risk Reduction *answers.practicalaction.org/our-resources/community/disaster-response-mitigation-and-reconstruction*