

Zero Hunger Design Sprint

#ISSF2018 #GlobalGoals #ZeroHunger

Welcome to the ISSF 2018 Zero Hunger Design Sprint. During this event you will be immersed in a fast-paced and engaging learning experience framed by the UN Sustainable Development Goal #2: Zero Hunger.

This morning while listening to the panel “Rethink Food: A Conversation,” you heard a group of experts discuss ways we could rethink how we grow, share and consume our food and why in this context, ending hunger across our world is a critically important global goal of our time. With this discussion top of mind, we will now invite you to participate in your teams, in a design sprint.

Ready ...set...sprint!

WHAT IS A DESIGN SPRINT?

A design sprint is a time-focused, engaging, and creative problem-solving event in which you will work in small teams with your peers, explore the challenge and be immersed in ideating possible solutions to help us meet the goal of Zero Hunger. In your teams, you can leverage the knowledge and experience of the onsite subject matter experts and use the available resources to ideate, create and share back your ideas. At the end of day you will have the opportunity present your ideas for a public vote.

SPRINT FOCUS: ZERO HUNGER (UN SDG #2)

The global goal for the design sprint is Zero Hunger. *“It is time to rethink how we grow, share and consume our food”* is the central message of [UN SDG 2: Zero Hunger](#).

What’s the specific goal here? Work together to end hunger, achieve food security and improved nutrition and promote sustainable agriculture.

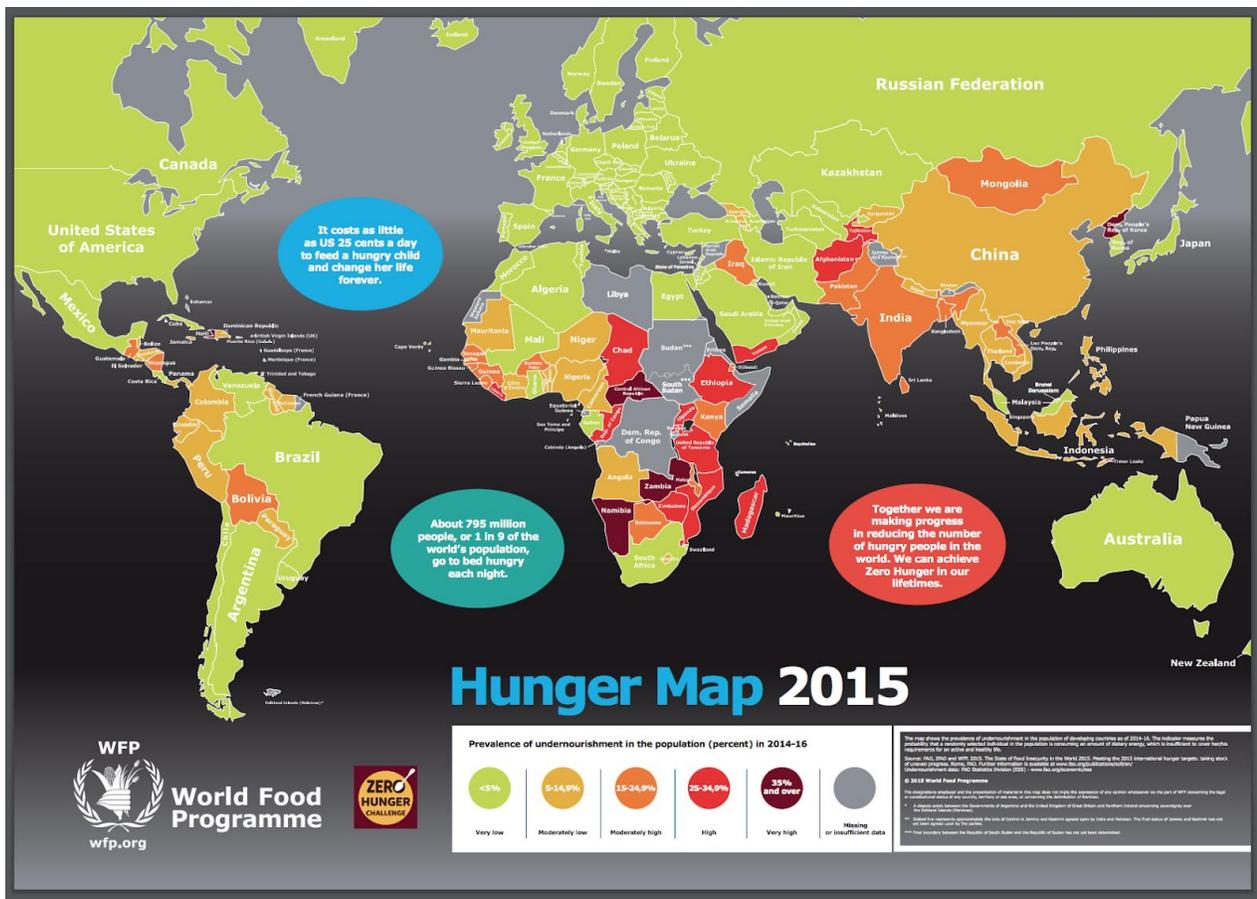
“According to the United Nations, 795 million people in the world, or one in nine people are undernourished and not healthy enough to lead an active life. Hunger and malnutrition are the number one risk to health worldwide.”

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Why does it matter? Extreme hunger and malnutrition remains a barrier to sustainable development and creates a trap from which people cannot easily escape. Hunger and malnutrition mean less productive individuals, who are more prone to disease and thus often unable to earn more and improve their livelihoods. There are nearly 800 million people who suffer from hunger worldwide, the vast majority in developing countries.

Figure 1. Hunger Map (2015)



Source: <https://www.wfp.org>

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SPRINT TARGET GOALS

For this design sprint, you will focus on one of the following two targets:

Target Statement 2.1:

- **By 2030, end hunger and ensure access by all people**, in particular the poor and people in vulnerable situations, including infants, to safe, nutritious and sufficient food all year round.
 - **Problem statement:** *How can we ensure access to food by all people including infants in one or more of the world's vulnerable areas in such a way that the supply of food is safe, nutritious and sufficient all year-round?*

Target Statement 2.4:

- **By 2030, ensure sustainable food production systems and implement resilient agricultural practices** that increase productivity and production, that help maintain ecosystems, that strengthen capacity for adaptation to climate change, extreme weather, drought, flooding and other disasters and that progressively improve land and soil quality
 - **Problem Statement-** *How can we support innovative and climate resilient agriculture systems while protecting the environment and ensure we are providing nutritious food for all?*

HOW THE DESIGN SPRINT WORKS:

1. Subject matter experts will share on the panel to discuss more about this global issue of Zero Hunger and ways we can rethink food and how we grow, share and consume our food.
2. Students will be divided into two (2) groups based on the UN SDG 2 targets 2.1 and 2.4. Groups will consist of teams of four (4) to five (5) students each.

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3. Groups will be given access to a suite of resources they can use to explore the challenge of world hunger, and ways to consider achieving the specific goals.
4. Teams will work individually on a solution for their target goal. *Solution examples may include engineering a product or resource, offering a service, creating a business, or developing an app or website, etc.*
5. Teams will present their solutions to their target group. Each large group will vote for their peers presentations based on a set of criteria. Students will use the [Kahoot! Mobile or Web App](#) for voting.
6. There will be one team selected as the “Spotlight” idea from each target group and they will present to all students at the end of our design sprint.

AGENDA:

- | | |
|----------------------|-----------------------------------|
| • 10:45 am - 11:30am | Rethink Food: A Conversation |
| • 11:30 am - 12:00pm | Group Icebreakers & Instructions. |
| • 12:00 pm - 1:00 pm | Ideation/Networking Lunch |
| • 1:00 pm - 4:00pm | Zero Hunger Design Sprint |
| • 4:00 pm - 4:30 pm | Group Spotlights Closing remarks. |

LEARN MORE ABOUT ENDING HUNGER

During the design sprint phase, you and your team will have the opportunity to research and learn more about the global challenges of access to food by all, agriculture and malnutrition. Here are some links to resources and websites to help you get started.

Resources on USB:

- [Zero Hunger: Why it Matters \(UN Flyer\)](#)
- [2018 Global Report on Food Crises](#)
- [World Hunger Map](#)

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Resources available online:

- [About UN SDG 2: Hunger](#)
- [International Fund for Agricultural Development](#)
- [Food and Agriculture Organization](#)
- [World Food Programme](#)
- [UNICEF – Nutrition](#)
- [Zero Hunger Challenge](#)
- [Think.Eat.Save.](#)
- [Reduce your footprint](#)

Keywords Search:

- *Zero Hunger*
- *End World Hunger*
- *World Hunger Facts*
- *World Hunger Solution*
- *World Food Security*
- *Innovative Farming*
- *Global Farming*
- *Global Agriculture*
- *Global Food and Agriculture*
- *Conflict and Hunger*
- *Nutrition and Hunger*
- *Climate and Hunger*
- *Agricultural Resilience*
- *Climate and Agriculture*
- *Hunger and Agriculture*
- *Sustainable Agriculture*
- *Agricultural Productivity*