



Age range

10-16 years old



# River of Hope: Global Goals Design Competition



Artwork credit: Dawhenya Basic School, Accra, Ghana with Bright Ackwerh



## Contents:

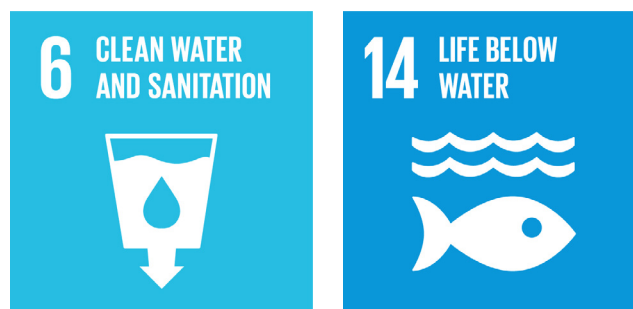
Context: River of Hope, the Global Goals and World's Largest Lesson	2
Global Goals Design Competition Brief	4
Submissions instructions	6
Technical Specifications	7
Research and Reflection	7
Lesson Plan	8
Appendix 1 Global Goals Grid	9
Appendix 2 Goal 6 overview	10
Appendix 3 Goal 14 overview	11
Design inspiration credits	12

## Context: River of Hope, the Global Goals and World's Largest Lesson

In June 2022, River of Hope will form a central part of The Queen's Platinum Jubilee celebrations. The Queen has always shown a great love and respect for the natural environment. We hope that the River of Hope project will encourage young people around the world to think about the importance of safeguarding the future of their own natural environment.

The purpose of the *River of Hope: Global Goals Design Competition* is to encourage students to learn about the Sustainable Development Goals (SDGs), with focus on Goal 6 and Goal 14, and use art to express what these goals mean to them.

This pack takes you through the competition guidelines. It is a unique opportunity for your students to create an imaginative design that explores the themes "**Clean Water and Sanitation**" or "**Life Below Water**".



Deadline for submissions is **Wednesday 30th March**.

## The Sustainable Development Goals (SDGs): 17 Global Goals

In 2015, world leaders agreed to 17 Global Goals (officially known as the Sustainable Development Goals or SDGs). It's now seven years on, and we have more work than ever to do. These goals have the power to create a better world by 2030, by ending poverty, fighting inequality and addressing the urgency of climate change. Guided by the goals, it is now up to all of us, governments, businesses, civil society and the general public to work together to build a better future for everyone.

As your learners make their competition designs, teachers are encouraged to introduce and inform students on the SDGs; focusing on Goal 6 and Goal 14 - water themed climate change subject areas, such as protecting and restoring water-related ecosystems. See links below for more details on these goals.

Goal 6: Ensure availability and sustainable management of water and sanitation for all.

<https://www.globalgoals.org/6-clean-water-and-sanitation>

Goal 14: Conserve and sustainably use the oceans, seas and marine resources for sustainable development.

<https://www.globalgoals.org/14-life-below-water>

Subject research and reflection can inspire learners to think of imaginative and creative ways to express these goals, their commitment to water environments and enables them to think about the world they would like to live in.

Teachers can use our resources to inform you students about Goal 6 and 14. Following research and reflection, we encourage teachers to pass over artistic licence to their students. This is so their creative outcomes reflect their own interpretation, their personal connection to the goals and what these goals mean to them.

## The World's Largest Lesson

This competition is being run by Thames Festival Trust in collaboration with the World's Largest Lesson (WLL).

WLL promote use of the Sustainable Development Goals in learning so that children can contribute to a better future for all. They produce creative tools for educators and action focussed learning experiences for children and young people that build skills and motivation to take action for the SDGs.

You can find these resources at [worldslargestlesson.globalgoals.org/resources](https://worldslargestlesson.globalgoals.org/resources), where you can find specific resources for Goal 6 and Goal 14.

Thames Festival Trust have also developed two education resources to help you link the work you do to the SDGs, in particular Goal 6: Clean Water and Sanitation and Goal 14: Life Below Water. You can find these resources at <http://www.riversoftheworld.org>.

## Global Goals Design Competition Brief

We are asking students from around the Commonwealth to create a piece of design that explores the theme “*Clean Water and Sanitation*” or “*Life Below Water*”. These themes represent Goal 6 and Goal 14 of the UN’s Sustainable Development Goals.

Their design will have the potential to become the design for a flag - one to represent Goal 6 and the other Goal 14. These two flags will be part of a 200 flags procession as part of The Queen’s Platinum Jubilee Pageant. In addition, we will be hosting an online gallery to display all the designs we receive from around the world.

Any medium, 2D or 3D, can be used to create the design. From painting or drawing to sculpture, collage or even digital art - the possibilities are entirely open to the individual. As long as you can capture the design by either scanning or photographing it, any medium is welcome.

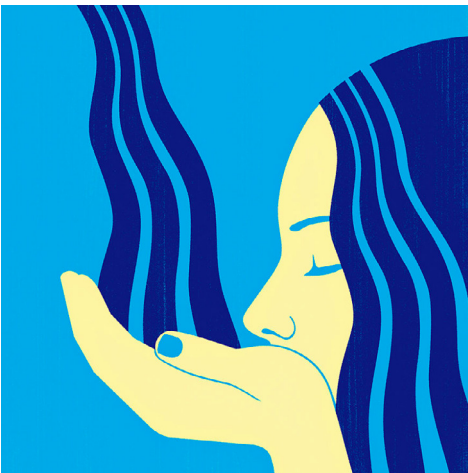
See the below for specific design guidance:

- The final artwork will be printed in a square format. Please bear this in mind when creating/capturing your design.
- Please use sustainable materials as much as possible - feel free to use your own imagination here too!
- Inform your design. On making your design it is important the maker understands the key issues chosen goal. See the Research and Reflection section for inspiration.
- It may be helpful to use the Goal 6 Targets or Goal 14 Targets as a starting point or reference.
- To enter your work, see the below Submission instructions for details.

Deadline for submissions is **Wednesday 30th March**.

For design inspiration, see next page.



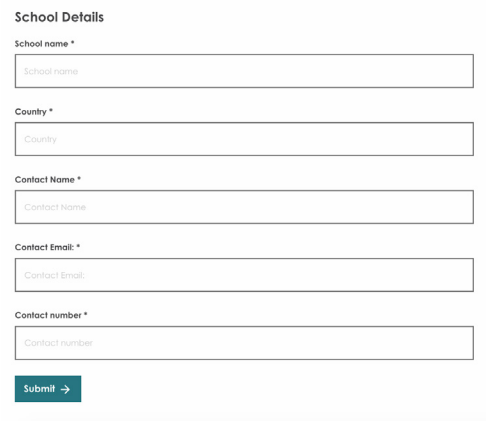


## Submissions instructions:

### 1. Submit expression of interest form:

Make sure you've completed and submitted an expression of interest form at:  
<https://thamesfestivaltrust.org/river-of-hope-global-goals-competition/>

You will receive a Dropbox link to upload final designs.



School Details

School name \*

Country \*

Contact Name \*

Contact Email \*

Contact number \*

Submit →

### 2. Capture your design:

Photograph or scan your final design and create a digital file of your artwork. This file needs to be a high resolution file.  
2-D designs need to be scanned or photographed at 600/1200 dpi.  
3-D pieces photographed at the highest dpi possible.

### 3. Your design needs to be square in shape

Your design needs to fit or be cropped into a square shape. If you are making your file in photoshop you need to create it at a quarter size 21.25cm x 21.25cm. Refer to the Technical Specification section for details of design resolution and size.

### 4. Saving your design / file formats

We can accept the following digital formats:

- png
- psd
- tiff

If you need to convert a jpeg file into a png you can do this at <https://convertio.co/jpeg-png/>

### 5. Name your work

Save your file with your first name, school and country. See example below:  
amber\_norwoodacademy\_UK

### 6. Submit your design online

Upload your design file to the dropbox link that has been email to you.  
(See **Step 1** to receive dropbox link)

Note: Deadline for submissions is **Wednesday 30th March**.

## Technical Specifications:

- 2-D design are to be scanned or photographed at 600/1200 dpi

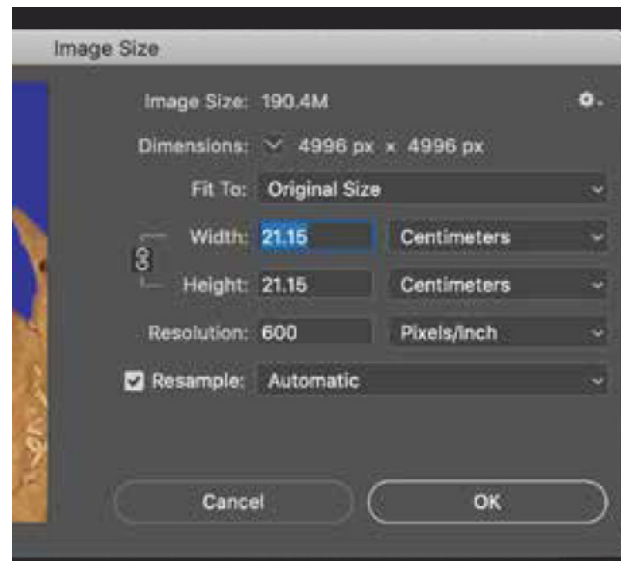
- 3-D pieces photographed at highest dpi possible

Note: The higher the dpi the better the resolution and the better print quality. 1200 dpi is the maximum resolution required.

- If you're saving in Photograph (creating a psd file) the file dimensions need to be 21.15cm x 21.15cm.

- Create and save your design as a png, psd or tiff file

Note: Jpeg files are a low quality file and will not be appropriate for print quality. If you need to convert a jpeg file into a png you can do this at <https://convertio.co/jpeg-png/> or any other online open sources.



## Research and Reflection:

After selecting your chosen goal, get your students to spend some time researching and exploring the key issues around their chosen goal.

You can take our **Lesson plan (next page)** for further research and reflection support.

Alternatively, you can use the Global Goals resources, World's Largest Lesson learning resources and the River of Hope educational packs to help your students gain a better understanding of the Global Goals. Getting your students informed about the goals will give them more inspiration for their design.

World's Largest Lesson resources:

[https://worldslargestlesson.globalgoals.org/resources/?\\_sft\\_language=english](https://worldslargestlesson.globalgoals.org/resources/?_sft_language=english)

Rivers of the World: Education Pack

<https://thamesfestivaltrust.org/files/d90029237e8b1d477c6523440819c793.pdf>

Rivers of the World: The Story of Water

<https://thamesfestivaltrust.org/files/df57db9df717c82e3698f4b9227d6d84.pdf>

**Learning objectives:**

- I understand what the Global Goals are
- I understand my chosen Global Goal
- I can create a design inspired by Global Goal 6 or 14 for the Queen's Jubilee Pageant

**Step 1:**

Introduce students to the Global Goals through this short video featuring Malala Yousafzai:  
<https://www.youtube.com/watch?v=p2hyORs83EE>

Also you can show your students the Global Goals Grid - see **Appendix 1**.

**Step 2:**

Show Global Goal 6 and 14 on the board. Talk through both goal's targets to demonstrate the breadth and depth of issues surrounding these two goals.

*Ask: Why are these Global Goals important?  
What do they mean to you?*

Show your students **Appendix 2 and 3** - discuss each goal. You can also talk about each goal's targets. Click the links below to find these targets :

- Goal 6 overview: <https://sdgs.un.org/goals/goal6>
- Goal 14 overview: <https://sdgs.un.org/goals/goal14>

**Step 3:**

Show some images of rivers, oceans and lakes local to your country.

*Ask children if they have ever been to these places, what can they see?*

**Step 4:**

Introduce the art competition and explain that today they will have an opportunity to use art and design in celebration of Goal 6 and Goal 14!

**Step 5:**

Allow time for children to sketch out ideas with paper and pencil first.

Remind children that the competition is asking them to express what Goal 6 and Goal 14 mean to them - so how could they show this in their designs?

**Step 6:**

Invite children to move on to creating their final designs.

**Step 7:**

Participate in a gallery walk around the classroom. Children leave their design on their tables and walk around and view what others have created. Encourage children to give positive feedback with one another.



# THE GLOBAL GOALS

For Sustainable Development



Open source resource at: <https://www.globalgoals.org/resources>



**ENSURE AVAILABILITY AND SUSTAINABLE MANAGEMENT OF WATER AND SANITATION FOR ALL**

**BILLIONS OF PEOPLE STILL LACK ACCESS TO SAFE DRINKING WATER, SANITATION AND HYGIENE**

**IN 2020**



**2 BILLION PEOPLE**  
**26%**  
**LACK SAFELY MANAGED DRINKING WATER**

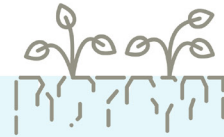


**3.6 BILLION PEOPLE**  
**46%**  
**LACK SAFELY MANAGED SANITATION**



**2.3 BILLION PEOPLE**  
**29%**  
**LACK BASIC HYGIENE**

**ENSURING UNIVERSAL ACCESS IS FUNDAMENTAL FOR COVID-19 RECOVERY**



**2.3 BILLION PEOPLE LIVE IN WATER-STRESSED COUNTRIES (2018)**



**BETWEEN 1970 AND 2015, NATURAL WETLANDS SHRANK BY 35% ↓**  
**3 X THE RATE OF FOREST LOSS**



**129 COUNTRIES ARE NOT ON TRACK TO HAVE SUSTAINABLY MANAGED WATER RESOURCES BY 2030**

**CURRENT RATE OF PROGRESS NEEDS TO DOUBLE**

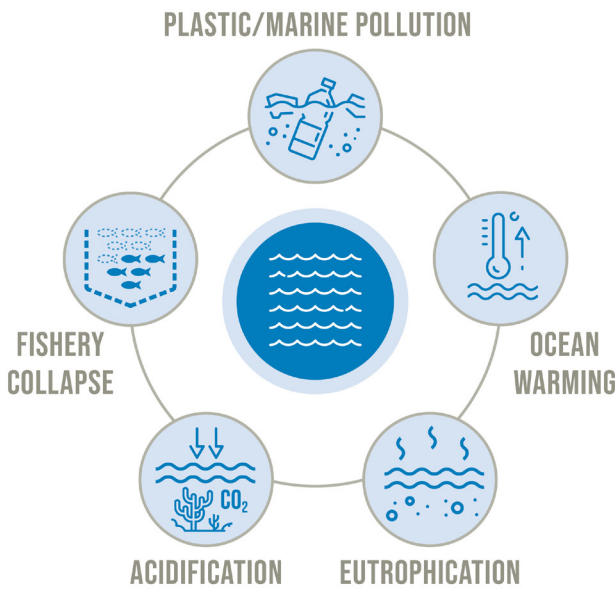
THE SUSTAINABLE DEVELOPMENT GOALS REPORT 2021: [UNSTATS.UN.ORG/SDGS/REPORT/2021/](https://unstats.un.org/sdgs/report/2021/)

Open source resource at: <https://sdgs.un.org/goals/goal6>



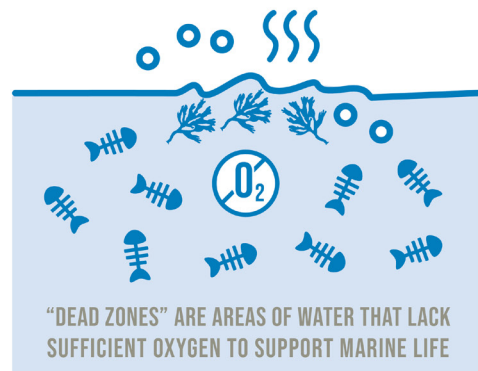
## CONSERVE AND SUSTAINABLY USE THE OCEANS, SEA AND MARINE RESOURCES FOR SUSTAINABLE DEVELOPMENT

### THE SUSTAINABILITY OF OUR OCEANS IS UNDER SEVERE THREAT

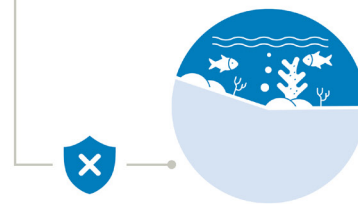


OVER 3 BILLION PEOPLE RELY ON OCEANS FOR THEIR LIVELIHOODS

**DEAD ZONES** ARE RISING AT AN ALARMING RATE, FROM 400 IN 2008 TO 700 IN 2019



OVER HALF OF MARINE KEY BIODIVERSITY AREAS ARE NOT PROTECTED



ABOUT HALF OF COUNTRIES WORLDWIDE HAVE ADOPTED SPECIFIC INITIATIVES TO SUPPORT SMALL-SCALE FISHERS



ON AVERAGE, ONLY 1.2% OF NATIONAL RESEARCH BUDGETS ARE ALLOCATED FOR OCEAN SCIENCE



Open source resource at: <https://sdgs.un.org/goals/goal14>

## Design inspiration credits

*Bounty, Pilfered* by Pam Longobardi

<https://time.com/4358434/world-oceans-day-art-marine-plastic/>

*Save Water* by young artist Komal Kumthekar

<https://india-art.blog/world-water-day-water-paintings/>

*Access to clean water* by Nikki Miles

<https://www.itsnicethat.com/news/wateraid-art-of-change-shortlist-illustration-110820>

*'I co teraz?'*, tissue paper and collage on paper, 2020 by Maja Lorkowska

<https://www.thestateofhearts.co.uk/features/see-hear-read-maja-lorkowskas-collages-water-series/>

*Mother Otter Water is Life* by Christi Belcourt

<https://www.honorthearthmerchandise.com/honorartists/waterislife-otters-poster>

Amy Eisenfeld Genser

<http://www.amygenser.com/>

*Dawhenya Basic School, Accra, Ghana with Bright Ackwerh*

<https://thamesfestivaltrust.org/river-of-hope-global-goals-competition/>

Unknown

<https://www.pinterest.co.uk/pin/22588435619722173/>

Unknown

<https://www.pinterest.co.uk/pin/37788084359722850/>

Unknown

[https://www.boredpanda.com/thought-provoking-illustrations-joe-guidone/?media\\_id=1474274&utm\\_source=pinterest&utm\\_medium=social&utm\\_campaign=organic](https://www.boredpanda.com/thought-provoking-illustrations-joe-guidone/?media_id=1474274&utm_source=pinterest&utm_medium=social&utm_campaign=organic)