



URBAN NATURAL ASSETS FOR AFRICA (UNA)

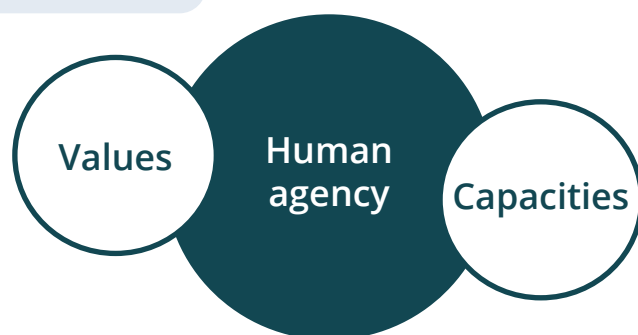
Building climate resilience through alternative planning at multiple governance levels

INNOVATIONS

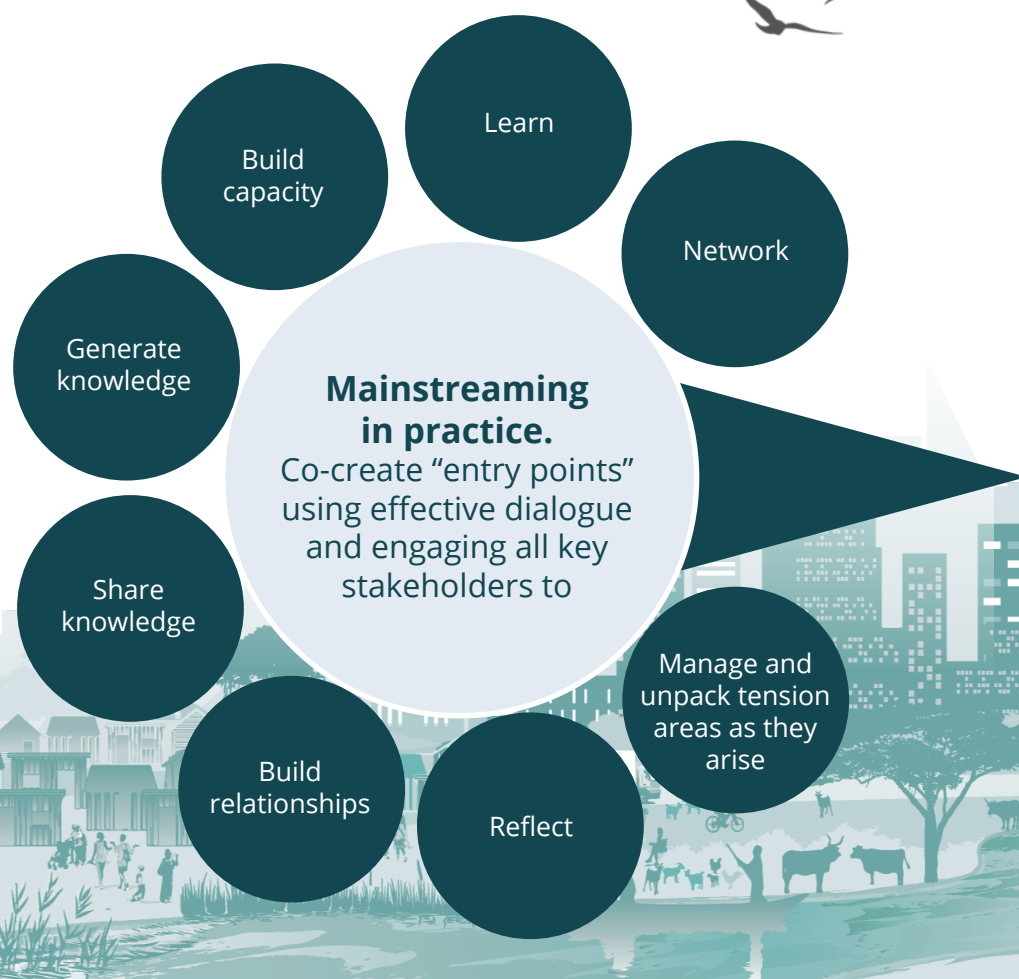
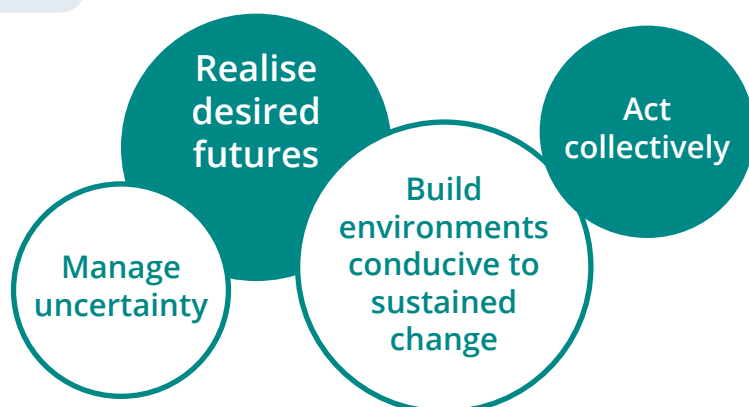
UNA implements activities to generate agency for transformative change at the local level and leave a legacy of sustained action.

To achieve this, it is crucial to prioritise both the **capacity of actors** and the **structural conditions** that shape social action.

UNA fosters:



To:



UNA EXPERIMENTED WITH THESE INNOVATIONS:

- Adaptive and reflexive programme management
 - > Continuously co-design activities to **meet city needs**
 - > Design and test flexible methods of **monitoring, evaluation and learning**
- **Engaging communities in new ways.** Innovative methods to design public open spaces and make communities active participants their cities' planning
 - > For example, UNA used **Minecraft**, the second best-selling video game of all time, to involve women and the youth in government decision making and planning
- **On-site, focused visits. Walking Workshops** and **Photovoice** enable transdisciplinary, place-based dialogue between multiple stakeholders
- **City-to-city learning exchanges** enable knowledge sharing and produce context specific solutions
- **In-city champions** for urban natural asset decision-making
 - > Strengthened ability to interrogate complex issues, find leverage point to influence the system and then develop and implement solutions
 - > Moving towards a solutions-orientated mindset in order to move away from business-as-usual models
- New ways to harness innovation, energy and skills found in **urban informal areas**
- **New approaches to urban development.** Giving national and local government the data and skills they need do things differently
 - > **Advancing planning techniques for African cities** that deal effectively with informality, urban sprawl and the rapid changes experienced at the local level
 - > **Changing the planning culture** so city officials see themselves as innovative facilitators of co-production planning processes rather than abstract desktop planners and top-down implementers
- **Mobile applications** to galvanize community-based action
- **Art campaigns** to inspire the **youth** to value nature
- **New methodologies for collaboration and co-production** that **break down power dynamics** and inequalities in a room and strengthens relationships, knowledge production and mainstreaming efforts
 - > **Visioning and participatory scenario planning** to imagine possible futures for cities
 - > **Experiential learning exercises** or games
- New ideas, inspiration and innovative tools and processes for confronting complex environmental issues and bringing **climate adaptation** and **disaster risk reduction** closer together
- Cutting-edge methods to **gain in-depth understanding of urban decision making** and governance
- **Shape new knowledge areas**, e.g. urban tinkering, in theory and practice with **new concepts** to assess local applicability
- Support **enabling conditions for local governments to access climate finance**
- Position **processes** as equally important to programme products and outputs
 - > The **WHY** and **HOW** are equally important to the **WHAT**
- Effective measures and collaborative processes to improve **multi-level governance**. Cities make concrete links between local efforts and **national and global goals and processes** (and vice-versa)
- Platforms and mechanisms to inspire **continued learning and sustained change**. Upscaling and replicability will drive change and build a community of practice



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