

# Impact Report 2021

GLOBAL AWARENESS  
MOVEMENT

*Global Awareness Movement*  
**GAM**



## ABOUT

Global Awareness Movement is an initiative created by young people from Poland, which is spreading all over the world. We aim to highlight the importance of social and environmental issues through creating awareness campaigns, projects, challenges and online events. Our network is currently active in 25 countries on four continents, making the project genuinely international. From the point of view of local communities, we focus on tackling global issues, such as racism, safety during the pandemic, sexism or sustainable fashion, which gives us a unique ability to show a variety of perspectives.

## MISSION

Our mission is to spread awareness amongst young people by educating them and engaging in the social and environmental issues of the modern world. We believe it is essential to show global problems from local perspectives to highlight that they affect all of us and our everyday lives no matter where we are. We want to provide a safe space for everyone to have active discussions, showing a variety of views, allowing people to learn from each other and inspire one another.

## INTRODUCTION

2021 was a year of growth for Global Awareness Movement. We started 5 new projects: GAM Times, GAM Big Sister, GAM research, GAM Challenges, GAM Podcast and GAM Facts. I am very grateful to all team members who made this happen and who help improve Global Awareness Movement every day. A notable achievement this year was the #upliftafghanvoices campaign which aimed to show support towards Afghan women.

This year we focused on improving our substantive content which we achieved.

In 2022 we will continue to learn and improve. I couldn't be prouder of the progress that we have made this remarkable year.



**Pola Janowska**  
Global Head of Projects



# OUR PROJECTS

**GAM Voices** aims to spread awareness about current global issues via teenagers from different countries. Our international community meets once a month during discussion-based zoom sessions.

**GAM Happy Kid Mission** is an initiative that aims to spread awareness about the essential values and the basics of mindfulness. Our global community meets once a month during online zoom sessions.

**GAM Times** is a community that brings together teenagers from all around the world. We are an online newspaper created by teenagers in Poland, but we work globally.

**GAM Podcasts** aims to educate youth about global problems and learn from Leaders. In this podcast, you will hear conversations with people from all around the world and learn from Leaders. In this podcast, you will listen to conversations with people from all around the world.

**GAM Big Sister** is a project about giving our younger sisters perspectives and possibilities. As a privileged group of girls, we want to raise attention to the less fortunate ones.

**GAM Facts** is a collection of interesting, unusual and not commonly known facts from all fields of life created to add to Gam Highlights, Gam Times series. They are posted weekly on our social media as well as webpage.

**GAM Challenges** encourages young people from all over the world to speak about social issues and advocate for change. We initiate unusual and valuable challenges to participate and receive a GAM Impact certificate.

**GAM Research** is an initiative that puts together all of our research work in one place. You can find all data, statistics, and knowledge we have gathered while working on our GAM projects here. We believe it is essential to explore what we are passionate about as it is the best way to learn.

**Our Partners:** Young Talent Management, Oxford Masterclass, Our Kids and British Alumni Society



# GAM IN NUMBERS

<b>8</b>	<b>PROJECTS</b>	<b>25</b>	<b>COUNTRIES</b>
<b>29</b>	<b>EVENTS</b>	<b>10</b>	<b>GAM TIMES ISSUES</b>
<b>57</b>	<b>SPEAKERS</b>	<b>52</b>	<b>ARTICLES</b>

## 2021 HIGHLIGHTS

**#upliftafghanvoices** was a social media campaign that aimed to support Afghan women. Our A Minute for Afghanistan video has almost 8 thousand views. see [here](#)

The first issue of **GAM Times** came out on the 1st of May 2021. In the issue, you can read an interview with George Abu-Zuluf, the Senior Human Rights Advisor to the UN Country Team. read [here](#)

We [interviewed](#) **Mark Lee Colbourne**, who is a paralympic cyclist. He won a gold medal at the 2012 London Paralympics.

This year there were 4 GAM Times **Special Editions**. Each one was focused on a different topic. You can find them [here](#).

If you would like to make an impact, get in touch: [contact.globalawareness@gmail.com](mailto:contact.globalawareness@gmail.com)

