



## ADAPTATION FUND

## PROGRAMME ON INNOVATION: SMALL GRANT PROJECT PROPOSAL

## PART I: PROJECT INFORMATION

Country:	Republic of Armenia
Title of Project:	Engaging future leaders: digital education module on adaptation challenges and best practices for youth
National Implementing Entity:	Environmental Project Implementation Unit
Executing Entity/ies:	Environmental Project Implementation Unit
Amount of Financing Requested:	231.250 (in U.S Dollars Equivalent)

**Project Background and Context:**

*Provide brief information on the problem the proposed project is aiming to solve. Outline the economic social, development and environmental context in which the project would operate.*

Developing countries face number of systemic problems in combating climate adaptation challenges, which are primarily originated from lack of in-country professional capacities. Dozen of influencers working at highest Government's ranks and leading few sectoral/thematic organizations are not able to generate critical mass of efforts necessary for initiation, design and implementation of adaptation resilient initiatives that could dramatically change the overall landscape. Education of environmentally cultured generation of technocrats (medium professional level project managers employed by national authorities, non-state actors and private sector) that would act as "change makers" and introduce "think of climate first" approach is imperative for popularization of climate adaptation instruments and bringing it to the doorstep of each and every citizen. To make this happen, the overlooked potential of young generation should be deployed through political empowerment of the latter's and equipping them with necessary knowledge and skills that would become important cornerstone for achieving qualitative level changes.

**Project Objectives:**

**The overall objective** of the project is to educate new generation of environmentally cultured young change makers (with particular focus on climate adaptation) in developing countries through design and introduction of replicable and sustainable digital education solution for high school students.

## Project Components and Financing:

Project Components	Expected Concrete Outputs	Expected Outcomes	Amount (US\$)
1. <b>Establishing</b> theoretical base for the gamified digital solution.	<b>Map</b> of the “hot-spots” of Armenia in terms of climate adaptation challenges; <b>Set</b> of political priorities of Armenia in climate adaptation; <b>Repository</b> of best practices in implementing climate adaptation projects	Increased knowledge of schoolchildren on adaptation challenges	90.000
2. <b>Designing</b> digital gamified educational module for high school students	Digital gamified educational module for high school students	Increased knowledge of schoolchildren on adaptation challenges	40.000
3. <b>Testing</b> developed module among 100 schools located in different regions of the country (through on-line <i>Dasaran.am</i> platform – explained in details further in proposal)	Feedback from minimum 5.000 pupils and education professionals; Systemised recommendation to improve solution	Increased knowledge of schoolchildren on adaptation challenges	10.000
4. <b>Advancing</b> the module based on the results of the test-run and design tri-lingual mobile application	Advanced on-line module; Tri-lingual mobile application (iOS and Android)	Increased knowledge of schoolchildren on adaptation challenges	50.000

5. <b>Facilitating</b> knowledge sharing and application	40 winners of online contest participated to the " <b>adaptation experimental lab</b> "; 10 winners of " <b>adaptation experimental lab</b> " present their ideas for adaptation activities in their respective communities to the wider audience	Increased notion of ownership by youth; Facilitated dialogue about adaptation best practices in the vulnerable communities	20.000
6. Project Execution cost			3.150
7. Total Project Cost			213.150
8. Project Cycle Management Fee charged by the Implementing Entity (if applicable)			18.100
<b>Amount of Financing Requested</b>			<b>231.250</b>

### Projected Calendar:

*Indicate the dates of the following milestones for the proposed project/programme*

Milestones	Expected Dates
Start of Project Implementation	01 April 2019
Project Closing	01 October 2020
Terminal Evaluation	01 July 2020

## PART II: PROJECT JUSTIFICATION

- A. Describe the project components, particularly focusing on the concrete adaptation activities of the project, and how these activities contribute to climate resilience.

The four-pronged approach of designing interconnected sets of activity components is aimed at creating digital education module for pupils of high schools with the purpose of nurturing environmentally cultured generation of future change makers that are capable to dramatically increase in-country professional capacities and contribute towards climate resilient policies, programmes and projects. The overall structure and intervention logic is briefly outlined below:

### **Component 1. - Establishing** theoretical base for the gamified digital solution.

Under this component, comprehensive knowledge base will be established to include:

- **Map** of the “hot-spots” of Armenia in terms of climate adaptation challenges;
- **Set** of political priorities of Armenia in climate adaptation;
- **Repository** of best practices in implementing climate adaptation interventions.

Three-layered approach of establishing knowledge base will include the following activities:

- Information gathering and systematization by “content group” (5 experts representing different areas relevant to climate adaptation);
- Series of focus group meetings (5 meetings) with respective policy makers, environmental activists, private sector representatives, education professionals and developers of digital educational solutions will be carried out to review overall structure, inclusiveness of content and quality (with particular focus on plain and understandable for target group language). Set of recommendations will be formulated and forwarded to the “content group”;
- Based on recommendations, “content group” will update the overall “body of knowledge” that will accomplish activities under this component.

*Timeline – 2 months.*

### **Component 2. - Designing** digital gamified educational module for high school students

Experienced developers of on-line educational solutions will be attracted to carry out activities under this component. At the first stage, the overall logic (algorithm) of the gamified solution will be designed and consulted with the project implementation team. After development of the beta (test) version of the solution, experimental sessions will be carried out with the selected students of high schools. This will help to understand correctness of initial assumptions about quality of content, understanding by the target group representatives, overall attractiveness of the module and game logic.

In order to design more attractive and usable for target audience product, series of consultations (minimum 3 brainstorming sessions) with young leaders and influencers will be carried out in order to get their valuable and innovative insights. Thus, participation of youth trailblazers into the process will be secured at very early stage and, further continued through test-run sessions (as described in paragraph above) and in all Components of the project.

Project execution team will ensure gender balance of participants during brainstorming sessions, test-run activities as well as throughout the project implementation.

*Timeline – 3 months.*

**Component 3. - Testing** developed module among 100 schools located in different regions of the country

Large-scale testing of the designed educational gamified solution and collecting feedback for further advancement of the latter is critically important component of suggested project. For successful implementation of activities under this component, the specialized entity (“**New Generation School**” NGO) that operates country-wide academic performance measurement and on-line educational content platform (**Dasaran.am**<sup>2</sup>) will be engaged. Dasaran connects all 1,484 schools and engages 1,107,346 active users (students and their parents, schools administrators, education executives), as well as acts as important statistical collector and big data analyzer, proposing policy reform recommendations to the Government of Armenia. It has also significant track record in designing and testing different on-line educational modules and platforms in diverse subject areas. Among them, “Super David” – game for the schoolchildren that through series of quizzes teach about important behavior during natural disasters.

While Dasaran’s knowledge on educational modules will also be used for carrying out activities under Component 2, meantime, its wide network and platform that connects all Armenian schools will be instrumental for testing the educational solution and engaging 5000 students from 100 selected schools throughout the country. Each pupil will have opportunity to assess the gamified solution through passing short user survey after 1 round of the play. This feedback will be used to analyze existing pitfalls and design comprehensive set of recommendation aimed at advancing the game.

*Timeline – 1 months.*

**Component 4. - Advancing** the module based on the results of the test-run and design of a tri-lingual mobile application

After final adjustments of the on-line educational module, tri-lingual mobile application (both for iOS and Android platforms) will be developed and made available. This is important not only from the perspective of engaging wider spectrum of end-users in Armenia, but also for ensuring scale-up in other developing countries (including members of Adaptation Fund). The Fund will be consulted to identify 2 other languages, which will ensure widest possible coverage and attribution towards Fund’s operational objectives. The engine of the application will be structured in the manner that would allow adding in the future as much languages as necessary.

*Timeline – 6 months.*

**Component 5. - Facilitating** knowledge sharing and application

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<sup>2</sup> [www.Dasaran.am](http://www.Dasaran.am)

Once adjusted on-line learning module is available through Dasaran.am platform (8<sup>th</sup> month of Project implementation) the on-line contest will be organized with participation of all schools throughout the country for high-school students. 40 students that will receive highest scores (equally distributed between the regions of Armenia and with equal gender balance) and demonstrate thorough knowledge of climate adaptation challenges and practices will be identified and invited to take part to the 3 days “**adaptation experimental lab**”, where under the mentorship of experienced experts will test their knowledge and skills in identification of innovative solutions for their communities.

10 innovative ideas will be selected by the jury and presented during last day of the event to the wide audience representing central and regional authorities, international organizations and donor agencies active in the field of environment, civil society organizations and other partners. Short video stories will be prepared under the subject “Youth Ideas for Climate Adaptation” and widely promoted through Dasaran.am platform and social media.

- B.** Describe how the project provides economic, social and environmental benefits, with particular reference to the most vulnerable communities, and vulnerable groups within communities, including gender considerations. Describe how the project will avoid or mitigate negative impacts, in line with the Environmental and Social Policy of the Adaptation Fund.

Participation of communities into the process of debates on climate adaptation practices is extremely low in the Republic of Armenia and other countries that are beneficiaries of Adaptation Fund. Such situation is particularly alarming for the deprived rural communities that are closely located to the environmental “hotspots”. Similarly, their engagement into the projects and programmes that targets addressing climate change related effects is miserable. As it is clearly visualised in this proposal, the primary reason for such situation is lack of knowledge and thus capacities of the citizens.

The chain of interrelated activities of proposed project is aimed at engaging the youth, as critical learning and awareness raising component and through their strengthened capacities contributing to the increased knowledge and participation of population.

The beneficiaries of proposed project are students of the high schools of the Republic of Armenia. Throughout the Dasaran.am platform that connects all 1.484 schools into single network (including vulnerable communities, otherwise having limited access to such information which deprives them and excludes from participation in respective initiatives) the gamified on-line educational platform will reach literally to every household. As women are more sensitive and thus subjected to negative impact of climate change, thematic section of the module with special focus on their empowerment will be structured. **Contrary to other existing similar gamified solutions (e.g. Super David), more gender sensitive naming will be applied and 2 characters (boy and girl) proposed. This is important innovation that would provide girls with additional impetus.**

Educational solution to be developed within the framework of proposed project has tremendous replication potential. Making applications available in other languages and replication through other entities accredited with the Fund could help in reaching millions of people worldwide, thus, making record-level outreach for every single dollar invested into the project.

- C. Describe how the project encourages or accelerates development of innovative adaptation practices, tools or technologies and/or describe how the project helps generate evidence base of effective, efficient adaptation practices, products or technologies, as a basis for potential scaling up.

The proposed Project is anchored around the concept of accelerating utilisation of innovative adaptation practices, as special section of proposed gamified solution will be dedicated to identification of the latter's and step-by-step education of project beneficiaries about their applicability, value added and impact. Proposed triangular approach of linking national climate adaptation priorities with international best practices throughout the prism of environmental challenges is excellent platform for teaching youth about effective and efficient adaptation practices, as well as ensuring scale up..

Also, on-line contest will be organized for high-school students to stimulate their learning process. Up to 30 participants that will earn highest scores and demonstrate thorough knowledge of climate adaptation challenges and practices will be gathered for 3 days "**adaptation experimental lab**", where under the mentorship of experienced experts will test their knowledge and skills in identification of innovative solutions for their communities. This is one of the most important and critical activities that will stimulate practical application of knowledge gained and will nurture the ownership of young generation towards their communities and environmental resilience. 10 winning proposals will be submitted during last day of the event to the wide audience representing central and regional authorities, international organizations and donor agencies active in the field of environment, civil society organizations and other partners. Short video stories will be prepared under the subject "Youth Ideas for Climate Adaptation" and widely promoted through Dasaran.am platform and social media.

- D. Please confirm whether the project meets relevant national technical standards, where applicable, such as standards for environmental assessment, building codes, etc., and is in line with the Environmental and Social Policy of the Adaptation Fund.

Not applicable for this project.

- E. If applicable, describe the learning and knowledge management component to capture and disseminate lessons learned.

In order to capture and disseminate lessons learned during the Project implementation, the dedicated Knowledge Management Expert will be recruited to implement the

following tasks in accordance with the requirement of **Adaptation Fund's Knowledge Management Strategy**:

1. Analyze existing knowledge, data and communication products, as well as media;
2. Design, consult and finalise comprehensive **Knowledge Management Plan**;
3. Implement activities foreseen by **Knowledge Management Plan** in close liaison with Project management team and stakeholders;
4. 'Systematize lessons learned and ensure widest possible dissemination.

F. Provide an overview of the environmental and social impacts and risks identified as being relevant to the project. Describe how the project will engage, empower and/or benefit the most vulnerable communities and social groups, including gender considerations, in line with the Environmental and Social Policy of the Adaptation Fund.

Not relevant, as proposed project falls under Category C.

G. Provide justification for funding requested, focusing on the full cost of adaptation reasoning.

The total funding requested from Adaptation Fund for implementation of proposed Project is **231.250 USD**, which includes *project execution* and *project cycle management fees*.

The thorough consideration of climate adaptation endeavours in Armenia and existing donor assistance framework suggests the following reasoning for requesting funds from Adaptation Fund:

1. There are no other international organization/s or donor agency/ies that would finance such Project with long-term vision, as most of them are mostly focused on mitigation and/or large-scale adaptation activities;
2. Proposed Project perfectly fits under the objectives of current call and truly innovative;
3. Suggested focus of the project has tremendous reach to beneficiaries (per each dollar invested) and outstanding replication potential throughout all beneficiary countries of Adaptation Fund.

## PART III: IMPLEMENTATION ARRANGEMENTS

### A. Describe the arrangements for project / programme implementation.

The Project is guided by the Intended Nationally Determined Contributions of the Republic of Armenia under UN Framework Convention on Climate Change approved by the RA Government Protocol Decision No 41, 10 September, 2015 and will be implemented over a twelve-month period, beginning in 2019. The implementing entity (IE) for the programme will be EPIU, as the National Implementing Entity for the Adaptation Fund. Replicating the longstanding work and experience of EPIU in working directly with national stakeholders (public and private organizations, academy, NGO's), and considering past success of EPIU implementing Programmes at national and international level, the Government of the Republic of Armenia has explicitly endorsed this AF project to be executed by EPIU. EPIU role in the framework of the project is fully in line with its leading institutional role in the implementation of environmental sector projects.

**The Project Management Board (PMB)** will be responsible for making management decisions for the AF project. In addition, the board will: i) undertake project assurance (monitoring and evaluation); ii) ensure performance improvement; and iii) ensure accountability and learning; iv) approve and closely monitor work plan to ensure its fulfillment and that it contributes to achieving project objectives; and (vi) approve the interim and final reports.

The PMB will comprise of designated representatives from relevant ministries, EPIU staff and relevant civil society organizations. The Project Management Board will choose a member from its composition to serve as secretary to the PMB. The PMB will approve work plan and procurement plan, and review project narrative reports as well as any deviations from the approved plans.

The overall management of the AF project will be executed by EPIU staff as NIE.

The following implementation services will be provided by EPIU for the AF project:

- overall coordination and management of EPIU's NIE functions and responsibilities, and the facilitation of interactions with the AFB and related stakeholders;
- oversight of portfolio implementation and reporting on budget performance;
- quality assurance and accountability for outputs and deliverables at the project development phase, during implementation and on completion;

- receipt, management and disbursement of AF funds in accordance with the financial standards of the AF;
- information and communication management to track and monitor progress (financial and substantive) of project implementation;
- oversight and quality assurance of evaluation processes for project performance and ensuring that lessons learned/best practice are incorporated to improve future projects;
- monitoring project activities, including financial matters, and preparing monthly and quarterly progress reports, and organizing monthly and quarterly progress reviews;
- supporting the PMB in organizing PMB meetings;
- managing relationships with project stakeholders including donors, NGOs, government agencies, and others as required.

**B. Describe the monitoring and evaluation arrangements and provide a budgeted M&E plan.**

The project will be monitored through the set of M&E activities, budget of which is provided below. The monitoring will be carried out by the dedicated M&E expert and will be based on targets and indicators set in Projects Results Framework.

Following reports and evaluations will be developed throughout the project:

**Monitoring Plan (MP)** - should be approved by the NIE before commencing of the project activities and it will detail all activities to be executed, all milestones and goals which will be reached and dates for each indicator to be executed.

**Quarterly Status Reports (QSR)** - project management unit should submit QSRs to the NIE at the end of each operating quarter. QSRs will present how the indicators identified in project results framework are executed, what challenges PMU faces during the execution process and identify any constraints. Quarterly Status Reports will present monitoring process on executed activities.

**Final Report (FR)** - Final report will be presented one month prior to the end of the project. The main focus will be placed at assessing project results framework. Also, the final report will address the impact of the Project and its sustainability issues.

**External Audit Report (EAR)** - with the periodic financial statements, external audit report will be prepared in accordance with Financial Regulations set by the Government.

<b>Deliverable</b>	<b>Responsible</b>	<b>Cost</b>
Monitoring plan, quarterly status reports, final report	M&E expert	3.000 USD

External audit report	Audit company to be subcontracted	1.000 USD
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C. Include a simple results framework for the project proposal, including milestones, targets and indicators.

Result	Indicator	Baseline	Milestone	MOV
<b>Component 1. - Establishing theoretical base for the gamified digital solution</b>				
Outcome 1. - Increased knowledge of schoolchildren on adaptation challenges	Number of high school students that achieved 70% performance	0	30.000	Reports from on-line statistical tool
Output 1.1 Map of the "hot-spots" of Armenia in terms of climate adaptation challenges	Map designed and approved	0	1	Quarterly and final reports
Output 1.2 Set of political priorities of Armenia in climate adaptation	Set of priorities identified and approved	0	1	Quarterly and final reports
Output 1.3 Repository of best practices in implementing climate adaptation projects	Repository designed and approved	0	1	Quarterly and final reports
<b>Component 2. - Designing digital gamified educational module for high school students</b>				
Outcome 2. - Increased knowledge of schoolchildren on adaptation challenges	Number of high school students that achieved 70% performance	0	30.000	Reports from on-line statistical tool
Output 2.1 - Digital gamified educational module for high school students	Beta version is available	0	1	Quarterly and final reports
<b>Component 3. - Testing developed module among 100 schools located in different regions of the country</b>				
Outcome 3. - Increased knowledge of schoolchildren on adaptation challenges	Number of high school students that achieved 70% performance	0	30.000	Reports from on-line statistical tool
Output 3.1 - Feedback from minimum 5.000 pupils and	5.000 responses (equally distributed between girls and boys)	0	5.000	Reports from on-line statistical tool

education professionals;				
Output 3.2 - Systemised recommendation to improve solution	Set of recommendations designed and agreed	0	1	Quarterly and final reports
<b>Component 4. - Advancing the module based on the results of the test-run and design tri-lingual mobile application</b>				
Outcome 4. - Increased knowledge of schoolchildren on adaptation challenges	Number of high school students that achieved 70% performance	0	30.000	Reports from on-line statistical tool
Output 4.1 - Advanced on-line module;	Recommendation incorporated	0	1	Quarterly and final reports
Output 4.2 - Tri-lingual mobile application (iOS and Android)	Applications available	0	2	Quarterly and final reports
<b>Component 5. - Facilitating knowledge sharing and application</b>				
Outcome 5. - Increased notion of ownership by youth; Facilitated dialogue about adaptation best practices in the vulnerable communities	Active participation of the schoolchildren	0	30.000	Reports from on-line statistical tool
Output 5.1 - 40 winners of online contest participated to the "adaptation experimental lab";	40 winners of on-line contest	0	40	Quarterly and final reports
Output 5.2 - 10 winners of "adaptation experimental lab" present their ideas for adaptation activities in their respective communities to the wider audience	10 winners of Lab	0	10	Quarterly and final reports

**D. Demonstrate how the project / programme aligns with the Results Framework of the Adaptation Fund**

Project Objective(s)	Project Objective Indicat	Fund Outcome	Fund Outcome Indicator	Grant Amount (USD)
To educate new	30.000 unique users			231.250

generation of environmentally cultured young change makers in developing countries through design and introduction of replicable and sustainable digital education solution for high school students	(equally distributed between girls and boys) played the on-line game			
<b>Project Outcome(s)</b>	<b>Project Outcome Indicator(s)</b>	<b>Fund Output</b>	<b>Fund Output Indicator</b>	<b>Grant Amount (USD)</b>
Increased knowledge of schoolchildren on adaptation challenges	Number of high school students that achieved 70% performance			<u>231.250</u>

E. Include a budget, including a budget on the Implementing Entity management fee use, and an explanation and a breakdown of the execution costs.

Activity	Unit	Number of Units	Unit Cost	Total
<b>Component 1.</b>				
1.1 Environmental experts to design "hot spot" map	month	5	2.000	10.000
1.2 Environmental expert to design set of political priorities of Armenia	month	5	2.000	10.000
1.3 Experts to design repository of best practices	month	5	2.000	10.000
1.4 Experts to translate information from 1.1-1.3 into methodological materials, systemize and collaborate with game developers	month	18	2.000	46.000
1.5 Knowledge management expert	Month	4	2.000	8.000
1.6 Translation to 2 other language	Each	2	5.000	10.000
1.7 Organization of focus group meetings	Each	5	1.200	6.000
<b>Subtotal for the component 1</b>				<b>90.000</b>
<b>Component 2.</b>				
2.1 Services of software design company for structuring on-line portal	Each	1	40.000	40.000
<b>Subtotal for the component 2</b>				<b>40.000</b>
<b>Component 3.</b>				
3.1 Maintenance costs of platform incurred by Dasar.am	Each	1	10.000	10.000
<b>Subtotal for the component 3</b>				<b>10.000</b>
<b>Component 4.</b>				
4.1 Services of software design company for adjusting on-lone portal	Each	1	50.000	50.000

and designing ,mobile applications				
<b>Subtotal for the component 4</b>				<b>50.000</b>
<b>Component 5.</b>				
5.1 Rent of hotel outside of Yerevan for 60 people (meals included)	Each	60	250	15.000
5.2 Conference facilities	day	3	500	1.500
5.3 Transportation costs to and from hotel for participants	Each	10	200	2.000
5.4 Prizes for 10 winners	Each	10	150	1.500
<b>Subtotal for the component 4</b>				<b>20.000</b>
<b>TOTAL</b>				<b>210.000</b>
6. Project Execution cost				3.150
7. Total Project Cost				213.150
8. Project Cycle Management Fee charged by the Implementing Entity (if applicable)				18.100
<b>Amount of Financing Requested</b>				<b>231.250</b>

**PCM fees:**

Project Coordinator	12.000
M&E	4.000
Gender specialist	2.100

**Execution fees:**

Finance Officer	2.000
Procurement officer	1.000
Misc	150

F. Include a disbursement schedule with time-bound milestones.

	<b>Signing of the Agreement</b>	<b>Approval of the 2-nd quarterly report</b>	<b>Total</b>
Scheduled date			
Project Funds			
Project Execution			
Total Project costs			
Management fees			
<b>TOTAL</b>			

## **PART IV: ENDORSEMENT BY GOVERNMENT AND CERTIFICATION BY THE IMPLEMENTING ENTITY**

**A. Record of endorsement on behalf of the government** *Provide the name and position of the government official and indicate date of endorsement. If this is a regional project/programme, list the endorsing officials all the participating countries. The endorsement letter(s) should*

*be attached as an annex to the project/programme proposal. Please attach the endorsement letter(s) with this template; add as many participating governments if a regional project/programme:*

<i>(Enter Name, Position, Ministry)</i>	<i>Date: (Month, day, year)</i>
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**B. Implementing Entity certification** *Provide the name and signature of the Implementing Entity Coordinator and the date of signature. Provide also the project/programme contact person's name, telephone number and email address*

<p>I certify that this proposal has been prepared in accordance with guidelines provided by the Adaptation Fund Board, and prevailing National Development and Adaptation Plans (.....list here.....) and subject to the approval by the Adaptation Fund Board, <u>commit to implementing the project/programme in compliance with the Environmental and Social Policy of the Adaptation Fund</u> and on the understanding that the Implementing Entity will be fully (legally and financially) responsible for the implementation of this project/programme.</p>	
<p><i>Name &amp; Signature</i> Implementing Entity Coordinator</p>	
Date: <i>(Month, Day, Year)</i>	Tel. and email:
Project Contact Person:	
Tel. And Email:	



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MINISTRY OF NATURE PROTECTION OF THE REPUBLIC OF ARMENIA

MINISTER

МИНИСТЕРСТВО ОХРАНЫ ПРИРОДЫ РЕСПУБЛИКИ АРМЕНИЯ

МИНИСТР

0010, ք. Երևան, Հանրապետության Իր. Կառավարական 3-րդ տուն  
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№ 1/34/12979  
«28» «12» 2018թ.

**Letter of Endorsement by the Government of the Republic of Armenia**

To: The Adaptation Fund Board  
c/o Adaptation Fund Board Secretariat  
Email: [Secretariat@Adaptation-Fund.org](mailto:Secretariat@Adaptation-Fund.org)  
Fax: 202 522 3240/5

Subject: Endorsement for project "Empowering future leaders: digital education module on adaptation challenges and best practices for youth"

In my capacity as designated authority for the Adaptation Fund in Armenia, I confirm that the above national project proposal is in accordance with the Government's national priorities in implementing adaptation activities to reduce adverse impacts of, and risks, posed by climate change in Armenia.

Accordingly, I am pleased to endorse the above project proposal with support from the Adaptation Fund. If approved, the project will be implemented and executed by "Environmental project implementation unit" State Agency.

Sincerely,  
Acting

Erik Grigoryan

Minister of Nature Protection of the Republic of Armenia  
National focal point of UNFCCC

Meruzhan Galstyan  
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