

# ~~How to~~ Co-create Learning Spaces?



GOOD  
IMPACT  
LABS



# FUNNEL

Ramp One Goal



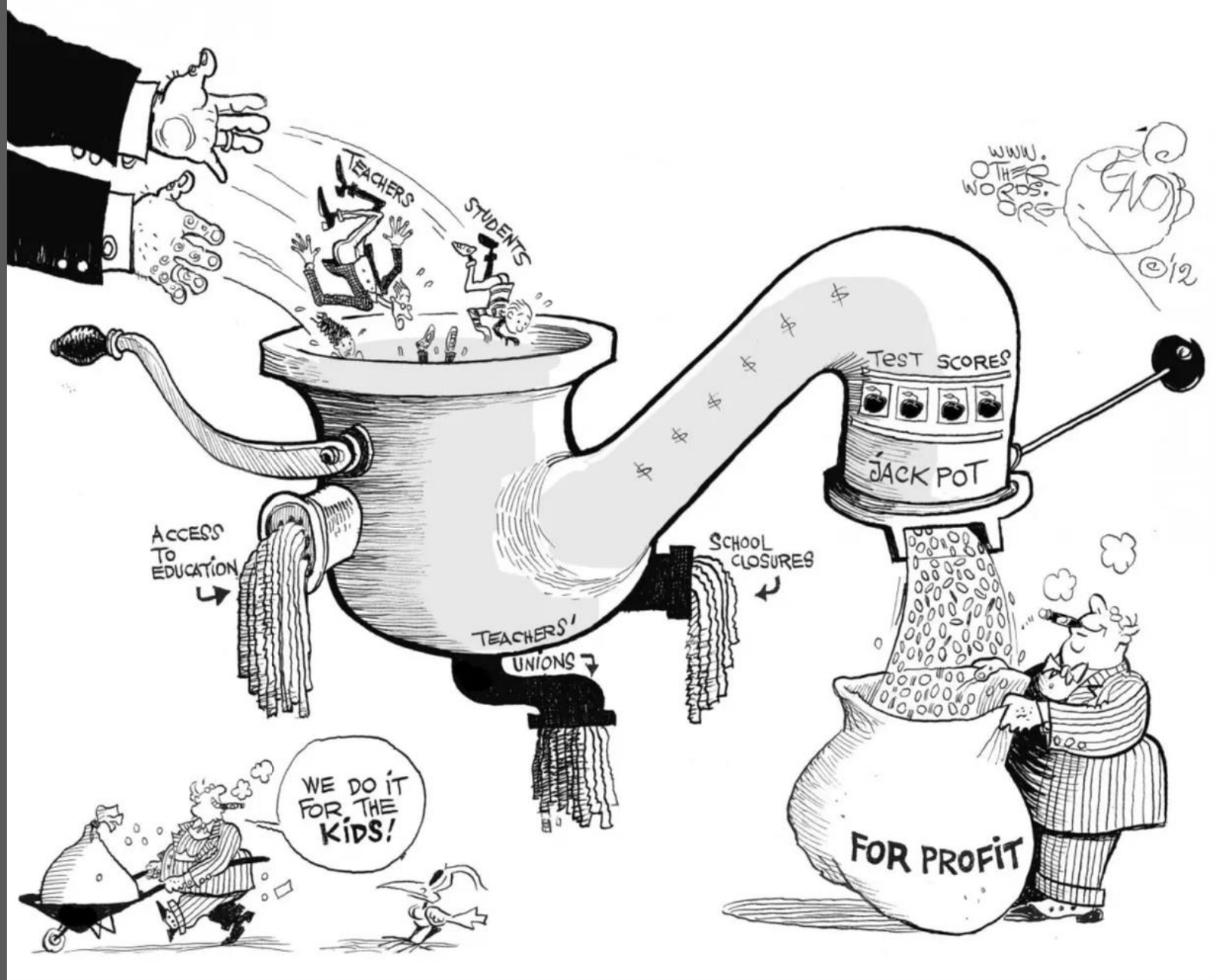
# TUBE

Accelerate User Goals



# SPACE

Explore Together



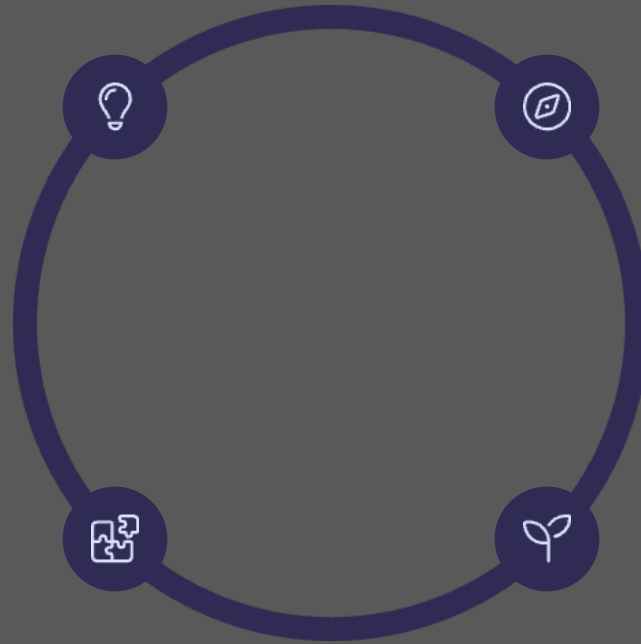
# The Power in Spaces

## Emergence

Spaces contain possibilities for new ideas to emerge.

## Conditions

Enabling the best possible conditions for (youth) flourishing.



## Learning

Young people develop values and dispositions experientially.

## Innovation

Experiential spaces inform institutional innovations.





## Global Youth Action Fund







“Processes of valuing  
shape the enactment  
of a ‘praxis of co’.”

Louis Klein, Pamela Buckle, Nam Nguyen, Rika  
Preiser, Philippe Vandebroek, Ray Ison, 2024



GOOD  
IMPACT  
LABS

# Our Guiding Foundations



**Agency**



**Community**



**Capacity**



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What's  
stopping  
us?



**SPACE**

Explore Together



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