Wehubit is much more than financing digital initiatives...

No less than in other sectors, 2020 has been a special year for the Wehubit programme. While an unprecedented situation has arisen before us, it has prompted us to accelerate the processes and orientations we have been following since 2018.

Wehubit acts as an identifier of digital social innovations in the 14 partner countries of Belgian development cooperation. These innovations use the potential of technology to tackle social and environmental challenges.

Through a human rights-based approach, reinforcing the roles of and synergies between civil society and public authorities, Wehubit supports the scaling-up or replication of these innovations to make them more available, accessible and performing.

While in previous years, the programme has tackled the challenges of “women and young people’s rights, inclusion and empowerment”, “climate-smart agriculture” and “eHealth”, the programme has in 2020 been focusing on “reducing the digital divide through education, training and the world of work” and on “resilient cities: towards an inclusive and sustainable urban planning”. Consequently, the programme clearly aligns itself with the priorities of the Belgian development cooperation and Enabel.

Moreover, Wehubit aims at contributing to two of the nine performance objectives laid down in the Management Contract between Enabel and the Belgian State, in particular, to those of innovation and knowledge sharing. It does so by scaling up innovative and digital solutions to tackle global challenges and by sharing experiences and good practices through its knowledge management component.

In order to achieve the above, the programme has a multidisciplinary team of 6 professionals with expertise in digital for development, social innovation, project management, contract and finance, communication and administration.

Looking back at 2020, the Wehubit programme feels encouraged by the conclusions of the D4D evaluation carried out by the Special Evaluation Service of the Ministry of Development Cooperation, which highlighted the relevance of the programme as well as its professionalism, which - among other things – was noticed because of the application of good practices and direct impact in the field.

In 2020, Wehubit’s portfolio consists of 18 partner projects in Africa and the Middle East, bringing together 31 organisations. These partner projects have been selected for their experience in social innovation and for the potential of their proposal. Despite their thematic diversity, they represent Wehubit’s DNA, as they all strive to achieve common goals: contribute to accelerate sustainable development, increase prosperity for all, reduce inequalities and empower people and institutions in developing and emerging countries.

This annual report is dedicated to them.

We hub it!
WEHUBIT WORLDWIDE

18 PROJECTS IN 11 COUNTRIES

Belgium
Programme Management Unit
#digital social innovation
#grant management
#D4D expertise & partnerships

Mali
Mobile app for local governance
#women & young people’s rights
#inclusion & empowerment
SDGs 4, 5, 8, 10
Satellite & digital platforms for livestock farming
#climate smart agriculture
SDGs 2, 13
* multi-country project

Niger
Satellite & digital platforms for livestock farming*
#climate smart agriculture
SDGs 2, 13
* multi-country project

Palestine
Digital platforms for gender justice
#women & young people’s rights
#inclusion & empowerment
SDGs 4, 5, 16
Coding & digital skills for the job market
#education & training
#employment
SDGs 4, 9, 17

Morocco
AI, Virtual reality & digital skills for the job market
#education & training
#employment
SDGs 4, 9, 17

Senegal
Radio and mobile services to fight climate change
#climate smart agriculture
#women empowerment
SDGs 2, 5, 13

Burkina-Faso
Videos & SMS for Community Health
#ehealth
SDGs 3, 5
Digital spaces for socio-economic reintegration of children & young people
#education & training
#employment
#digital skills
SDGs 4, 9, 17
Satellite & digital platforms for livestock farming*
#climate smart agriculture
SDGs 2, 13
* multi-country project

Benin
Drone & Machine learning
#climate smart agriculture
SDGs 2, 13

DR Congo
Mobile app to fight sexual violence
#health
#gender justice
SDGs 3, 5, 16

Tanzania
Mobile app for livestock learning
#climate smart agriculture
SDGs 2, 13
Mobile app to increase productivity and adapt climate change
#climate smart agriculture
SDGs 2, 8, 13
Data information system to ensure better quality care
#ehealth
SDG 3
Machine learning, mobile app and AI for better health care
#ehealth
SDGs 3, 5

Uganda
Mobile platforms & SMS for gender justice
#women & young people’s rights
#inclusion & empowerment
SDGs 4, 5, 16
Mobile app/networks providing transportation for women to health centres
#ehealth
#saving lives
SDGs 3, 5
Digital libraries for literacy training
#education & training
#employment
#digital skills
SDGs 4, 5, 17

Rwanda
Coding for youth employment
#education & training
#employment
#digital skills
SDGs 4, 9, 17

WEHUBIT WORLDWIDE
WEHUBIT IN 2020

**EXPERIENCE**
3 years

**PROJECTS**
18 projects ongoing

**GRANTS**
6.02 millions euros committed (88% of the budget allocation for grants)

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**4TH CALL**
Closing the digital divide through education, training and the world of work

- **March**
  - 1st round selection
- **April**
  - New expertise
  - + 1 Communication & Creative Content Officer
- **May**
  - COVID-19 crisis management
  - Projects reorientation
- **June**
  - + start of implementation of Terre des hommes' project in Burkina Faso

+ start of implementation of GRET's project in Burkina Faso and Pharm Access' project in Tanzania
WEHUBIT IN 2020

**PARTNER ORGANISATIONS**
31

**PARTNER COUNTRIES**
11

**TEAM**
6 people

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**5TH CALL**

- New expertise + 1 D4D Expert
  - Resilient cities
  - Towards inclusive & sustainable urban development

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**New communication strategy**

- July

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**New expertise**

- + 1 Jr. Expert Innovation
  - Validation of the MEL Framework by the Steering Committee

- + start of implementation of EFE’s project in Morocco

- + start of implementation of EIFL’s project in Uganda

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**Special Evaluation of the Belgian Development Cooperation**

- 34 project stories on wehubit.be

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+ start of implementation of Mercy Corps’ project in Palestine and VVOB’s project in Rwanda

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**OUR PROJECTS**

**WOMEN AND YOUNG PEOPLE’S RIGHTS, INCLUSION AND EMPOWERMENT**

*Call for proposals # 1 | Update 31.12.2020*

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**INCLUSION OF WOMEN AND YOUTH IN PLANNING AND LOCAL GOVERNANCE THROUGH ICTS**

**CHALLENGE**

Mali is faced with a fragile national context that undermines the functioning of the Rule of Law and makes it difficult to exercise active citizenship. A weakening of the social fabric, increasing socio-economic disparities and the exclusion of women in particular from local decision-making processes are observed.

**DIGITAL SOLUTION**

The project has three objectives: 1) to optimise the use of territorial data and the understanding of issues related to youth and women participation, 2) to increase the availability and accessibility of digital solutions and provide capacity-building to actors for a qualitative participation in local governance and 3) to contribute to gender and youth-sensitive local development plans.

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**EMPOWERING AND CONNECTING YOUNG PALESTINIAN WOMEN AND MEN TO ADVANCE GENDER JUSTICE THROUGH DIGITAL SPACE (TA’BEER)**

**CHALLENGE**

Palestinian youth’s digital rights and spaces are jeopardized and becoming less inclusive and safe. 1 in 3 Palestinian women are subjected to social media violence. There is a lack of awareness and capacity of youth on safe access and use of the Internet. Finally, the legal environment violates their digital rights and their right to freedom of expression.

**DIGITAL SOLUTION**

By making use of four digital platforms, this project aims at increasing youth skills on digital security and cybercrime prevention. It adopts a capacity building methodology and facilitates opportunities for collective advocacy efforts for youth and partners to exercise their leadership to call for inclusive digital spaces.

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More information? Visit the project page on wehubit.be/projects
LEGAL EMPOWERMENT OF WOMEN USING INNOVATION AND TECHNOLOGY (LEWUTI)

CHALLENGE
Most Ugandans, especially women, have very limited access to legal services, particularly in rural areas. For instance, most local cultural and political leaders wrongly believe that women cannot own land although the law says otherwise. Therefore, their rights are infringed upon but they have limited recourse to justice to reclaim them.

DIGITAL SOLUTION
The project uses digital solutions and community-based mediation to overcome barriers of geography, courts’ coverage, knowledge and cost. It offers community sensitisation, legal information and guidance via digital tools (SMS, interactive voice responses and a call-centre), and leverages community-based mediators to provide access to legal support in remote areas.

More information?
Visit the project page on wehubit.be/projects

UGANDA
By BarefootLaw & Avocats Sans Frontières Belgique
From 02/2019 to 03/2021
SDGs
315,000 € (90% of total project budget)

The proportion of women seeking legal redress for their justice needs increased from 15% to 54.34%.

94.69% of those who resorted to trained alternative dispute resolution practitioners were satisfied with the way their complaints were handled.

© Oxfam International
AFRISCOUT

CHALLENGE
Livestock herders are the first custodians of Tanzania’s grasslands, a critical resource to address climate change. However, changing climatic conditions and the use of traditional methods of finding pasture prevent an effective management of herd movement. Therefore, a household can lose over a quarter of its livestock each year and rangelands keep deteriorating.

DIGITAL SOLUTION
AfriScout is a mobile service using satellite imagery and indigenous knowledge to aid pastoralists in making informed grazing decisions that restore rangelands and enhance food security. The app acts as the “shepherds’ eye in the sky”, improving climate-smart management of rangelands and the lives of the people and livestock relying on them.

More information?
Visit the project page on wehubit.be/projects

TANZANIA

By AfriScout LLC, subsidiary of Project Concern International
From 06/2019 to 06/2021
SDGs
350,000 € (90% of total project budget)

In 2019 and 2020, 5,390,200 hectares have been mapped in four districts of Northern Tanzania.
In December 2020, 294 users were actively using the app on average per month.

DIGITAL INFORMATION SYSTEM FOR TRANSHUMANCE RELIEF IN THE CENTRAL SAHEL REGION (SIT SAHEL LAFIA)

CHALLENGE
While pastoralism and livestock farming are at the heart of the livelihood dynamics of the most vulnerable people in the Central Sahel Region, 86% of its total surface is semi-arid to arid. Climate change negatively affects pastoralism (e.g. floods, droughts and epizootics) and is a catalyst for conflict, complicating the mobility of livestock farmers.

DIGITAL SOLUTION
The digital information system for transhumance (SIT) promotes communication technologies and relies on a network of pivotal data collectors (e.g. farmers, state service agents and private veterinarians) located in different observation sites, using smartphones and an app. The information is synthesized and sent to radio stations for broadcasting and included on an interactive voice server.

More information?
Visit the project page on wehubit.be/projects

NIGER, BURKINA FASO, MALI

By Vétérinaires Sans Frontières Belgique & Action Contre la Faim Espagne
From 07/2019 to 06/2021
SDGs
350,000 € (90% of total project budget)

Over 1,3million hectares of pastoral grounds (transhumance corridors and grazing areas) are already covered by the SIT

The projects aims at convincing 238,000 pastoralists to use SIT as a digital decision-making solution.
IRINGA MITIGATION, ADAPTATION, PRODUCTIVITY FOR CLIMATE SMART AGRICULTURE (IMAP4CSA)

CHALLENGE
Smallholder rice farmers in Tanzania face many difficulties, like changing climatic conditions or inefficient water and nutrient use. They have limited knowledge of good agronomic practices and lack access to timely and accurate information to make better farming decisions. As a result, for many of them, farming remains subsistence.

DIGITAL SOLUTION
The digital solution has two components. First, based on the measurement of their plot size using GPS technology and harvested volumes, farmers are provided via SMS with recommendations to apply good agricultural practices. Second, the progress of farmers in attaining the Sustainable Rice Production global standards for rice production is monitored using the KOBO App.

More information?
Visit the project page on wehubit.be/projects

TANZANIA
By Kilimo Trust and Rikolto
From 06/2019 to 06/2021
SDGs
€ 350,000 € (87% of total project budget)

Up to December 2020, 4,742 farmers’ plots have been measured.
Nearly 4,461 farmers have been trained on climate smart agriculture and how to use the digital solution.

DIGITAL ADVISORY SERVICES FOR CLIMATE-SMART AGRICULTURE (DAS4CSA)

CHALLENGE
Farmers in Senegal are often faced with lack of quality, gender-sensitive and real-time information, communication and extension services. Many women and marginalized groups have limited access to productive assets, agricultural support services, climate adaptation measures, agricultural knowledge or other practices to improve livelihoods. Exchanges between farmers and stakeholders are also limited.

DIGITAL SOLUTION
Using radio emissions, the project diffuses quality information and communication services to increase the capacity of farmers to make informed decisions to improve their food security in a context of climate change. The projects aims to develop tools, networks and means to support digital and gender-sensitive agricultural extension services by providing capacity support to radio stations.

More information?
Visit the project page on wehubit.be/projects

SENEGAL
By Farm Radio International
From 06/2019 to 12/2021
SDGs
€ 349,477 € (90% of total project budget)

Nearly 19,000 (18,991) interactions by farmers on a platform dedicated to providing digital extension services for climate-smart agriculture.
Of the 90,000 auditors who have increased their knowledge of climate-smart agriculture practices, 56,000 will apply this knowledge on their farms.
**DRONE-ASSISTED LAND MAPPING FOR CLIMATE-SMART CASHEW PRODUCTION (CAJULAB)**

**CHALLENGE**
Benin aims to double its cashew nut production by 2021, with the government setting a production target of 300,000 tons annually for the country’s 2nd largest export crop and plans to increase the area under cashew cultivation to 60,000 hectares. This growth may not result in net environmental benefits, or even lead to a loss of biodiversity and a negative impact on marginalised populations.

**DIGITAL SOLUTION**
The project uses remote sensing and machine learning to increase climate resilience in the cashew nut cultivation. This is achieved by developing 1) an efficient and reproducible digital tool to analyse large-scale drone images and identify the health of cashew nut plots and 2) an action plan for climate-smart cashew nut production, incl. policy actions and training for women farmers.

**More information?**
Visit the project page on wehub.it/be/projects

### BENIN
- By TechnoServe
- From 06/2019 to 06/2021
- SDGs 🌍 🌿 🌱
- 349,238 € (90% of total project budget)

- Already 6,000 hectares of cashew cultivation plots have been mapped using drone images and satellite data.
- 10,000 farmers will be trained in climate-smart agricultural practices through the projects using the recommendations of the action plan.
**MAMA RESCUE**

**CHALLENGE**
7,000 women and 45,000 new-borns die annually in Uganda due to complications of pregnancy and childbirth. In some communities, women often travel long distances to reach a health center. They are forced to deliver in villages without a skilled attendant due to lack of funds for transport or the poor quality of the roads.

**DIGITAL SOLUTION**
Mama Rescue is a mobile platform that provides vouchers enabling women to be transported by local motorcycle and taxi drivers to deliver in health centers. It creates a rapid response system between village, health center and referral hospital when needed. The system relies on easy to use mobile phone technology to improve communication between drivers, midwives and doctors.

More information? Visit the project page on wehubit.be/projects

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**COMMUNITY HEALTH, DIGITAL AND COMMUNICATION TECHNOLOGIES (SANCOTIC)**

**CHALLENGE**
Due to poor access to health services, especially in rural areas, child mortality in Burkina Faso remains very high. Poorly equipped community-based health workers (CBHWs) offer poor quality services. They also need regular training and supervision to implement the authorities’ Integrated Management of Childhood Illness strategy.

**DIGITAL SOLUTION**
In collaboration with the Ministry of Health (MoH), the project aims to develop and deploy two complementary digital apps and embed them on the phones of the CBHWs, incl. a module for managing/receiving text and voice message campaigns, disbursed by the MoH, and an e-learning module for self-training purposes.

More information? Visit the project page on wehubit.be/projects

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**UGANDA**
- By Brick by Brick Uganda
- From 12/2019 to 11/2022
- SDGs
- 350,000 € (65% of total project budget)

**BURKINA FASO**
- By GRET & ABF & APAC/ FANDIMA
- From 01/2020 to 11/2022
- SDGs
- 328,265 € (90% of total project budget)

97 community health workers have been trained to sensitize women about giving birth from health facilities.

The project intends to increase the proportion of births that take place in health facilities from 79,7% to 95%.

Already 650+ short and long knowledge reminder messages completed and validated by the MoH.

At least 80% or 486 of the equipped CBHWs will participate actively in distance learning.
**MEDICAPT: TECHNOLOGY IN SERVICE OF JUSTICE**

**CHALLENGE**
Each year, tens of thousands of individuals experience sexual and gender based violence (SGBV) in conflict zones, but few survivors report them due to stigma, fear of reprisals, lack of pathways to care and justice and widespread impunity. When reported, cases often fail due to poor evidence and difficulties in transmitting information from medical facilities to legal systems.

**DIGITAL SOLUTION**
MediCapt is a mobile application that converts a standardized medical intake form for forensic documentation of SGBV to a digital platform and facilitates forensic photography. Clinicians are able to securely transmit the data to police, lawyers and judges involved in prosecuting SGBV crimes, improving access to justice for survivors.

*More information? Visit the project page on wehubit.be/projects*

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**TRANSFORMING ZANZIBAR’S HEALTH SYSTEM (SAFECARE)**

**CHALLENGE**
Healthcare services in Zanzibar suffer from chronic underfunding resulting into unsatisfactory care quality and poor health outcomes. The government is working with partners to review the health financing strategy and improve quality of care as it strives to achieve Universal Health Coverage (UHC).

**DIGITAL SOLUTION**
SafeCare Steps is an application that provides facilities with a digital stepwise quality care improvement model. It collects data as well as patient SMS feedback to rationalize planning, resource mobilization and strengthen coordination. The project also supports the implementation of an open Insurance Management Information System to enhance transparency, efficiency and equitable access to healthcare.

*More information? Visit the project page on wehubit.be/projects*
USING AI AND MACHINE LEARNING TO PERSONALIZE AND IMPROVE PERINATAL HEALTH IN ZANZIBAR (ML-ZANZIBAR)

CHALLENGE
Zanzibar faces high levels of neonatal mortality due to delays or inability to seek care and undetected biological risk factors. The health system and Community Health Workers suffer from a lack of resources. The Government is implementing a national digitally-supported community health program to provide essential health, nutrition, and development services to pregnant women and children.

DIGITAL SOLUTION
The project aims to personalize and improve maternal and child health by integrating predictive analytics into the health system using machine learning. This innovation will enable CHWs to pre-identify women with high-risk pregnancies and target prenatal and postnatal services to mitigate risk and improve outcomes.

More information?
Visit the project page on wehubit.be/projects
BREAKING THROUGH BARRIERS: DIGITAL COMMUNITY AND CONNECTIVITY IN PALESTINE (Gaza Sky Geeks)

CHALLENGE
Palestine’s well-educated youth’s potential is stunted by high unemployment rates, lack of opportunities and a restricting security situation. The project aims to increase long-term income generation capacity by accelerating coding skills, developing digital marketing and business skills and strengthening a self-supporting community of aspiring freelancers and tech employees.

DIGITAL SOLUTION
The project increases internet-enabled work opportunities by 1) developing technical talent among digital workers and businesses; 2) strengthening skills for online workers; 3) supporting digital entrepreneurs and 4) offering cross-cutting support for a safe, inclusive and mutually-supportive community that promotes peer-to-peer learning.

More information?
Visit the project page on wehubit.be/projects

EMPOWERING MOROCCAN YOUTH THROUGH DIGITAL SKILLS AND JOBS IN THE ICT SECTOR (Take IT Forward)

CHALLENGE
Morocco is faced with a dual challenge related to employability of young graduates and the competitiveness of ICT companies. The digital sector is the country’s 2nd largest job-creating sector but almost half of the companies do not find suitable candidates because of inadequate training and high turnover rates. Moreover, the proportion of women in digital professions remains very low.

DIGITAL SOLUTION
The project aims to support inclusive economic growth and stimulates competitiveness of the digital economy by 1) using innovative sourcing (Impact Sourcing), 2) offering retraining courses focused on employer needs (better training-employment match) and 3) integrating beneficiaries into qualitative jobs in the digital sector.

More information?
Visit the project page on wehubit.be/projects
SUPPORTING CODING AMONG RWANDAN ADOLESCENTS & TEACHERS THROUGH THE CURRICULUM & CLUBS HEADING FOR RWANDA 2050 (SCRATCH 2050)

CHALLENGE
Despite an increasing access to education in Rwanda, challenges remain to improve quality and ensure equity, especially for girls to acquire ICT and STEM skills. Rwanda’s curriculum emphasizes creativity, problem solving and collaboration, but many teachers struggle to develop these competences.

DIGITAL SOLUTION
135 ICT and STEM teachers of 45 schools in Kayonza district will be trained to acquire the digital and coaching competences needed to set-up and facilitate after school Scratch coding clubs for secondary school learners (especially girls) and to integrate Scratch into their lesson plans. Scratch is a free and open software supporting learners in developing computational thinking and 21st century skills.

More information?
Visit the project page on wehubit.be/projects

DIGITAL SKILLS AT YOUR LOCAL LIBRARY

CHALLENGE
In Uganda, the use of Internet is not rife. Women and unemployed youth are especially marginalized in a digital environment. Women and girls have limited independent sources of income, lower literacy levels and lack confidence with ICT. Unemployed young people struggle to afford Internet access and need practical and marketable digital skills.

DIGITAL SOLUTION
Librarians will be trained to provide affordable and accessible digital literacy skills through the public libraries network to vulnerable populations, especially youth and women. Learners will also access various courses via an online platform. In addition, mobile camps will be set-up to provide digital literacy trainings to remote rural communities.

More information?
Visit the project page on wehubit.be/projects

More information?
Visit the project page on wehubit.be/projects

RWANDA
By VVOB education for development & Rwanda Education Board
From 07/2020 to 06/2022
SDGs
348,706 € (90% of total project budget)

UGANDA
By Stichting EIFL.net & NLU & Maendeleo Foundation & P2PU & 24 public and community libraries
From 12/2020 to 03/2023
SDGs
251,958 € (90% of total project budget)

4,050 learners will have participated in Scratch coding clubs in 2021 and 2022.
70% of learners will have achieved a minimum level of proficiency in digital literacy skills through the participation in the Scratch clubs.

6,000 learners from vulnerable groups, including 5,500 women and young people will participate in basic digital and mobile literacy training programmes by 2023.
13,500 people from vulnerable groups will have achieved at least a minimum level of proficiency in digital literacy skills and access meaningful online content by 2023.
SOCIO-ECONOMIC REINTEGRATION OF VULNERABLE CHILDREN AND YOUNG PEOPLE THROUGH THE PROVISIONS OF DIGITAL SPACES AND INCUBATION FOR EDUCATION AND ACCESS TO THE WORLD OF WORK (RESOLAB)

CHALLENGE
Child and youth labour in gold panning sites is endemic in Burkina Faso’s Ganzourgou province. Consequently, there is a clear requirement for addressing children’s and young people’s important needs in terms of education, training and employment while reducing the vulnerability of many of them who are turning to the rapidly expanding traditional gold panning industry.

DIGITAL SOLUTION
The project aims at using a so-called Fablab, which is intended to serve as a community and innovation platform for using digital skills to boost the literacy and employability of children and young people. In addition, a Cyber Café, equipped with computers and Internet connections, and an e-Learning portal based on an Learning Management System are also deployed.

680 children and young people will have access to education, information and training opportunities.
1,370 children and young people will consider their access to livelihood opportunities improved.

More information?
Visit the project page on wehubit.be/projects
KEY FIGURES

1. SELECTION PROCESS PER CALL

<table>
<thead>
<tr>
<th>Call</th>
<th>Number of applications</th>
<th>Eligible</th>
<th>First round</th>
<th>Second round</th>
<th>Granted projects</th>
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<td>CFP 5</td>
<td>70</td>
<td>46</td>
<td>14</td>
<td>7</td>
<td>4</td>
</tr>
</tbody>
</table>

2. SELECTION PROCESS OF ALL CALLS COMBINED

- Number of applications: 598
- Eligible: 253
- First round: 107
- Second round: 43
- Granted projects: 22

* Until December 2020, Wehubit had 18 granted partner projects. In early 2021, 4 more projects were added.
The strengthening of the Wehubit team with two D4D/Innovation experts (1.5 FTE) have enabled the programme to develop a Monitoring, Evaluation and Learning (or ‘MEL’) Framework and will enable the program to develop a Knowledge Management Strategy early 2021, which will be fully implemented until 2023 and which will include the following actions:

1. **MONITORING AND EVALUATION**

In the last quarter of 2020, the Wehubit team established a MEL Framework, to develop, standardise and implement the approach towards Monitoring and Evaluation (M&E) and Learning (L) of the Wehubit programme.

In fact, the programme intends to ‘look beyond the indicators’ when performing monitoring and evaluation activities. In terms of Learning, the programme intends to use the collected data to research, analyse and document key findings - such as best practices and lessons learned - among the supported partner projects in order to contribute to the knowledge development of the D4D ecosystem and to feed innovation into Enabel and other actors in the Belgian development cooperation (e.g. NGOs).

2. **KNOWLEDGE MANAGEMENT**

As a continuation of its MEL activities, Wehubit is developing the Knowledge Management component of the programme to disseminate projects’ learnings amongst partners, within Enabel & beyond.

At Wehubit level, the Knowledge Management activities will include the following actions:

1. **Knowledge production**, by coordinating the necessary processes leading to the development of knowledge products. It will require to (i) identify the needs and interests, (ii) facilitate the moments and spaces of discussions, and finally (iii) coordinate the co-creation of the deliverables. This will include various types of tools such as toolkits, lessons learned, communities of practices, knowledge sharing events.
2. **Knowledge dissemination**, by making the generated knowledge available primarily to partner projects, Enabel staff and the digital social innovation community, to improve and inspire interventions by learning from Wehubit projects’ experiences. The two main channels will be Wehubit’s eLibrary and Enabel’s Intranet.

3. **Knowledge brokering**, by connecting partner projects to relevant knowledge and expertise wherever it comes from. Here the role is to help connect development partners with the knowledge they need, from within Enabel or from elsewhere.

**Knowledge Exchange Network (KEN)**

In order to facilitate moments of peer to peer exchanges, learning events and the production of shareable knowledge products, Wehubit intends to position itself as a hub through the creation of a Knowledge Exchange Network (KEN). In other words, the KEN will be the link between the M&E and the Knowledge Management.

The KEN will comprise the Wehubit team, the grantee’s project management units, Enabel thematic experts and other relevant Enabel and grantee programmes, both based in Belgium and in the partner countries.

A Knowledge Management strategy which will outline the ambitions and the activities of the KEN for the coming years will be designed in the first quarter of 2021.
INTER-PROJECT PRESENTATIONS

As a first step, the Wehubit team organised in 2020 two inter-project presentations (or IPPs’) that allowed the 18 partner projects and 31 partner organisations to briefly present their project activities to each other in the form of a five-minute pitch. These pitches were followed by a moment of reflection and/or discussion on possible common challenges and problems (lessons learned), as well as relevant/useful opportunities and solutions (best practices). The variety of projects - both in thematic and geographic terms – clearly contributed to the partner organisations’ insights into other development themes/sectors and other regions. At the same time, regardless of the heterogeneous nature of the pool of supported projects, common topics (lessons learned & best practices) were identified by the projects themselves through these first informal encounters.

The common lessons learned and best practices identified during these inter-project presentations will form the basis for broader learning and knowledge exchange webinar(s), organised by the Wehubit team during the next two years.

3. PARTNERSHIPS

Wehubit also aims at identifying possible and/or creating new synergies within the D4D community, both within and outside of Enabel. In 2020, Wehubit has initiated several partnerships between multiple actors and actively participated in a variety of relevant D4D/Social Innovation events. Some examples are:

- **Digital sessions**
  Connection with VVOB Rwanda for the first session on E-learning.

- **Enabel digital principles workshops**
  Participation as a speaker for the 1st session on Open Standards, Open Data, Open Source, and Open Innovation workshop.
  Organised by Enabel in partnership with Open Knowledge Foundation, December 2020.
**KNOWLEDGE SHARING & PARTNERSHIPS**

- **eHealth Academy**
  Connection between Be-cause Health, openMIS community and PharmAccess/Wehubit project in Zanzibar.
  Organised by Be-cause Health, December 2020.

- **Innovation Bootcamp**
  Mentor as a «Test client» challenging the students of the 2020 Innovation Bootcamp.
  Organised by HackYourFuture Belgium, November 2020.

- **Digital Technical and Vocational Education and Training: online event**
  Connection between the Association for the Development of Education in Africa (ADEA) and EIFL and Terre des Hommes through their Wehubit supported projects «Digital skills at your local library» in Uganda and «Resolab» in Burkina Faso.
  Organised by ADEA, November 2020.

- **Idarathon 2020**
  Speaker at the 1st competition of innovative projects for the digital development of the Moroccan public administration.
  Organised by Enabel in Morocco, November 2020.

- **Prize D4D**
  Jury Member.
  Organised by the Royal Museum for Central Africa, October 2020.

- **Forward Fest**
  Speaker on the added value of digital social innovations in development context.
  Organised by Forward Fest, October 2020.

- **Pulse on the Principles - Podcast on «Education for All»**.
  Connection between DIAL and Gaza Sky Geeks through Wehubit/Mercy Corps project.
  Organised by DIAL, September 2020.
## RISK ANALYSIS

<table>
<thead>
<tr>
<th>RISK</th>
<th>ANALYSIS</th>
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<tr>
<td>Projects are delayed in their implementation and exceed the programme implementation period (31/03/2023).</td>
<td>Enabel is about to launch a new Covid-response programme under EU funding in which Wehubit is providing its technical expertise for supporting additional innovations and knowledge management activities. By adding this funding to the current Belgian funds, the cost of the management unit is covered until end December 2023.</td>
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<td>The Knowledge Management component is delayed.</td>
<td>Wehubit will open a tender for receiving external support in the designing and implementation of the Knowledge Management (KM) Strategy. A Knowledge Management expert has been added in the formulation of an additional funding to be confirmed in 2021.</td>
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<td>Low active participation of the partners under the Knowledge Exchange Network (KEN).</td>
<td>Setting up a network can be highly resource consuming in terms of community management. The team wants to avoid that by establishing a network for and by its members. Wehubit will analyse the direct and indirect interests of the partners and integrate them in its KM strategy and implementation. These could be: learning, networking, visibility and liaising with Enabel and other actors in the Belgian development cooperation.</td>
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<td>The arrival of a new Government &amp; Minister brings in ambitions of new flagship programmes rather than investing in past initiatives, reducing the potential for scaling-up Wehubit.</td>
<td>Wehubit is a flexible tool on the frontier between Innovation and D4D. By supporting projects that use the potential of digital technologies to tackle global social and environmental challenges it remains a relevant and performant tool to bring on board local organisations and assist them to upscale initiatives that are in line with the Minister’s new priorities (Climate, Social protection, Gender, Partnerships, Civil Society, Rule of Law).</td>
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<td>Covid-19 risk is maintained at a high-level, and makes it difficult to organise physical meetings and workshops. The brokering role of Wehubit is weakened.</td>
<td>Achieving tangible deliverables on the KM component during the next two years will reinforce the brokering role. The current shift to extensive use of online tools by all potential partners makes it possible for Wehubit to keep this role in the online sphere. The presence of a Junior Expert in Kampala is an added-value in monitoring the projects in the region.</td>
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<tr>
<td>Facilitating partnerships is less tangible and measuring results achieved at that level is challenging.</td>
<td>The measurement of initiated partnerships will focus on qualitative aspects, along predefined areas. This aspect was already introduced in the MEL Framework.</td>
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</table>
The past years of implementation allowed the programme to deepen its understanding of existing instruments in support of (digital) social innovations in development cooperation. The analysis carried out at the time of the programme formulation - asserting the low number of instruments for financing the scaling-up of social innovations - was confirmed. This confirmation strengthens the belief that it is appropriate for the Wehubit programme to maintain its niche position in the social innovation process.

Nonetheless, while the support provided by Wehubit is much needed to fill a financing gap in the scaling-up phase of social innovations, the amounts provided by the programme (max. 350 k€) could still be interpreted as being too limited if one actually wants to bring these innovations to a larger deployment and to reach the next step in their trajectory.

The limited amount of financial support given to the partner projects should also be taken into account when measuring their development results. The return on investment (ROI) is therefore rather to be measured through the learnings in the field on digital social innovation or innovation in general.

At the end of 2020, the programme organised the first inter-project meetings, one in French and the other in English. Despite December usually being a very busy and intense month, all partner projects actively participated in the sessions. Their participation and active involvement can be interpreted as a positive sign of satisfaction with the programme. Simultaneously, it also indicates rather high expectations with regards to the organisation of similar knowledge sharing events. This demand will be met by deepening and deploying the Knowledge Exchange Network (KEN) in the first half of 2021.

Furthermore, the Wehubit programme is convinced that these high expectations regarding capacity building for the implementation and scaling-up of digital social innovations are a clear indication that providing technical support to these partner projects is desirable. Undoubtedly, providing such technical support to address commonly-identified challenges would not only help our partner projects in mitigating risks and increasing impact, it would also have a similar effect for the Wehubit programme itself.
BUDGET AND EXPENSES

BUDGET EXECUTION (BY DECEMBER 31ST, 2020)

The total of both expenditures and committed grants, from 2018 to 2020, shows an execution rate of 71% of the total Wehubit budget. Most of this amount refers to the 18 grant agreements already in implementation.

The graph below compares, for each result and for the general means, the initial budget with the amount of expenditure, including committed grants (Result 2) as of December 31, 2020.

2020 EXPENSES

In 2020, Wehubit’s expenses were to 1.725.845 euros, including Enabel’s management fees.

Result 1: A financing Facility accessible to D4D projects contributing to the achievement of the SDGs is operational
Budget and Expenses

Expenses: € 146,071

In 2020, budget lines under this result have mainly been spent for the wages and welfare of the Coordinator, as well as the Communication Officer. His recruitment in May 2020 has resulted in savings in the other communication-related budget lines under this result. The redesign of the website is already budgeted and will require the use of an external provider.

Result 2: Public entities, social businesses and non-profit organizations have implemented projects providing digital solutions through grants

Expenses: € 1,408,625 (incl. committed grants)

The financial support of the digital social innovations through grants is the most important budget line in this result, as well as the overall programme’s budget.

Since the beginning of the Wehubit program, 5 calls for proposals have been launched:

- **AP01: Women and young people’s rights, inclusion and empowerment**
  € 1,014,915 | 3 grants

- **AP02: Climate Smart Agriculture**
  € 1,748,716 | 5 grants

- **AP03: E-Health**
  € 1,690,510 | 5 grants

- **AP04: Closing the digital divide through education, training and the world of work**
  € 1,566,516 | 5 grants

- **AP05: Resilient cities: towards inclusive and sustainable urban development**
  Contracting phase in 2021

As a result, 18 projects have been selected under the first 4 calls for proposals, representing a total amount of 6,866,134,16 euros (including the contributions of the partners). Out of this amount, Wehubit contributes to more than 88% of the projects’ funding, for a total of 6,020,656,37 euros. The fifth call for proposals which was launched in September 2020 will lead to the signature of new grants agreements early 2021.
By December 31st, more than 49% of the committed funds had already been transferred (i.e. 2,957,257 euros). The remaining funds will be paid in the form of advances over the next 2 years, subject to the approval of both financial and narrative interim reports. Wehubit’s contributions (expenditures + remaining commitments) as well as partners’ contributions per call for proposals are presented below:

### Result 3: More private actors have access to better financial solutions to implement their investment project

Result 3 refers directly to activities under BIO’s operations and is not covered by this report.

### Result 4: Brokering partnerships and capitalization result in increased collaboration on D4D

**Expenses: €13,044**

The Covid-19 context in 2020 has led to unprecedented movement restrictions, which explains the low execution rate of the budget line «4.2 Backstopping and capitalisation on D4D» (29%). Most of the preparatory work was carried out remotely with a critical adaptation of the Wehubit team and its partners.

It is worth noting that the programme has recruited a part-time D4D Expert by the end of August 2020 and a Junior Expert in Knowledge Management in November 2020. While the D4D Expert is based in Brussels, the Junior Expert is decentralised, and based in Kampala, Uganda. Her salaries, welfare and expatriation costs are covered by Enabel’s Junior Programme, while her operating costs (field visits and projects monitoring) will be covered by Wehubit under Result 4.
Thanks to this reinforcement of the team on these aspects, during the last quarter of 2020, the emphasis has been put on the M&E as well as on the Knowledge Management aspects. In December 2020, the Steering Committee has validated the MEL Framework of the programme, and an action plan has been drafted to accelerate the Knowledge Management and Partnerships component of the programme in the coming two years.

**Result 5: Additional funding is raised**

**Expenses: € 0**

7,500 euros were budgeted as a precautionary measure for the resources’ mobilisation activities, but no expenditure was made on this line in 2020.

**General means**

**Expenses: € 45,199**

Regarding the «General Means» section, the implementation rate is for 76% compared to the annual forecast. Some lines were overspent, due to new practices related to teleworking (purchase of computer equipment) and the salary of the administrative assistant. Conversely, the sub-line on consumables is under-executed. No training of the Wehubit staff generated any expenditure on this budget.
PRIORITIES FOR 2021

KNOWLEDGE EXCHANGE NETWORK (KEN)

Having now built a strong portfolio of partner projects, the programme is about to launch the second component of its implementation. Partner projects have in common to evolve in the field of social innovation and to use technology as an enabler to achieve better results. Reflecting together as a network on the challenges and the lessons learned will bring us to deliver some practical guidelines and tools that will be shared and made accessible to everyone, based on the open-knowledge principles.

GRANT MONITORING AND TECHNICAL SUPPORT

At the end of 2020, Wehubit supported 18 partner projects and 9 additional partner projects are anticipated in 2021. This growth should however not jeopardize the quality of the monitoring carried out by the team. Therefore, three new employees were welcomed in 2020. In addition to the activities carried out under the KEN, the Wehubit programme will increasingly provide partner projects with technical support aligned with its strategic orientations, including social innovation.

COVID-RESPONSE

Enabel is part of Team Europe’s coordinated response to the Covid-19 crisis. Within this framework, Wehubit is mobilised as a flexible multi-country instrument to address new challenges in terms of access to education. This process was launched in 2020 and will most likely lead to a new Call for Proposals under EU funding.
WEHUBIT TEAM IN 2020

ARNAUD LECLERCQ  
PROGRAMME MANAGER

PASCALE TROJAN  
ADMINISTRATIVE ASSISTANT

THIBAUT MONNIER  
COMMUNICATION OFFICER

MAXIME HEYNDRICKX  
D4D EXPERT

LISA REBOUD  
JR. EXPERT IN INNOVATION MANAGEMENT

BENOÎT BLOSSIER  
FINANCE OFFICER