

Online Conferences (May 11 – 17, 2027 8 AM ET & 8 PM ET)

Get creative with a Sustainable Development Goal (SDG). Each conference is dedicated to a specific SDG, which becomes the theme of the SDG Design and Cultural Performance Night. Learn more about this conference's specific SDG below to inspire your design and cultural performance.



SDG 1 seeks to end poverty in all its forms everywhere. Over the last decade, global poverty reduction has slowed substantially compared to the sharp decline in 1990-2015. This slowdown is due to a combination of interconnected crises, including sluggish economic growth, high levels of debt, the effects of the COVID-19 pandemic, conflict and fragility, and severe weather-related shocks. By 2026, one in ten people worldwide is still living in extreme poverty, showing limited improvement. Growth and population forecasts, even before the recent conflicts in the Middle East, suggest that about 9% of the world's population is likely to be living in extreme poverty by 2030. However, countries have steadily made progress in halving national poverty rates over the SDG period. For instance, East and South-East Asia, despite starting with the lowest poverty levels, are projected to have the highest share of countries achieving halving national poverty rates by 2030.

Read more about SDG 1 on The Sustainable Development Goals Report 2026





THE SDG REPORT 2025



..... NOW RECEIVES AT LEAST

ONE SOCIAL PROTECTION BENEFIT

1 NO POVERTY



United Nations

Department of
Economic and
Social Affairs

FOR FULL REPORT

[UNSTATS.UN.ORG/SDGS/REPORT/2025/](https://unstats.un.org/sdgs/report/2025/)

Goal 1 infographic. Source: <https://unstats.un.org/sdgs/report/2025/>

TARGETS AND INDICATORS

Targets and indicators allow delegates to monitor a country's progress towards achieving a specific SDG, with the target as the goal and the indicator designated as the measurement by which the targets can be judged a success or failure.



Watch this short video from the UN

TARGET 1.1	INDICATOR 1.1.1
By 2030, eradicate extreme poverty for all people everywhere, currently measured as people living on less than \$1.25 a day.	Proportion of the population living below the international poverty line by sex, age, employment status and geographical location (urban/rural).
TARGET 1.4	INDICATOR 1.4.1
By 2030, ensure that all men and women, in particular the poor and the vulnerable, have equal rights to economic resources, as well as access to basic services, ownership and control over land and other forms of property, inheritance, natural resources, appropriate new technology and financial services, including microfinance.	Proportion of population living in households with access to basic services.
TARGET 1.5	INDICATOR 1.5.1
By 2030, build the resilience of the poor and those in vulnerable situations and reduce their exposure and vulnerability to climate-related extreme events and other economic, social and environmental shocks and disasters.	Number of deaths, missing persons and directly affected persons attributed to disasters per 100,000 population.

[Explore all the SDG 1 targets and indicators.](#)

SDG DESIGN - HOW TO APPLY

Interested delegates can create an original design for the conference that illustrates Maria Montessori's vision of having young people collaborate to find solutions to SDG 1 NO POVERTY. Designs must be submitted in US letter or A4 size paper, using paints or colored pencils (computer-assisted designs will not be considered).

Submission Due Date: Step 3 Deadline - April 7TH, 2027

One design per conference is chosen. The winning design concept will be developed by a professional designer to create the final image for the conference design contest (in a digital vector file). The selection of the design contest winner is based upon a combination of factors, including: the concept expressed, the creativity, and the ability to develop the design concepts. The winning selection must be consistent and supportive of creating solutions to the world's most pressing problems, and the Sustainable Development Goals. The design contest is not a judgment on the technical design abilities of the submission.

SUBMISSION REQUIREMENTS

1. The design must be hand-drawn on blank paper (US letter 8.5" x 11" or A4 paper 8.3" x 11.7").
2. The drawing must be scanned, saved as a PDF or JPEG file, and uploaded to the Design Application Form on the school dashboard by the Step 3 deadline date. Please note that each conference has its own deadline, and that only one design per delegate may be submitted.
3. Ensure that the submission includes the delegate's name and age, and the name of the submitting school.
4. The upload should consist of two (2) pages: the design itself, and a short description of at least 5 lines that explains how the design symbolises the SDG and concept.



OTHER OPTIONAL ONLINE ACTIVITIES

In addition to the main conference program, delegates are invited to take part in a range of optional activities designed to celebrate the countries, cultures and communities represented at the MMUN Online Conferences.

All submissions should be uploaded using the [Google Form](#) by the Step 3 deadline.

Submission deadline for all activities: April 7TH, 2027

COUNTRY FLAG

Delegates are invited to create a drawing of the flag of the country they represent for our virtual Celebration of Nations.

Accepted file formats: JPEG, PDF, PowerPoint, etc.

ELECTRONIC COUNTRY DISPLAY BOARD

Create an electronic display showcasing the culture, geography and traditions of the country the delegation represents.

Accepted file formats: JPEG, PDF, PowerPoint, etc.

MMUN CULTURAL PRESENTATION

Delegates are invited to create a short video celebrating a cultural aspect of their country of origin, the country they represent, or the conference-specific SDG.

Presentations might include music, dance, preparing a traditional dish, a language demonstration, local games or another aspect of culture.

Maximum length: 2 minutes

Selected presentations will be streamed during the online conference.

QUESTIONS?

For any questions about the optional activities or submission process, please contact info@montessori-mun.org.

