RE: FINAL REPORT FROM BOOK DASH ON THE IBBY YAMADA FUNDING RECEIVED

Herewith the final report on the Book Dash project funded by the Yamada fund, namely a virtual pan-African Book Dash that was held on 15 May 2021. Please read this report in conjunction with the mid-term report submitted in April.

The Book Dash team is very grateful for the financial support provided by the IBBY Yamada fund. As outlined in this report, the funds have allowed intense and productive creative collaboration by people across 8 different countries, resulting in 10 new children's books and 10 translations that will be read and enjoyed by children and their families across the world.

The event

The virtual pan-African Book Dash, funded by IBBY Yamada, was held on 15 May. Creative volunteers from 8 different countries collaborated on 10 new children's books, which were all started and completed within the 12 hours of the Book Dash (9am to 9pm). Book Dash now has 156 original stories, published under an open license, that were created in this way. Our publishing process reduces publishing costs by approximately 80%, which allows us to print the books at approximately 70 US cents a copy.

In the week leading up to the event there were five briefing sessions (for each of the creative roles, and for the facilitators). The purpose of the briefing session is to ensure that the participants are all registered on the virtual platform, and to give them an orientation on how the platform will be used on the day. They are also briefed on their role on the day, and on what is expected of them.

On Saturday 15 May, everyone (including Liz Page from the IBBY Secretariat) gathered in MS Teams at 09:00. After the general welcome and a round of introductions, the first activity was for each team to collaboratively create the flat-plan for their book. This is like a blueprint, showing what goes on each double-page spread, and facilitating discussions and decisions around characters, plot, the pacing of the story, etc.

Straight after that, at 10:15, the illustrators had to start drawing, because they only have 40 minutes to complete each double-page spread. The Book Dash team of 6 facilitators moved between teams according to a carefully worked-out schedule to keep everyone motivated and
on track, and to troubleshoot where there are problems regarding team dynamics or progress.

During the course of the morning there was a technical design briefing for the designers, and after lunch the writers and editors gathered for the Writers Readthrough where the text of each story was shared for comment.

Some fun activities were also introduced throughout the day to keep participants engaged, and to create cohesion. One of the activities was to ask the writers to visually recreate a scene from their book, and to share the result.

All participants had received parcels in the weeks preceding the event, with different parcels-within-the-parcel and with strict time-bound opening instructions. Around 5pm, when energy levels always sag, they opened their fun dress-up items and had to find the people in the group who had received the same items. The result was a lot of fun and renewed motivation for the last stretch.
At 20:15 on Saturday it was Storytime, the highlight of the event. This is where each of the teams present the book they had created on the day, and share it with the rest of the group. It’s always a magical moment, because the books are incredibly varied in theme, illustration style and approach, and are a reflection of the creative collaboration on the day. The Storytime session was recorded, and can be seen here: https://youtu.be/IRCYD6e6N8I

Feedback received from the creative volunteers after the event is that although the pressure to finish in 12 hours was quite intense, they found the day to be enjoyable and meaningful, and loved collaborating with each other across geographical boundaries. The knowledge that they used their professional skills to make a difference to children is very important to many participants. Siphili, one of our writers, shared the following: “I had a lot of fun and learned so much! How amazing to see other creative people at work and to witness their processes. Thank you for the opportunity and for the work that you do. I can vouch for the wonder it brings into our children’s lives.”

The Book Dash methodology of content creation is open-sourced and carefully documented in an openly available Book Dash Manual, and can be replicated by organisations with specific needs for children’s books. Organisations in countries like Laos, Nigeria, Cambodia, Angola and France have successfully replicated the Book Dash model. Our detailed Book Dash Manual can be found here: https://docs.google.com/document/d/1oQB_9MFuthF2X9szm0i4aMRNMS_dtLgbkqmzko0zyhI/edit#heading=h.l8deqfouwlnu

Next steps: Finishing, printing and translations

The ten new books are now being finished technically before publication on the Book Dash website, free to read for anyone. The Creative Commons license that governs the books allows anyone to freely download, print, translate and otherwise adapt the books, thereby allowing the books to travel ‘far and free’. The aim is to publish all 10 books before the end of May.

The balance of the funding received from IBBY Yamada will be used for printing and translations. A small digital run of each book will be printed for the creative participants and the funders, to provide a tangible result of and reward for the creative marathon to the people who gave their time, skill and passion so generously.

The remainder of the Yamada funding will be used to translate each title that was created at the Book Dash into one other South African language. This means that the event will have contributed 10 English books and 1 book in each of the 10 other official South African languages, to our library. The Book Dash website is zero-rated, enabling anyone to read our free books online, because they do not use any data while visiting the site.

<table>
<thead>
<tr>
<th>Book title</th>
<th>Translation</th>
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<th>Translation</th>
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<tbody>
<tr>
<td>The Best Gift</td>
<td>Afrikaans</td>
<td>The boy who only ate pancakes</td>
<td>seSotho</td>
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<tr>
<td>There's a Fire on the Mountain</td>
<td>isiXhosa</td>
<td>Whose shoe is this?</td>
<td>tshiVenda</td>
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<tr>
<td>How to Tame a Monster</td>
<td>isiZulu</td>
<td>Little Shoots</td>
<td>xiTsonga</td>
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<td>Tlotlego’s Tea Party</td>
<td>sePedi</td>
<td>Pako the Pigeon Disappears</td>
<td>isiNdebele</td>
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<tr>
<td>Yes you can!</td>
<td>seTswana</td>
<td>Shaka and Mazi</td>
<td>siSwati</td>
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The ten new books, and the teams that created them

<table>
<thead>
<tr>
<th>Story</th>
<th>Team</th>
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| ![Image](image1.png) | **Team 1**  
Designer: Ezra Harerimana, Uganda  
Illustrator: Chantelle & Burgen Thorne, RSA  
Writer: Hani Du Toit, RSA  
Editor: Alison Ziki |
| ![Image](image2.png) | **Team 2**  
Designer: Nadene Reignier, RSA  
Illustrator: Julie Smith-Belton, Denmark  
Writer: Kirsty Paxton, RSA  
Editor: Margot Bertelsmann |

Book Dash is a non-profit voluntary association. Visit bookdash.org.  
Email team@bookdash.org. Mail 3 Fleming Road, Wynberg 7800, Cape Town.  
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Team 3
Designer: Nadene Kriel, RSA
Illustrator: Ulrike Mieke Marais, UK
Writer: Kristen Dembaremba, RSA
Editor: Mandy Collins

Team 4
Designer: Wilna Combrinck, RSA
Illustrator: Anja Venter, RSA
Writer: Sam Beckbessinger, UK
Editor: Carla Lever
Team 5
Designer: Ashlyn Atkinson, RSA
Illustrator: Nicolene Louw, RSA
Writer: Laura de Lange, RSA
Editor: Nabeela Kalla

Team 6
Designer: Khuty Ngayimbana, RSA
Illustrator: Alicia van Zyl, RSA
Writer: Siphiliselwe Makhanya, RSA
Editor: Nabeela Kalla

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<table>
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<th>Team 7</th>
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<tbody>
<tr>
<td>Designer: Thokozani Mkhize, RSA</td>
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<td>Illustrator: Wiehan de Jager, RSA</td>
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<td>Writer: Sope Martins, Nigeria</td>
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<td>Editor: Alison Ziki</td>
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<th>Team 8</th>
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<tr>
<td>Designer: Job Mubinya, Kenya</td>
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<tr>
<td>Illustrator: Cristy Zinn, RSA</td>
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<tr>
<td>Writer: Tukupashya Ally Kasongo, Zambia</td>
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<tr>
<td>Editor: Mandy Collins</td>
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Team 9
Designer: Georgia Demertzis, RSA
Illustrator: Subi Bosa, RSA
Writer: Xolile Sepuru, RSA
Editor: Margot Bertelsmann

Team 10
Designer: Natalie Pierre-Eugene, RSA
Illustrator: Heather Jenkins, RSA
Writer: Zulaikah Agoro, Nigeria
Editor: Carla Lever