End poverty in all its forms everywhere.

## NO Poverty

ABUNDANTVENTURES.ORG



## **Malaysia and No Poverty**

Global Goal 1: No Poverty is a Sustainable Development Goal created by the UN. In Malaysia, the chance of stunting due to malnourishment in children below five is three times higher than in other upper-middle-income countries! 23% of our children are stunted, 22% are underweight and 23% are obese.<sup>2</sup>

Those constantly hungry face low energy levels and reduced physical and mental function. Working becomes difficult, leading to continuous cycles of poverty and hunger. At Abundant Ventures, we strive to relieve hunger's impact on poverty and create a community dedicated to supporting those in need.

As volunteers, we help grow produce and conduct off-site content-creation. Through this I have learnt how I unknowingly contribute to the food waste crisis by not buying "ugly" produce at stores. Everyday, food that could feed 10 million people is thrown away in Malaysia<sup>3</sup> though nearly 60% of households felt they could not fully cover monthly basic needs last year.<sup>4</sup> To combat this, AV has successfully donated fresh produce that would otherwise be rejected by stores to The Lost Food Project and will continue to in future.

You can help fight against poverty by supporting local businesses, donating unnecessary items or volunteering at places like AV.

<sup>1</sup> Unicef Nutrition Covid19 policy brief

- <sup>2</sup> Unicef
- <sup>3</sup> The Lost Food Project, The Size of the Problem Malaysia
- <sup>4</sup> World bank Poverty & Equity Brief Malaysia October 2022

d fresh 1.6: mobilise resources to ect and will implement policies to end poverty

> 1.7: create pro-poor and gender-sensitive policy frameworks

**Targets of** 

**No Poverty:** 

2.1: eradicate extreme

1.2: reduce poverty by at

1.3: implement social protection services

1.4: equal rights to

ownership, basic services,

technology and economic

environmental, economic and

1.5: build resilience to

social disasters

poverty

least 50%

resources