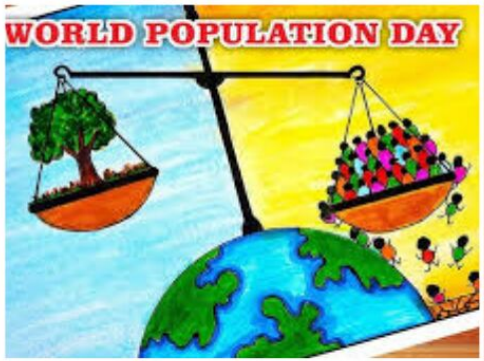
World Population Day, marked annually on 11 July, seeks to focus attention on the urgency and importance of population issues.

By resolution 45/216 of December 1990, the United Nations General Assembly decided to continue observing World Population Day to enhance awareness of population issues, including their relations to the environment and development.

The world population will reach 8.6 billion by 2030, which is estimated to increase by 1.1% every year. An increasing population every year causes strain on resources, with rising demand for food, water, energy, shelter, transportation, etc., leading to ecological disturbances.

World Population Day is a platform for various organisations and authorities to discuss and address population challenges and design policies to promote sustainable solutions.



The objective of the World Population Day

- Educating youth about sexuality and late marriage till they understand their responsibilities.
- World population day intended to protect and empower youth of both genders.
- Promoting youth-friendly measures to prevent unwanted pregnancies.
- Educating people to avoid gender stereotypes in society.
- As part of essential primary health care, ensuring every couple has unhindered access to reproductive health services.
- Educating couples about pregnancy-related illnesses to make them aware of early childbirth danger.

15 July 2025 marks the 10th anniversary since World Youth Skills Day (WYSD) was first celebrated in 2015.

The theme for WYSD 2025 focuses on Youth empowerment through AI and digital skills.

As the Fourth Industrial Revolution reshapes economies through Artificial Intelligence (AI), Technical and Vocational Education and Training (TVET) must evolve to equip youth with future-ready skills. AI is transforming how we live, learn and work — but it also poses serious risks if not implemented equitably.

The UN and other organizations are placing emphasis on Technical and Vocational Education and Training (TVET). This type of education prepares people to work as a technician. It also allows employees to take up a skilled craft or trade. TVET takes place at a higher education level and can interact with an apprenticeship program.

AI is rapidly changing TVET by:
Personalizing learning through intelligent tutoring systems
Supporting immersive training using virtual reality (VR)
Streamlining certification and career guidance
Modernizing curricula and aligning training with labour market needs

IT IS EASY TO BREAK DOWN AND DESTROY. THE HEROES ARE THOSE WHO MAKE PEACE AND BUILD. – NELSON MANDELA

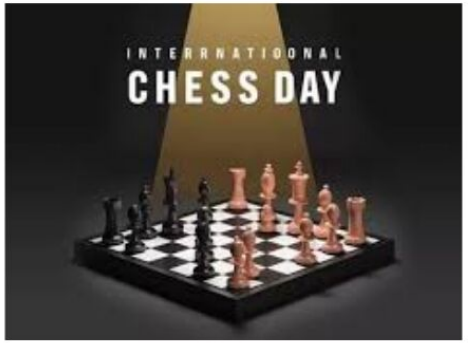
Mandla Day is an annual global celebration that takes place on 18 July to honour the life and legacy of Nelson Mandela

Nelson Mandela (born July 18, 1918, Mvezo, South Africa—died December 5, 2013, Johannesburg) was a Black nationalist and the first Black president of South Africa (1994–99).

Iin the early 1990s with South African Pres. F.W. de Klerk helped end the country's apartheid system of racial segregation and ushered in a peaceful transition to majority rule.

Mandela and de Klerk were jointly awarded the Nobel Prize for Peace in 1993 for their efforts..Mandela is considered the father of Modern South Africa. He was instrumental in tearing down the oppressive government and installing democracy

International Chess Day is celebrated annually on 20 July, the day the International Chess Federation (FIDE) was founded, in 1924.



The first universally recognized World Chess Champion, Wilhelm Steinitz, claimed his title in 1886; Gukesh Dommaraju is the current World Champion, having won the title in 2024.

Brett Lee, Chris Lynn, and Shaun Marsh lead a star-studded Australia Champions line-up for the World Championship of Legends 2025 to be held between July 18 and August 2, in the **United Kingdon**.

Chess has a deep-rooted history in India, widely believed to have originated from the game of chaturanga during the Gupta Empire in circa 6th century CE. Over centuries, it evolved and spread across the world, influencing modern chess as we know it today.

Chess Basics

Chess is a strategy game, played by two players, who take turns to get better positioning on the chessboard in order to capture the other players' king.

- A chess board is made of 64 squares, with 8 rows and 8 columns, called "ranks" and "files" respectively.
- Players may use either a white or black set of pieces.
- Each players starts with 16 pieces: eight pawns, two knights, two bishops, two rooks, one queen, and one king.
- Each piece has its own unique way of moving: