A step towards safe sanitation



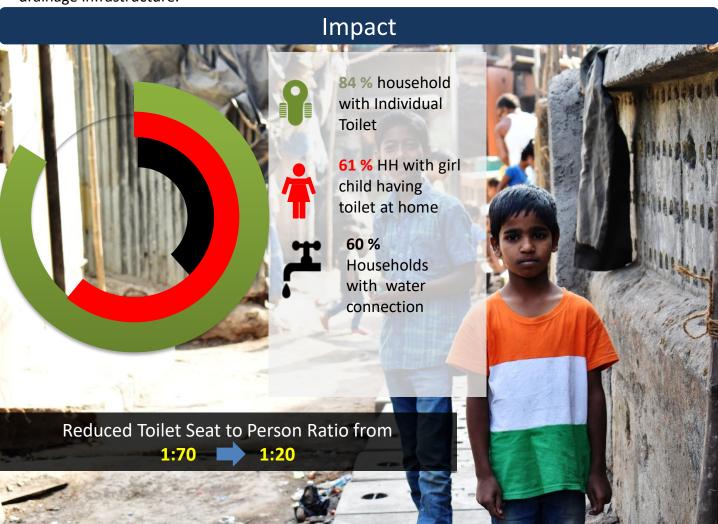
Case story of Shramik Nagar, Navi Mumbai



"I am an arthritis patient and it was very risky and difficult for me to access the community toilet as it would nearly take me 10 minutes to walk from my home to the toilet block. I am happy that Shelter Associates has helped me in constructing a toilet at home. I feel secured myself and for my daughter too. Thank you so much"says 60 years old Bayanabai Shinde

Shramik Nagar settlement was established in 1992. It is located near the MIDC industrial area. Majority of residents are migrants hailing from rural Maharashtra and few from northern India. The entire settlement comprises of 743 households spreading across an area of 17992 sq.m. making it congested. For many years people had been devoid of basic services like health, sanitation, education, electricity, etc. Post 2002, things started getting better however, sanitation has picked up only since last two years.

Shelter Associates started its intervention in January 2018 and its efforts have impacted the people of the settlement significantly. Out of the 743 HH, SA has considered only about 333 HH in a pocket for intervention as the other HH in the settlement are to undergo slum rehabilitation and lack drainage infrastructure.



Three steps intervention by SA

Step 1: Creating GIS based data



SA created Spatial Data of all **333 Households** along with infrastructure mapping (Nov,16)

Step 2: Community
Mobilization



72 Community Mobilisation Activitieswith girls, women, men
and children

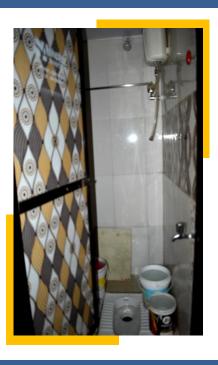
Step 3: Delivery of Material



Facilitated **232**Household Toilets on cost-sharing basis off these 333 households.







SHRAMIK NAGAR, KOPER KHAIRANE, NMMC





HH using CTB [291]
Locked house [11]
Unoccupied house[31]

Existing Drainage Line
Community Toilet
Block [4]
Occupied houses - Pocket 1 [291]
Houses in pocket 1 [333]

Total houses [743]

10 20 30 40 m

Total CTB seats: 24

Toilet seat to family ratio: 1:12

SHRAMIK NAGAR, KOPER KHAIRANE, NMMC



OD slum



ODF + Slum