

FORUM: The General Assembly

QUESTION OF: Peacebuilding in Ukraine

SUBMITTED BY: Switzerland

CO-SUBMITTERS: Brazil, Denmark, Egypt, India, Indonesia, Mexico, New Zealand, Saudi Arabia, Singapore, The United Arab Emirates

THE GENERAL ASSEMBLY,

Recognizing the ongoing conflict in Ukraine which has led to the displacement of several thousands of individuals,

Bearing in mind the objective of the United Nations (UN) to guarantee international peace and security,

Aware that a just and lasting solution will be necessary to ensure peace, prosperity, and collaboration between all parties of the conflict,

1. Recommends that urgent action be taken by the international community in ensuring a just and lasting solution to the present conflict in Ukraine, one in which all actors may come to an equitable agreement in bring a sustained peace to the region, as well as safeguarding the health and safety of all impacted impacted civilians carried out through:
 - a. the immediate provision of humanitarian aid throughout the conflict area, through collaboration with the following UN sub-organizations:
 - i. The United Nations Children's Fund (UNICEF)
 - ii. The World Food Program (WFP)
 - iii. The United Nations High Commissioner for Refugees (UNHCR)
 - b. the implementation of a full ceasefire, prohibiting the following actions by either party:
 - i. strikes on civilian centers of any kind
 - ii. targeted attacks on vital infrastructure
 - iii. engaging in ground offensives
 - c. holding a multilateral peace summit in Geneva, Switzerland, to negotiate the terms of a permanent cessation of hostilities within Ukraine that may satisfy all parties of the conflict.

Advice:

This resolution is very much middle of the road, taking a generally neutral stance on the war. It argues for humanitarian relief, an immediate ceasefire for both Russia and Ukraine, and peace negotiations that happen on even terms. To defend this resolution, you will need to discuss the benefits of UN peacebuilding and the importance of human rights.