Climate, Community & Change

Year 10 Camp - Initiative Pitch Task Sheet

Your Challenge

Over the next 3 days of camp, you and your team will design and pitch a realistic sustainability initiative for your school in one of these areas:

• Conservation (biodiversity, outdoor spaces, ecosystems)

• Energy (reducing energy use, renewables, efficiency)

• Waste (recycling, composting, circular economy)

On **Day 3**, you'll present your idea to a School Council Panel. The goal is not just to impress but to create something realistic that could be implemented in your school.

What You're Learning

This task helps you:

• Build confidence by solving real-world problems

• Move from climate worry to climate action

• Work collaboratively in teams

• Use creative and critical thinking

Timeline

Day 1 - Choose Your Focus

• Learn about climate systems and caring for Country

• Choose Conservation, Energy, or Waste

• Form your Action Committee

Day 2 - Design & Build Your Pitch

• Brainstorm during a Walking Meeting

• Design your initiative during the Make Session

• Receive teacher feedback

By the end of Day 2 you should have:

☐ A clear idea
☐ A plan
☐ A rough pitch structure

Day 3 - Pitch Day

• Deliver a 5-minute pitch

• Answer panel questions

• Receive feedback

The Task

Design a practical, creative, and achievable sustainability initiative that could work at your school.

You must answer:

1. What is the problem?

2. What is your solution?

3. How will it work?

4. Why does it matter?

5. What impact will it have?

Constraints

• No internet access

• No exact pricing research

• Use logic, estimation, and common sense

• Use existing school resources

Think: "How can we solve this using what we already have?"

Pitch Requirements (5 minutes)

1. The Problem (1 min)

Explain the issue and why it matters.

2. Your Solution (1–2 mins)

Describe your idea and how it works.

3. Feasibility & Logic (1 min)

Explain where it happens and why it's realistic.

4. Impact (1 min)

Explain environmental and school benefits.

5. Closing Statement (30 sec)

Convince the panel to support your idea.

Team Roles

Choose at least two per group:

• Idea Generator

• Planner

• Speaker(s) - Everyone should have the opportunity to adopt this role

• Designer

• Logic Checker

Everyone must contribute.

Success Criteria

You will be assessed on:

Feasibility (Logic)

• Does your idea make sense in a real school?

• Could it realistically be implemented?

Impact

• Would it meaningfully improve sustainability?

Creativity

• Is the idea thoughtful or innovative?

Teamwork

• Did everyone contribute and collaborate?

Communication

• Is your pitch clear, confident, and persuasive?

What You Can Use

• Paper, pens, markers

• Whiteboards

• Your environment

• Your ideas