

### ARE YOU READY?

Make super squads of 5 team members. Now follow these 4 steps

# SUBMIT YOUR STORY ON WWW.DESIGNFORCHANGE.US



#### THINK FROM YOUR HEART

The first step towards making change happen

is to try to understand how people feel.

#### 1.OBSERVE

Look at your surroundings closely.

Observe things that bother you (hot spots)

Create a map of your observations - map your world through these

- What you SEE (eg. furniture, spaces, garbage etc.)
- What you FEEL (eg. bullying, exam pressure, etc.)
- What you HEAR (eg. language, discrimination, etc.)

#### 2.VOTE

Share your observations with the team  $\vartheta$  vote for the one situation that you would all like to see changed

#### 3. DIG DEEPER

After selecting the issue, dig deeper to understand it better. Here are some questions that will help you do this.

- WHEN does it happen?
- WHERE does it happen?
- WHO is being affected?

#### 4.ENGAGE

Now, go and talk to people who are involved and affected by the situation.



# IMAGINE 1

#### **VISUALIZE CHANGE**

The clearer we can **IMAGINE** it, the better we can **DO** it!

#### 1.BRAINSTORMING TOOLS

- All ideas are good ideas... don't shy away from the wild ones.
- Build on the ideas of others use the word 'and' instead of 'but'.
- Illustrate your ideas for better clarity.
- Some tips to consider.
   Is your solution:
- bold in nature
- easy to replicatelong lasting
- impacting maximum number of people



#### 2.VOTE

Vote for the ideas that best address each part of the situation to 'design for change'.



### THINGS TO REMEMBER

Try to think beyond the first or 'obvious' solution and collect as many ideas from as many people as possible.



#### MAKE CHANGE HAPPEN

Be the CHANGE!

#### **I.PLAN**

Consider the following while planning:

- What resources will be required?
- What is the budget?
- How will you get the money?
- How many people will be required?How much time will it take?
- How will you document your work?

Choose your roles and responsibilities keeping your strengths in mind.

#### 2.IMPLEMENT

Go out and put your plan in to action. YES, YOU CAN!

#### 3.REFLECT

- What **3 things** did you learn about the situation?
- What 2 things did you learn about your team-mates?
- What 1 thing did you learn about yourself?

Think about ways to sustain the impact of your project?



THINGS TO

REMEMBER

and partnering

Try and reach out

to organizations or

professionals working

Ask your teachers for

in your area of concern

help in contacting them

**1.SUBMIT** 

 Share your story with us at challenge.dfcworld.com
 Please follow the submission guidelines given on the site.

SHARE SHARE

Sharing your story with the world will

inspire other children to say I CAN!

"I CAN! NOW YOU CAN TOO!

 You can either submit a photo story or a video story. Fill in the questions of every step and upload photos for each step in photo story or just paste the youtube link of your video incase of the video story.

#### PLEASE REMEMBER

You can upload max 4 photos for each step and the video should not be longer than 3 mins.

#### 2.INSPIRE

Here are some ideas to spread the magic of your story :-)

- School assembly
- Newspaper article
- TV Show
- RadioSocial media
- Performance



#### **DEAR MENTOR**

#### **GETTING STARTED**

Introduce your students to the idea that changing lives can be meaningful and fun.

The DFC I C is open to al ideal age growth age.

A winning story in comic book format is included for your reference. Read it with your students to start a discussion on enabling change. You can show them more of our winning stories at stories.dfcworld.com

#### ELIGIBILITY

The DFC I CAN School Challenge is open to all school students. The ideal age group is 8 -13 years.

## The participation is absolutely free. All it needs is for you to tell your children they CAN, and they WILL:-)

#### JURY PROCESS

The DFC judges look for stories led by children, where they choose to tackle challenges that directly bother them.

The judges also look for evidence of children engaging with their community to understand needs and perspectives while dealing with the challenge at hand.

Higher points are allotted for generating a large variety of ideas, and selecting those that directly fulfill the needs of the people the children are designing a solution for.

Help your students think beyond obvious answers like raising money or conducting a rally.

#### **ENDORSEMENTS**

#### DR. HOWARD GARDNER

Harvard Graduate School of Education



"Design for Change (DFC) is one of the most exciting and important educational programs that I know of, with the potential for impact in numerous countries around the globe....Our first wave of studies documents clear improvements in student empathy as well as challenges in enhancing problem solving abilities....DFC provides a valuable model for a wide range of educational innovations'.

#### DATES TO REMEMBER

OCTOBER 2, 2020 SUBMISSION MAY 15, 2020 RESULTS MAY 30, 2020