

# Impact on Students

## Key Findings from Interviews

During the 2018-2019 school year, researchers from the Harvard Graduate School of Education and Fielding Graduate Institute, interviewed educators and students, identifying key impacts on students after participating in Design for Change.

We would like to thank Hasbro, Inc. for your support in helping us conduct an impact evaluation of our program.



1

### **Students internalize that empathy is the key to action.**

Students learn to seek the root cause of local issues by listening to the voices of those closest to the problem.

2

### **Students learn the skills required to create change.**

Teachers report that students improve in their ability to work as a team, to listen to one another, and to adjust to and persist through obstacles.

3

### **Students feel a sense of agency.**

Teachers report that participating in DFC unleashes passion and unlocks potential in students, who come to see themselves as real agents of change.

4

### **Students find meaning in their education.**

Teachers report that students discover new motivation for their education after seeing real-world applications of skills applied through DFC projects such as reading, critical reasoning, argumentation, research, and math.

5

### **Impact is transformative and long lasting.**

Teachers report that the skills learned by students transcend their involvement with DFC and allow young people to improve relationships, schoolwork, and their view of themselves.

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Educators were asked to review a series of skills and rate the degree to which students improved or decreased in their ability to demonstrate each skill due to their time working with Design For Change USA. Highlights of survey results are summarized here.



# 100%

of educators surveyed  
saw moderate to  
**significant improvement**  
in their students across  
**ALL** of the skills DFC  
works to deliver



# 89.3%

saw improvement  
in students' ability  
**to listen to the**  
**opinions of others**



# 91.1%

saw improvement  
in students' ability  
**to empathize**  
**with the experiences**  
**of others**



# 89.3%

saw improvement in  
students' ability  
**to investigate the**  
**root causes of**  
**a problem**



# 91.1%

saw improvement in  
students' ability to  
**conduct research**  
**to deepen their**  
**understanding of an**  
**idea or problem**



# 91.1%

saw improvement  
in students' ability  
**to work effectively**  
**as a team**



# 85.7%

saw improvement  
in students' ability to  
**see themselves as**  
**agents of change**



# 89.3%

saw improvement  
in students' interest in  
**doing more projects**  
**on problems that**  
**affect their schools or**  
**communities**



**Contact Us:** To request a full Impact Analysis Report, please contact [sanjli@designforchange.us](mailto:sanjli@designforchange.us)  
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**Design For Change USA** thanks Hasbro, Inc. for their support of these evaluation practices. Regular, rigorous evaluation allows us to continuously assess the long-term impact of our programmatic initiatives, ensuring we can work to increase our effectiveness and expand our impact on students.

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