



[DESIGN FOR CHANGE \(DFC\)](#) is a curriculum and technology platform that builds character, capacity and confidence by engaging young people in social change projects.

From 5th graders shutting down drug houses in Dallas ([video](#)), to high school students combating the 70% dropout rate on their Native American reservation ([video](#)), the Design for Change methodology ([case study by Harvard](#)) is helping young people become empowered and prepared global citizens.

The DFC curriculum is based upon a simple design framework: Feel, Imagine, Do, and Share. Using our curriculum and web platform, a mentor (teacher/youth leader) leads a team of young people through the process of designing and implementing a social change project in their community. Each step focuses on developing 21st century skills such as **empathy, creativity, resilience and critical thinking**.



Feel - identify the challenges they see in their community.



Imagine - brainstorm ways in which the issue can be addressed.



Do - transform their ideas into solutions.



Share - spread the message about what they've achieved through a video.

DFC resources and materials are intentionally designed to be flexible and adaptable to all ages and learning communities. At DFC USA, our vision is to incorporate the DFC framework into service-learning curriculum across the country including school, after-school, youth centered nonprofits or sports teams.

Each year a winning Design for Change team is chosen to represent the USA and attend the **Be the Change Conference** to share their story and inspire others!

Since its inception in India in 2009, Design for Change has engaged over 400,000 young people in over 30 countries. To learn more, please visit: [www.designforchange.us](http://www.designforchange.us) or contact us at [info@designforchange.us](mailto:info@designforchange.us)

Supported by



[www.designforchange.us](http://www.designforchange.us)