

Submission and Judging

Process

- ✚ As the teacher/mentor, you will be required to submit your project using the Design for Change online platform which can be found on the DFC USA website.

Deadline

- ✚ The last day to submit your entry is May 15, 2014.
- ✚ The winning team will be announced on May 30, 2014.
- ✚ The winning team will have the opportunity to present their project in India at the Be The Change Conference in September 2014. Due to limited funding, we will be able to take only 5 members of the winning team, including chaperones.
- ✚ Design for Change USA is not responsible for obtaining passports, VISA's and vaccinations required for travel (however, we will assist in the process of preparing all the winning team's travel documents).

Structure

- ✚ We request that your submission be broken up into the four Design for Change stages:

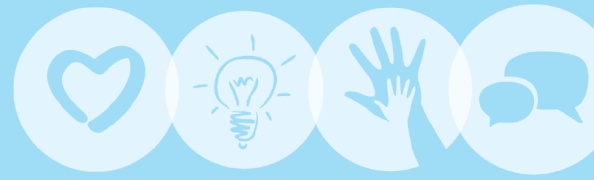
Feel, Imagine, Do, Share

Format and Standards

- ✚ We are able to accept your submission in the following formats and are happy to accommodate others upon request:

PowerPoint, Video, PDF, Word Document

Supported by

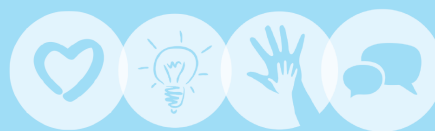


Important Information

- ✚ Be sure to document your project at every stage, this footage/documentation will be vital when constructing your final presentation
- ✚ Please remember, the goal of your presentation is to narrate the story of your class project as you ventured through each stage of the curriculum e.g., highlight key events and struggles

If you have any difficulty with the submission platform, please notify us at info@designforchange.us

Supported by



Design for Change USA – Rubric 2014

Scoring	1 pt	2 pts	3 pts	4 pts
Process Categories	<i>Novice change agents</i>	<i>Intermediate change agents</i>	<i>Advanced change agents</i>	<i>Master change agents</i>
<i>Feel</i>	Little to no empathy - no examination of challenges and how they affect community	Some empathy - identified a few challenges but assumed how they affect the community	Strong empathy - identified many challenges and did some exploration into how they affect the community	Profound empathy - identified a great number of challenges and deeply explored how community is affected
<i>Imagine</i>	Low creativity - challenge statement and reasoning are unclear/generic, only 1-2 solutions were brainstormed, and project selection lacks reasoning	Some creativity - challenge statement and reasoning are clear and somewhat unique, 3-5 solutions were brainstormed, and project selection and reasoning is mentioned but not substantial or detailed	Strong creativity - challenge statement and reasoning are clear and very unique, 5+ solutions were brainstormed, and project selection and reasoning is described with some detail	Profound creativity - challenge statement and reasoning are very clear and incredibly unique, 5+ solutions were brainstormed, and project selection and reasoning are strongly described with great detail
<i>Do</i>	Low action - project is uncoordinated with no action plan, and/or is not completed	Some action - project is somewhat coordinated with rough action plan, and is partially completed	Strong action - project is coordinated with a clear action plan, and is fully completed	Profound action - project is very well coordinated with detailed action plan, and is fully completed with clear leanings for future
<i>Share</i>	Low inspiration - project is not shared with any members of the community, only with DFC	Some inspiration - project is shared with at least one member/group of the community in one medium	Strong inspiration - project is shared with more than one member/group of community in one medium	Profound inspiration - project is shared with several groups in several different mediums

Scoring	<i>1 pt</i>	<i>2 pts</i>	<i>3 pts</i>	<i>4 pts</i>
Idea Categories	<i>Novice change agents</i>	<i>Intermediate change agents</i>	<i>Advanced change agents</i>	<i>Master change agents</i>
<i>Boldness of Idea - looking at existing problem with fresh perspective</i>	Commonly done in other places, but effective and helpful	Done in only a few other places	Not done before-but looks like common sense	Not done before-and Considered revolutionary
<i>Number of people affected</i>	No one			Immediate community and/or adjacent neighborhoods, and/or my city and/or my state
<i>Potential for long-lasting change</i>	None	Good	Great	Guaranteed
<i>How easy is it to replicate</i>	One time project	Can be done elsewhere with minor changes	Works everywhere without changes	Works everywhere without changes and will spread like through existing networks
<i>How green is the idea</i>	Negative impact on the environment			Neutral to positive impact on the environment