ACHIEVING SUSTAINABLE DEVELOPMENT GOALS THROUGH EDUCATION

END POVERTY IN ALL ITS FORMS EVERYWHERE

SUSTAINABLE DEVELOPMENT GOALS

The Sustainable Development Goals (SDGs) were adopted by all United Nations Member States in 2015 to end poverty, protect the planet and ensure that all people enjoy peace and prosperity by 2030. The 17 SDGs emphasize that development must balance social, economic and environmental sustainability.

Environmental
A Viable Natural Environment

Sustainable
Economic
Development

Sustainable
Natural & Built
Environment

Social

Nurturing Community

Sustainable Development

Equitable Social Environment
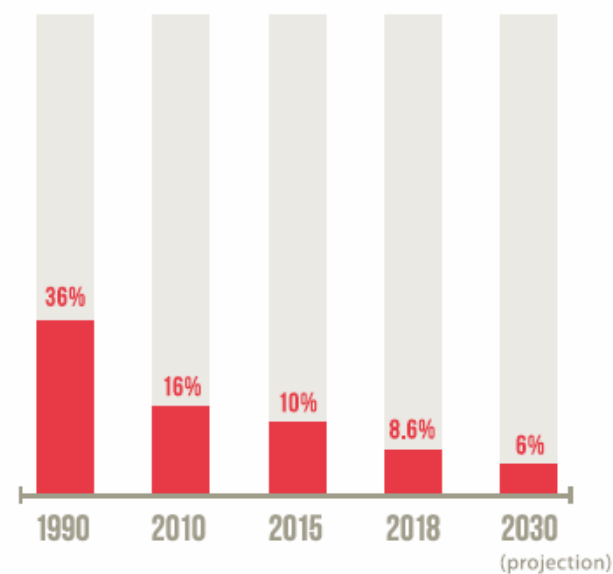
Economic
Sufficient Economy

ROLE OF 21ST CENTURY LEARNERS IN BUILDING SUSTAINABLE SOCIETIES

Educators can foster Sustainability Literacy by deploying Project and Design based Pedagogy and STREAM (Science, Technology, Research, Engineering, Art, and Math) Framework, an interdisciplinary, contextual and experiential learning approach. It will empower kids with knowledge, skills and attitudes that are responsible for the development of sustainability competencies like Systems Thinking, Social Innovation and External Collaboration, thereby enabling them to inquire, understand, engage and communicate to make favourable changes for themselves and others across the globe.

END POVERTY IN ALL ITS FORMS EVERYWHERE
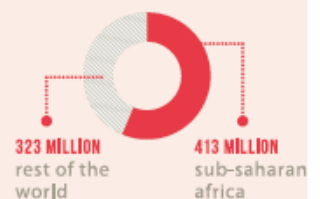
THE WORLD
IS NOT ON TRACK TO
END POVERTY BY 2030

- 1990: 36%
- 2010: 16%
- 2015: 10%
- 2018: 8.6%
- 2030 (projection): 6%

MORE THAN 90% OF DEATHS DUE TO DISASTERS OCCUR IN LOW- AND MIDDLE-INCOME COUNTRIES

55%
OF THE WORLD'S POPULATION HAVE NO ACCESS TO **SOCIAL PROTECTION**

736 MILLION PEOPLE LIVED IN EXTREME POVERTY IN 2015, **413 MILLION** IN SUB-SAHARAN AFRICA

323 MILLION rest of the world

413 MILLION sub-saharan africa

LEARNING OUTCOMES

☑ Students understand the concepts of extreme and relative poverty, while critically reflecting on their own consumption activities.

☑ Students develop empathy for underprivileged & those in vulnerable situations.

☑ Students learn about the causes and impacts of poverty – unequal distribution of resources & power, colonization, conflicts, natural hazards, environmental degradation and lack of social protection programs.

☑ Students become aware of the local, national and global distribution of poverty and wealth and various poverty reduction strategies.

☑ Students learn to collaborate with others to empower individuals and communities, to raise awareness, encourage dialogue & propose/create solutions to reduce poverty.

HOW TO CHAMPION SUSTAINABLE DEVELOPMENT G⊛ALS THROUGH EDUCATION

HOW TO FOSTER SUSTAINABILITY LITERACY

It is imperative to design a Curriculum Framework that reinforces the need for Lifelong Learning and helps in achieving the SDGs using the five guiding principles – People, Prosperity, Peace, Partnership and Planet.

PEOPLE
End poverty and hunger in all forms and ensure dignity and equality

PLANET
Protect our planet's natural resources and climate for future generations

Sustainable Development

PROSPERITY
Ensure prosperous and fulfilling lives in harmony with nature

PARTNERSHIP
Implement the agenda through a solid global partnership

PEACE
Foster peaceful, just and inclusive societies

One possible outcome could be- Students realise that wastage of natural & economic resources deprives the poor of their basic needs. The case study will help develop a zero-waste mindset among the students.

DEDICATE ONE SCHOOL DAY TO HELP THE NEEDY

Encourage students to donate food, books etc. To make it engaging, educators can dedicate one school day for charity; when students make Snack Robots & distribute them to poor kids.

INCULCATE EMPATHY THROUGH CASE STUDY

Let students work on a case study of an underprivileged kid. They will learn how s/he struggles to meet the basic needs of life. Let them empathise with the poor kid & articulate their feelings, emotions & reflections in a diary. Ask students how would they contribute to reduce poverty in the world?

ENCOURAGE LEARNERS TO TEACH UNDERPRIVILEGED KIDS

As the saying goes, 'By learning you will teach, by teaching you will learn.' So, let students collaborate with NGOs to teach the 21st Century Skills to underprivileged kids. Equipped with these skills, they can design and create useful things which can help them earn some money and prepare them for the jobs of the future.

AIR COOLER

ASK STUDENTS TO DESIGN AN APP TO PROMOTE COMPASSION

Educators can enhance Design Thinking in students by asking them to create an app. For instance, the app could function something like this – when a user helps a poor person, s/he captures a pic of the noble action & shares it on the app with a hashtag
(i.e. #CompassionChains).

FOSTER CREATIVE SOLUTIONS THROUGH DESIGN THINKING

Assign projects to students wherein they can use Design Thinking to Recycle old items. For instance, ask students to create a solution for the poor who suffer from soaring temperatures due to lack of electricity. One of the possible solutions, the students can come up with is – creation of an Eco Cooler from plastic bottles.
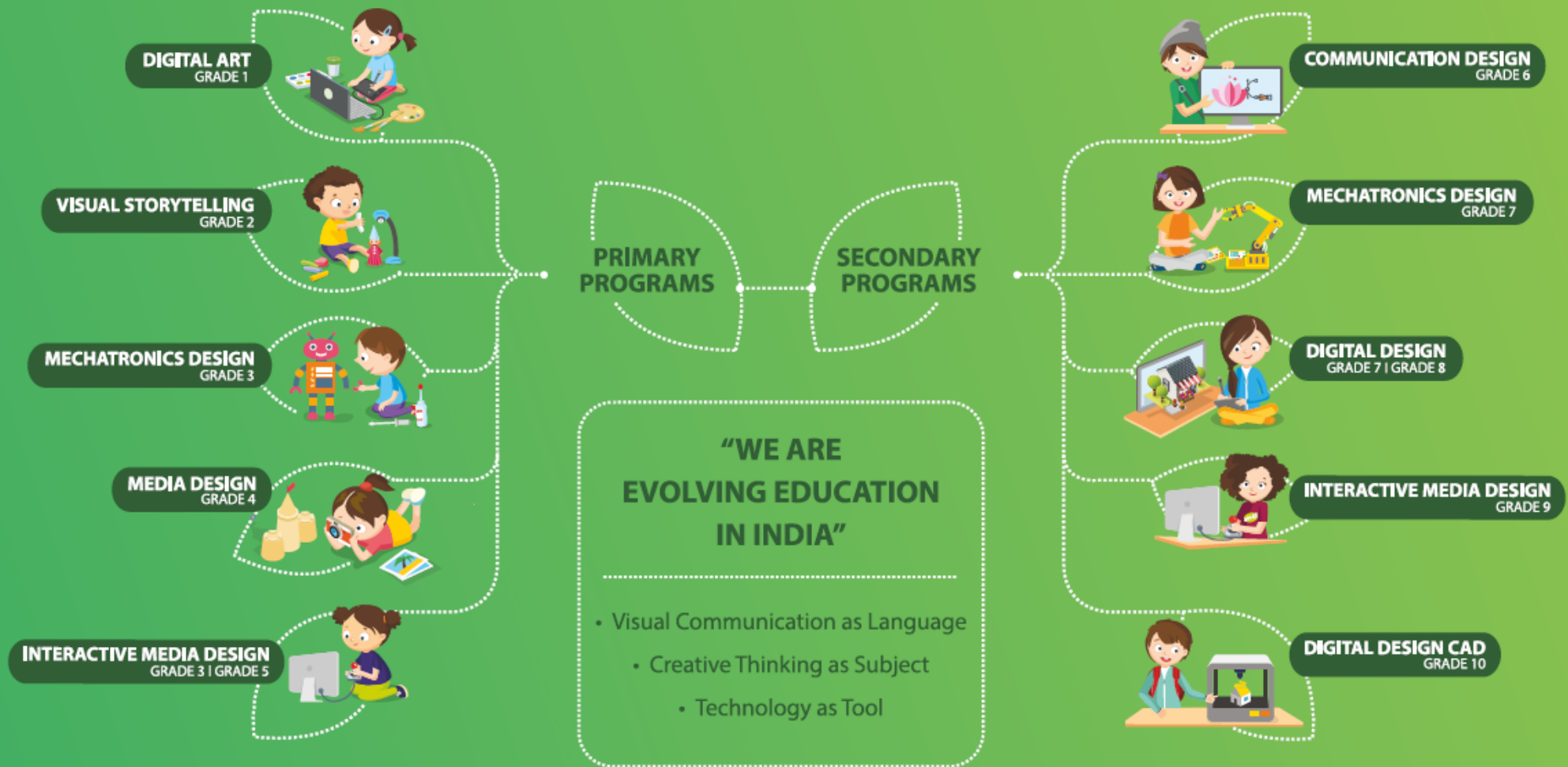
CONCLUSION

Sustainable Development Goals when embedded in the School Curriculum will empower learners to create strong pathways to equality, peace and happiness & make our planet more sustainable.

STEP UP

MindBox is an initiative in the Creative Education Field with an aim to develop and expand the Creative and Life Skills of students by conducting diverse STREAM based programs in Schools.

DIGITAL ART
GRADE 1

VISUAL STORYTELLING
GRADE 2

MECHATRONICS DESIGN
GRADE 3

MEDIA DESIGN
GRADE 4

INTERACTIVE MEDIA DESIGN
GRADE 3 | GRADE 5

PRIMARY PROGRAMS

SECONDARY PROGRAMS

COMMUNICATION DESIGN
GRADE 6

MECHATRONICS DESIGN
GRADE 7

DIGITAL DESIGN
GRADE 7 | GRADE 8

INTERACTIVE MEDIA DESIGN
GRADE 9

DIGITAL DESIGN CAD
GRADE 10

"WE ARE EVOLVING EDUCATION IN INDIA"

• Visual Communication as Language

• Creative Thinking as Subject

• Technology as Tool

MINDBOX
Evolving Education

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