**Proposed names for the overall structure:**

“Design for Change”

“Design the Future”

“Design the Change”

“Global Game Changers”

“Earth Pioneer”

“Earth Innovation”

“There is no Planet B”

**Proposal on how to connect each course to SDG:**

**class 1 - Unreadable Book > The book of Earth**

*GOAL 13: CLIMATE ACTION*

Add the theme “Planet Earth wants to send a message to humankind about climate change”. Make an unreadable book as if it was written by Planet Earth.

(Goal 13: Take urgent action to combat climate change and its impacts)

**class 2 - Magics for little magicians**

**class 3 - Fantastic explorer kit**

*GOAL 14: LIFE BELOW WATER*

*GOAL 15: LIFE ON LAND*

The explorations and experiments the children will make are related to life on earth, biodiversity, ecosystems. The course can emphasize this aspect.

(Goal 15: Sustainably manage forests, combat desertification, halt and reverse land degradation, halt biodiversity loss. Goal 14: Conserve and sustainably use the oceans, seas and marine resources.)

**class 4 - Wearable I: Becoming my Hero**

*GOAL 16: PEACE JUSTICE AND STRONG INSTITUTIONS*

Heroes are keepers of the peace through all people of the world. They are superheroes that will choose to protect one SDG they prefer.

(Goal 16: Promote just, peaceful and inclusive societies)

**class 5 - Cyborg: our future body**

*GOAL 3: GOOD HEALTH AND WELL-BEING*

In the future, bionic and cyborg implants will mostly be used for health and the class can emphasize this aspect like walking aids, senses augmentation, strenght and force augmentation, etc.

(Goal 3: Ensure healthy lives and promote well-being for all at all ages)

**class 6 - My Go-Kart plan**

*GOAL 9: INDUSTRY, INNOVATION AND INFRASTRUCTURE*

The class is related to this goal trhough innovation in new transportation methods.

(Goal 9: Build resilient infrastructure, promote sustainable industrialization and foster innovation)