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GREEN REVOLUTION

Throughout the world, governments across many countries are implementing strategies to improve the environment and teach their respective communities with the objective to change trends for the future generations. Undoubtedly, the commitment within the development of this plan must be from the government and individuals, including children. Inspired by the idea that children have the power to change the world and focusing on the contribution they can offer within the development of strategies making a greener Australia, *the Master Minds team* will create a website, using a Content Management System, which will facilitate the learning of children, essentially aged from 7 to 12 years, about relevant facts and some essential tips to create a greener neighborhood.

Australians aged 18 years and above who were concerned about environmental issues decreased from 82% in 2007-08 to 62% in 2011-12, a figure that keeps on decreasing. Many other such investigations show that the trends are not the best for new generations, primarily because children, from a young age, are not exposed to the issues relating to the sustainability of the environment. Parents must possess adequate tools to teach their children and encourage them to build an eco-friendly neighborhood. Therefore, the website will be addressed to parents with objective to inspire the new generation to become an elite member of an environmentally conscious group. It will involve four significant topics viz., water consumption, power consumption, recycling paper and leading to an eco-friendly neighborhood, with the support of statistical data, the team aims to include more relevant issues concerning the environment. Supplementary to this, the website will deliver a video with a well-disposed explanation.

In addition, enhancing the learning experience among the children will be facilitated by developing an interactive game in the form of an IOS mobile application, designed with Cocos2d-x framework. Since children acquire more when engaged in a fun activity, the application would include a wide range of random multiple choice questions with awe-inspiring graphics. This feature, currently only for IOS, will be broadened to multiple platforms including Android phones. We hope to inspire a generation of children who would lead a wave of people, motivated to contribute and improve our environment.