

I CAN

SCHOOL CHALLENGE

DESIGN *for*
CHANGE

WHAT WILL YOUR CHILDREN CHANGE TODAY?

Dear EDUHERO,

It is YOU who has the power to create the next generation of thinkers, collaborators, communicators, and innovators!

It is YOU who can channelize their positive energies and make them believe that they are **NOT helpless, that CHANGE is possible, and that THEY can drive it.**

Today Design for Change gives you the simple formula to unleash every child's **I CAN Superpower!** Go ahead tell your children they are not the **FUTURE**, they are the **NOW!** and they don't need permission to make the world a better place!

Join schools in more than 60 countries and get your children to be part of this global movement.... led by children.



Kiran Bir Sethi

Founder, Design For Change



STEP 1
FEEL

THINK FROM YOUR HEART

When you want to create a better solution, you need to empty your mind of all the assumptions and start afresh. This step helps you observe and identify opportunities for change while you engage with the user.

1.OBSERVE

Look at your surroundings closely. Observe things that bother you (hot spots) Create a map of your observations - map your world through these :

- What you **SEE** (eg. furniture, spaces, garbage etc.)
- What you **FEEL** (eg. bullying, exam pressure, etc.)
- What you **HEAR** (eg. language, discrimination, etc.)

2.VOTE

Share your observations with the team & vote for the one situation that you would all like to see changed

3. DIG DEEPER

After selecting the issue, dig deeper to understand it better. Here are some questions that will help you do this.

- **WHEN** does it happen?
- **WHERE** does it happen?
- **WHO** is being affected?

4.ENGAGE

Now, go and talk to people who are involved and affected by the situation.

Interview them to understand their concerns so that you can design your solution **WITH** them and not **FOR** them.



STEP 2
IMAGINE

VISUALIZE SUCCESS

The biggest factor for how innovative your solution will be, depends on how clearly you define the concern. This step ensures that you take responsible action for the change.

1.BRAINSTORMING TOOLS

- All ideas are good ideas... don't shy away from the wild ones.
- Build on the ideas of others – use the word 'and' instead of 'but'.
- Illustrate your ideas for better clarity.

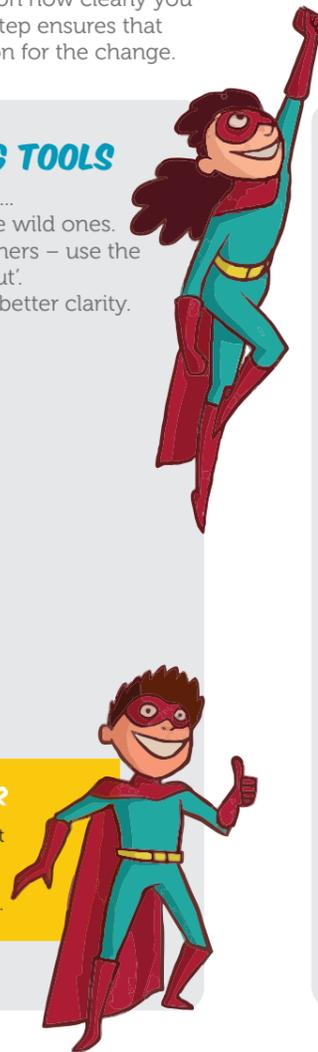
- Some tips to consider.
Is your solution:
 - bold in nature
 - easy to replicate
 - long lasting
 - impacting maximum number of people

2.VOTE

Vote for the ideas that best address each part of the situation to 'design for change'.

THINGS TO REMEMBER

Try to think beyond the first or 'obvious' solution and collect as many ideas from as many people as possible.



STEP 3
DO

MAKE CHANGE HAPPEN

Doing allows one to bridge the gap between intention and action. This step shifts the mind from helplessness to empowerment.

1.PLAN

Consider the following while planning:

- What resources will be required?
- What is the budget?
- How will you get the money?
- How many people will be required?
- How much time will it take?
- How will you document your work?

Choose your roles and responsibilities keeping your strengths in mind.

2.IMPLEMENT

Go out and put your plan in to action.

YES, YOU CAN!

3.REFLECT

- What **3 things** did you learn about the situation?
- What **2 things** did you learn about your team-mates?
- What **1 thing** did you learn about yourself?

Think about ways to **sustain** the impact of your project?

THINGS TO REMEMBER

Try and reach out to organizations or professionals working in your area of concern. Ask your teachers for help in contacting them and partnering with them.



STEP 4
SHARE

"I CAN! NOW YOU CAN TOO!"

Sharing helps you inspire and let others know that change is possible. This step builds the mind set that we are not here to 'compete' with each other, but rather we are here to 'complete' each other.

1.SUBMIT

- Share your story with us at **challenge.dfcworld.com** Please follow the submission guidelines given on the site.
- You can either submit a photo story or a video story. Fill in the questions of every step and upload photos for each step in photo story or just paste the youtube link of your video incase of the video story.

PLEASE REMEMBER

You can upload max 4 photos for each step and the video should not be longer than 3 mins.

2.INSPIRE

Here are some ideas to spread the magic of your story :-)

- School assembly
- Newspaper article
- TV Show
- Radio
- Social media
- Performance



DEAR MENTOR

GETTING STARTED

Introduce your students to the idea that changing lives can be meaningful and fun.

A winning story in comic book format is included for your reference. Read it with your students to start a discussion on enabling change. You can show them more of our winning stories at **stories.dfcworld.org**

ELIGIBILITY

The DFC I CAN School Challenge is open to all school students. The ideal age group is 8 -13 years.

All it needs is for you to tell your children they CAN, and they WILL :-)

JURY PROCESS

The DFC judges look for stories led by children, where they choose to tackle challenges that directly bother them.

The judges also look for evidence of children engaging with their community to understand needs and perspectives while dealing with the challenge at hand.

Higher points are allotted for generating a large variety of ideas, and selecting those that directly fulfill the needs of the people the children are designing a solution for.

Help your students think beyond obvious answers like raising money or conducting a rally.

ENDORSEMENTS



DR. HOWARD GARDNER
Harvard Graduate School of Education

"Design for Change (DFC) is one of the most exciting and important educational programs that I know of, with the potential for impact in numerous countries around the globe....Our first wave of studies documents clear improvements in student empathy as well as challenges in enhancing problem solving abilities....DFC provides a valuable model for a wide range of educational innovations".

WHY SHOULD YOU PARTICIPATE?

The DFC Program offers you a structured way to teach the **21st century skills** like **leadership, communication, collaboration** and **creative thinking**. The program also enhances confidence and self-belief among children. Students move from a mindset of 'CAN I?' to 'I CAN!' Research proves that this confidence can help improve their academic score by up to 28%.

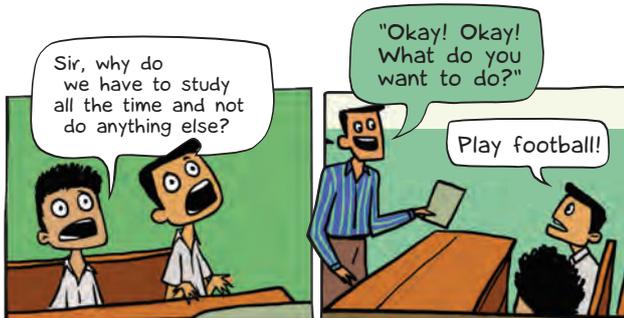
(Boyatzis, R)

GET INSPIRED!



JUST FOR KICKS

Design for Change School Challenge, India 2011 | Lokenete Yashwantrao Chavan Vidyaniketan, Pune, Maharashtra
 Watch the story : bit.ly/dfc-justforkicks

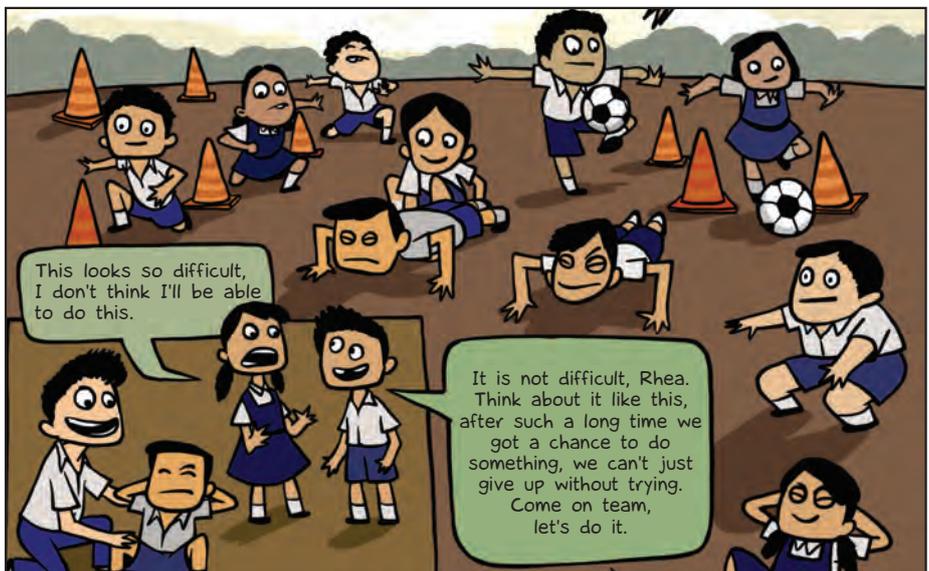


FEEL: Students realized that they could not play properly and there was no order.



IMAGINE: To play and enjoy the game like a professional team.

DO: The children formed teams and began training with each other's help. They developed a very good training program and started winning interschool matches.



Looking at your progress in sports, some other schools have expressed a desire to have their kids learn football.



They continued to coach their football team as well as 7 other school teams. They were able to expand their coaching team and train two coaches in each school to help them. These little kids brought a revolutionary change not only in their school, but also in 7 other schools with their imagination and zest.