



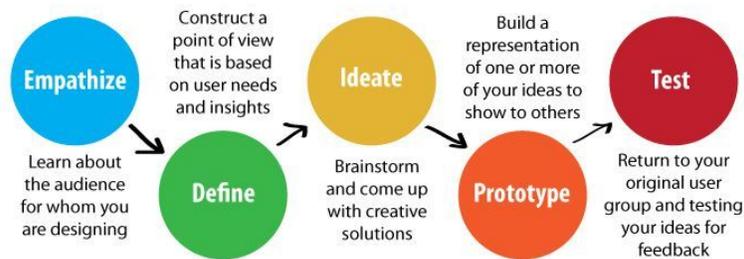
## What is The Changemaker Project?

The Changemaker Project is a design challenge for teens who want to tackle real-world problems. Students learn about social justice issues, form teams and choose an issue to tackle, work through the Design Thinking process to create an innovative solution, and pitch their projects for a chance to win funding from real judges in a Shark-Tank style Global Pitch event. We help students take their passion and ideas out into the world to really *be the change they wish to see*.

This past year, we had 325 high school students from 11 countries (US, Germany, France, England, Romania, Japan, India, Australia, New Zealand, Argentina, and Tanzania) participate in our challenge. We hope to engage even more students in Global Pitch 2019!

## What is Design Thinking?

The Design Thinking process was developed by engineers at Stanford to help people create innovative solutions to challenging problems. Design thinking has five phases:



The goal is to understand those who are affected by the problem at hand, so one can create a solution that will truly meet their needs.

## Is your school a good fit for The Changemaker Project?

- Does your school have a focus on social justice, innovation, or project-based learning?
- Do your students need to complete a capstone project or do community service hours as part of a graduation requirement?
- Are your teachers looking for a simple and streamlined curriculum which is largely self-guided for students and gives them an overview of social justice topics and design thinking?
- Do you have existing service clubs in which students are already doing projects they'd like to get funding to support?
- Do you want to empower your students to see themselves as changemakers and leaders in creating a better world?

...if you answered "yes" to any of the above questions, we'd love to engage your students in The Changemaker Project community of changemakers!



## Social Justice Topics Covered

### Poverty and its Consequences:

- Educational inequality
- Global hunger
- Access to water
- Child Labor
- Obesity and chronic illness

### Discrimination and Fear of "Other":

- Examining implicit bias
- Racism
- Sexism
- LGBTQ rights
- Immigration and refugee crisis

### Mental Healthcare, Conflict + Violence:

- Technology addiction
- Chronic stress/anxiety
- Mental healthcare
- Gun violence
- Nonviolent communication

### Animal Abuse and Exploitation:

- Animal companions
- Animals in beauty + entertainment
- Animals used for food

### Environmental Protection:

- Consumerism
- Animal agriculture
- Pollution
- Biodiversity and habitat destruction
- Climate Change

For each topic, we offer resources (short articles, videos, and websites) for students to explore and learn about the issue. We also highlight a "Featured Changemaker" who is making a difference on this issue, to offer students hope that positive change is happening every day. Students are also asked to answer discussion questions in our online forum, in order to share their opinions, reflect on what they learned, and learn from other students in our global community of changemakers.

## Timeline

Timeframe	Activity
October	Identify teachers to implement curriculum, and/or advisors to lead student club.
Nov./Dec.	Recruit and register students for the challenge.
Nov. 29 <sup>th</sup>	First online teacher training (offered at both 8am PST and 8pm PST). Three additional 1-hour trainings will be given in Jan., Mar., and May (dates TBD).
January	Deadline to register students and pay team fees (date TBA, will be mid/late Jan).
Jan.-Apr.	Students utilize curriculum and design innovative projects in teams of 2-5.
April	Teams submit 3-min pitch videos to showcase their project for initial screening. Finalists are selected to compete at Global Pitch and present their projects.
June	Global Pitch 2019! Finalist teams will attend (in-person or virtually) to pitch their projects for a chance to win funding from real philanthropists and investors.



## Two Models for Implementation

	CLUB MODEL	CLASSROOM MODEL
Who supports students?	For student clubs, a team advisor supervises teams. This advisor can be a teacher, counselor, parent, or other adult who can support the teams. Students opt-in to the program, either forming a new school club or operating within an existing club.	In this model, the classroom teacher implements our curriculum directly within his/her class. Any course that incorporates project-based learning can make use of our curriculum—Social Science, Computer Science, English, Art, etc.
What is the time commitment?	Club meets 2 hours per week for at least ten weeks after school, during lunch, or during a free period. Students are expected to put in at least an additional 10 hours of “homework” time to finish project.	Curriculum comprises 20 hours of class time and at least 10 hours of “homework” time where students work on their projects outside of class. Some projects will take more time than others.
What is the cost?	The cost to register each team is \$100/team (of 2-5 students). There is no limit to the number of teams per school; an advisor can support multiple teams.	The cost for a school to implement our curriculum (in any number of classes) is a base rate of \$300. This covers the registration fee for 3 top teams to compete in the challenge. Each additional team a school registers is \$100.
Who competes in the challenge?	All teams will compete, since each team is paying a registration fee.	Schools are encouraged to host a “mini pitch” event where the top three teams are chosen and registered for the competition. More teams are welcome to register for \$100 each.

### Questions? Contact:

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Or check out our FAQ: [www.thechangemakerproject.org/faq](http://www.thechangemakerproject.org/faq)