

RAINFOREST KIDS CHALLENGE

POWERED BY



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XPRIZE
RAINFOREST | alana

4 winning solutions will get a
**CHANCE TO WIN PRIZES
\$2000 USD PER PROJECT**

Refer to the awards section on
the website for more details.

Dear EDUHERO,

An ancient proverb that says "**We do not inherit the earth from our ancestors, we borrow it from our children**". Our children today are facing climate change and deforestation issues that might seem impossible.

But it is **YOU** who has the power to create the next generation of thinkers, collaborators, communicators, and innovators! The ones who we have borrowed the earth from.

And 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 to build a prosperous and sustainable future.

Today, **Design for Change** gives you the simple formula to unleash every child's **I CAN Superpower!** Go ahead, tell your children that the Rainforest can be saved, that they don't need permission to make this planet a better place!

Join the **Rainforest Kids Challenge** and get your children be part of this global movement.... led by children.

Kiran Bir Sethi
Founder, Design For Change



WHAT WILL YOUR CHILDREN CHANGE TODAY?

ARE YOU READY?

Make super squads of at least, 3 students
Now follow these 4 steps.

SUBMIT YOUR STORY ON
[RAINFORESTCHALLENGE.DFCWORLD.COM](https://rainforestchallenge.dfcworld.com)



STEP 1

FEEL

THINK FROM YOUR HEART

The first step towards making change happen is to try to **understand** how **people** feel.

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. deforestation, illegal logging and mining, poaching, forest fires, destruction of indigenous peoples, loss of habitat and biodiversity, damaging agricultural and livestock practices etc.)
- What you **FEEL** (eg. responsibility towards environment, helpless, etc.)
- What you **HEAR**

2.VOTE

Share your observations with the team and 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 CHANGE

The clearer we can **IMAGINE** it, the better we can **DO** it!

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

Be the **CHANGE!**

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 into 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 your story with the world will inspire other children to say **I CAN!**

1.SUBMIT

- Share your story with us at <https://rainforestsubmission.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, save and preview it, go to the next section 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.com

ELIGIBILITY

The RAINFOREST KIDS Challenge is open to all school students. The ideal age group is 8 -18 years.

Children from any country in the world can participate in this challenge as long as they have some level of interaction with a rainforest or any local flora and fauna. Projects focussing on the rainforest will be considered "stronger," so the challenge is being promoted especially in all countries within the rainforest belt: Brazil, Suriname, Venezuela, French Guiana, Guyana, Peru, Colombia, Bolivia, Ecuador, Mexico, Democratic Republic of the Congo, Central African Republic, Cameroon, Indonesia, Gabon, India, Laos, Malaysia, Myanmar, Papua New Guinea y Australia.

Please share your solution with us that you have come up with using the FIDS framework.

JURY PROCESS

The 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."

DATES TO REMEMBER

REGISTRATION STARTS
01ST JANUARY 2021
SUBMISSION DEADLINE
30TH SEPTEMBER 2021
RESULTS ANNOUNCEMENT
20TH NOVEMBER 2021

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!

Panel 1: In IE Rural Hojas Anchas 2014. Maria was disturbed by the lack of green cover.

Panel 2: Maria, where are the trees? Did you see those machines taking the trees away?

Panel 3: Oh my GOD! Without the trees there will be no birds, oxygen, animals! Noooo!! We have to save our trees! We NEED to do something about it...

Panel 4: Yeah! Maybe we can use that idea to help us! Do you remember there are those planes that could drop water? Can we use planes to drop seeds instead? Remember that robotics class that we took? I GOT IT!! We can make a remote-controlled toy plane that drops seeds!

Panel 5: There is loads of waste around, maybe we could use that? The students proceeded to build a remote controlled plane from recyclable materials that could drop seeds on the land. Look!! It's working!!

Panel 6: The seeds were taken care of by the students and, before long, started growing into trees... WE DID IT! The green cover is back!!

