

Be the Change Maker



A cross-curricular learning experience which gets your students working in teams to design, plan and carry out a project to make a positive change in their local community. Students will begin by thinking globally and looking at the United Nations Sustainable Development Goals (SDG), designed to alleviate some of the world's biggest problems by 2030. Students will then act locally to solve a problem in their local community which links to one of the Global Goals.

Student Learning

Through Be the Change Maker, students will:

- Use design thinking to identify a problem in their local community
- Brainstorm a solution to the problem
- Go out into the community and collaborate with others to implement this solution

Curriculum links

Be the Change Maker is great way to integrate cross-curricular learning while developing transferable 21c skills. The programme covers learning in Social Sciences, English, Mathematics and any other learning area depending on the nature of the chosen community project.

-  Year 7-10
-  6-12 Weeks
-  Social Sciences
Mathematics and Statistics
English
-  Free to NZ school teachers
-  Led by teachers
Training Available



Download resources now

All New Zealand teachers can download and use our resources free of charge. Signing up with Young Enterprise only takes a minute – visit <http://youngenterprise.org.nz/find-resources/> to start using these resources in your classroom today



Contact us

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570 0452.

About Young Enterprise

Young Enterprise Trust has been supporting teachers and students for more than 30 years. We offer enterprise programmes for students of all ages, and have a huge collection of resources that can be freely used in your classroom.