



GLOBAL
SOCIAL
LEADERS



The
LEGO
Foundation

PLAYFUL LEARNING CATALYST CHANGEMAKER PACK





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WELCOME TO THE GSL PLAYFUL LEARNING CATALYST PROGRAMME!

WE ARE EXCITED TO WELCOME YOU ONTO THE GLOBAL SOCIAL LEADERS PLAYFUL LEARNING CATALYST PROGRAMME.

As a Changemaker you will have the opportunity to learn new skills, gain new experiences and play a key role in inspiring your peers to create positive change in your school or community via the power of your student voice! In this Changemaker pack you will find all the information you need to get started with the programme.

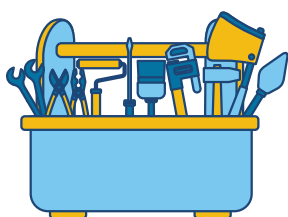
THE GSL PLAYFUL LEARNING CATALYST PROGRAMME

The GSL Playful Learning Catalyst is a three-day course and interactive programme that will be delivered online for all participating young people. It is designed to equip you with the skills, knowledge, values and confidence you need to become Playful Learning advocates. This will also involve the opportunity to ensure that your student voices are heard to enact change in spaces that **IMPACT YOU**.

The programme begins with all young people attending a 3 day Catalyst course online, where you'll receive a programme overview and the following:

- ✦ Powerful leadership and advocacy training
- ✦ Use your Student Voice to lead change and champion Playful Learning
- ✦ A platform and space to explore the issues that you're passionate about
- ✦ Access to inspiring live talks and resources

You will then take part in a 30 day challenge to use your student voice to create change and capture your journey as part of this programme. The following is an outline of the programme:



1 3 DAY CATALYST COURSE



2 INDEPENDENT CHALLENGE



3 VIRTUAL GRADUATION

PLAYFUL LEARNING VALUES

This programme aligns with Lego Foundation's Playful Learning Experience framework that embodies five characteristics that contribute towards leading to deeper learning within the context of youth advocacy and leadership. [Find out more about this here.](#)

WHAT DO THESE PLAYFUL LEARNING VALUES ACTUALLY MEAN?

MEANINGFUL

Meaningful refers to when you can connect new experiences to something already known. How could you create change within your school that is meaningful to you and your peers?

JOYFUL

Joy is at the heart of playful learning and plays a key role in providing a positive experience and fuelling curiosity. How do you include a joyful element or experience?

SOCIALLY INTERACTIVE

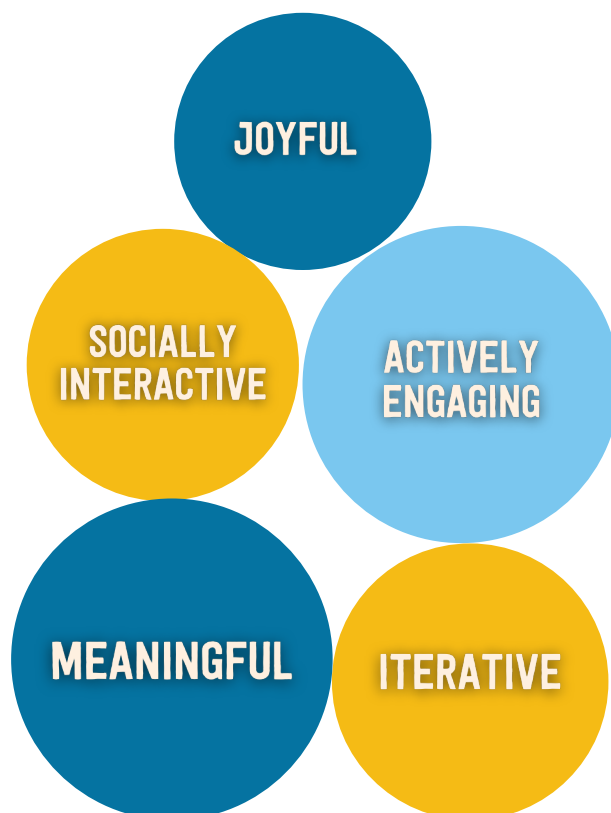
Social interaction is a powerful tool in bringing together the changemakers to share, inspire and advocate for change in a supportive environment.

ACTIVELY ENGAGING

Playing an active role in leading change via the independent challenge is very important. How could you create change in your school and get others to support your campaign or project?

ITERATIVE

This refers to trying out your idea and learning on how you could improve it as you test and learn from what works well during the challenge.



HOW CAN I USE MY STUDENT VOICE TO CHAMPION THESE VALUES?

At the heart of this Catalyst Programme is to ensure that you have the opportunity to voice your thoughts and advocate/campaign for change. This process is key to providing you with the space to explore, engage, learn and interact with your school community (school, peers, wider local area) to take action and practice a key value/s from the list above.

RAISE
AWARENESS
ABOUT THIS
ISSUE

CREATE A
CREATIVE
CAMPAIGN TO
INVOLVE
OTHERS

THINK ABOUT
WHAT
SUPPORT &
RESOURCES
YOU MIGHT
NEED

3 DAY CATALYST COURSE

The 3 day Catalyst Course is the beginning of each Changemakers journey on the programme, which aims to equip you with the tools and resources to learn more about Playful Learning and to plan to take action. This online course is interactive and prepares you for the independent challenge.

The 3 day course consists of:

- | | | | |
|---------------------|---|----------------|------------------------------------|
| 1 DAY ONE: | Icebreaker activities, team reflection, programme overview and resources | DATE: | 11th, 12th & 13th April 2022 |
| 2 DAY TWO: | Advocacy and PL insight sessions, vision for change mapping and tools for community building and engagement | TIME: | 10 – 1.45 (CET) / 9 - 12.45 (GMT) |
| 3 DAY THREE: | Challenge planning sessions, group reflection activities and personal development mapping | FORMAT: | Zoom (link to be shared via email) |

CHANGEMAKER INDEPENDENT CHALLENGE

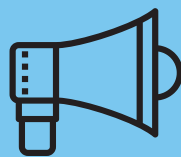
The 30 day independent challenge will be the opportunity for you to implement your project/ideas and submit a summary report at the end of the challenge - outlining all that you have achieved as part of this process.

We have outlined how you could engage with the challenge and encourage you be as creative as you want when designing your projects/ideas/campaigns etc.



PLEDGE

Make a personal pledge to change behaviour or play a meaningful role in campaigning for more Playful Learning.



PUBLISH

Create a blog, report, poster, poem or podcast to raise awareness about the issue or organise an event to discuss.



POWER

Start a campaign to build more support for something you're wanting to see change in. Collaborate with others to support the cause.

INDEPENDENT CHALLENGE STRUCTURE

EXPLORE

Examples of advocacy and campaigning that you find inspiring and learn through independent study about local, national and global initiatives that work to improve lives and/or create spaces collaboratively.

ENGAGE

With your school or peers o Pledge, Publish or Power the cause or issue that you're raising awareness about.

EVIDENCE

Submit what you have done to the GSL team by midnight (UK time) by the Submission deadline (15th May 2022). We want you to capture what you did, and share this with us, and our partners.

You will be required to submit a summary of their challenge, alongside any relevant evidence including pictures, written reflections and/or a creative piece to showcase your Changemaker Journey. The Changemaker Independent Challenge will run from 14th April to 15th May 2022.

CELEBRATION AND REFLECTION

Once all Changemakers have submitted their summary report for the challenge, we'll be collating all the amazing stories and content that has been shared with us, which will be showcased during the Virtual Graduation. The event will be taking place on 31st May 2022.

EVALUATION

As part of the evaluation process, we'll be capturing stories and individual/group feedback to better understand how your experiences have been on the programme.



FOCUS GROUPS

We aim to run two focus groups with both teachers and students to gather their insights on the programme and how well they felt supported



END OF PROGRAMME SURVEY

To track the impact the programme has had on students, schools and the wider community.

KEY DATES

- 1 3 Day Catalyst Course**
11, 12, 13th April 2022
- 2 Catalyst Course Feedback**
14th - 22nd April 2022
- 3 Independent Challenge**
14th April - 15th May 2022
- 4 Challenge Check in Form**
25th April 2022
- 5 Challenge Submission**
15th May 2022 (midnight)
- 6 Virtual Graduation**
31st May 2022
- 7 End of Programme Survey**
June 2022
- 8 Focus Group**
9th June 2022

INDEPENDENT CHALLENGE IDEAS

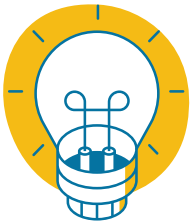
Here are a few examples of ideas for your Challenge and what you could get involved in!



Research and put together your ideas on how you would like to see change in an area within your school. What 1-2 items would you pledge to do for the 30 day challenge? What Playful learning values are you using as part of this?



Create a campaign or project around an issue that you're passionate about. This could be around how to improve how safe spaces are created to how to create a more enjoyable learning environment - reflect on your experiences

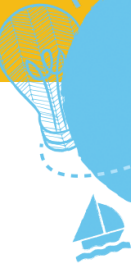


Get creative and draw your vision for a greener or more environmentally friendly communal area - publish it and share it with your teacher and friends. Talk about the change you want to see and how it is impacting you.

Here are a few examples of topics that you could create your project on:

- * Creating inclusive and safe spaces
- * How student voices can be part of the school curriculum
- * How to create more environmentally friendly spaces within your school
 - Could certain spaces, such as the library or student form areas be co-designed with students? How could you champion for more creativity in creating these spaces?
- * Highlighting a barrier or challenge that needs to be addressed within your school or community





INDEPENDENT CHALLENGE PLAN

We have provided a guide on what to consider when planning for your challenge.



SHARING

How can other people support your challenge?
What action can you get others to take?



POWER

What will be the impact of your action?
How will you know it has been achieved?



REALISTIC

How long will your challenge take?
What resources do you need?
Who do you need to help you?



INSPIRATIONAL

What will impress people about what you are doing?
Which aspect will make them want to get involved, or appreciate the effort you are putting in?



NOTICE

How can you get other people to notice what you are doing?



GOAL

What do you aim to achieve through you challenge?

CONTACT US

If you have any questions, please do contact us:

- * By Email: gslcatalyst@future-foundations.co.uk
- * Via the live chat function [here](#) on our website (available 09.00-17.00, Monday-Friday)
- * We are also happy to book in a time for a call or video conference to discuss and explore how we can support your schools' involvement. Please [click here](#) to arrange an appointment