

CHANGEMAKING SESSION PLANS



**Interculture
South Africa**

Introduction to Changemaking		Friday 12 th January 11.00 – 13.00
<p>What is Changemaking?</p> <p>During this session, participants will: See that Changemaking comes about when People come together to use their Passion to address a Problem, and that it just takes work.</p> <p>Materials: TMP Panyee FC video</p> <p>Total Time: 20 minutes (11.00 – 11.20)</p>		
5 min 15 min	<p>Begin by showing the TMP Panyee FC video</p> <p>Reflection: What was the Passion of the kids? They loved football.</p> <p>What were some of the Problems? No land, only sport was fishing.</p> <p>What was the Solution? Set up own football team, so had to build their own pitch.</p> <p>What were some of the Problems with implementation? People didn't believe, laughed.</p> <p>What Changed? The kids developed great skills because of the hard dangerous pitch, the community got behind them provided kit and supported them, now football is the main pastime.</p>	
<p>The AFS Context</p> <p>During this session, participants will: Learn about the Ashoka organisation, their programme, and how they work with AFS. Understand how that ties in with the strategy of AFS in RSA.</p> <p>Materials: "Changemaking Sessions" Powerpoint</p> <p>Total Time: 15 minutes (11.20 – 11.35)</p>		
5 min	<p>Ashoka was Founded by Bill Drayton (who was not selected as an AFS exchange student!) in 1980.</p> <p>They have provided start-up financing, professional support services, and connections to a global network across the business and social sectors, and a platform for people dedicated to changing the world.</p> <p>Ashoka is the largest network of social entrepreneurs worldwide, with nearly 3,000 Ashoka Fellows in 70 countries putting their system changing ideas into practice on a global scale. Ashoka Fellows remain the core of their community, and their insights show how the world is moving and what is needed next. Ashoka's mission has evolved beyond catalysing individual entrepreneurs to enabling an "everyone a changemaker" world. This means equipping more people - including young people - with the skillset and a connection to purpose so that they can contribute ideas and effectively solve problems at whatever scale is needed in their family, community, city, workplace, field, industry, country.</p> <p>Ashoka Youth Venture inspires and supports teams of young people to launch and lead their own "Ventures" - community-benefiting initiatives, clubs, organizations and businesses. Teams access workshops, adult allies (non-controlling adult team advisors), a global network of like-minded young changemakers, and fundraising tools to establish their own Ventures that solve problems around them. AFS has partnered with Ashoka Youth Venture and developed the Dream It. Do It. curriculum which is used with high school exchange students. A number of South African YES alumni have been on changemaking workshops facilitated by Ashoka and have become changemakers in their communities.</p>	
5 min	<p>Present the first two slides of "Changemaking Sessions" Powerpoint.</p>	



5 min **Reflection:** How does this approach fit in with the Active Citizenship pillar of the new strategy?

Attributes of a Changemaker

During this session, participants will:
 Explore some of the attributes needed by a Changemaker, including leadership.
 Feel inspired by the range of potential Venture ideas; and
 Understand that creating a Venture is possible.

- Materials:**
- “Changemaking Sessions” Powerpoint
 - Flipchart paper, Markers and Pens
 - Attributes and Skills Handout

Total Time: 125 minutes (11.35 – 13.00)

10 mins **Leadership**
Who Are Leaders? Flipchart with the group some famous leaders, at first just list them. Next ask the group **why** they are seen as good (great?) leaders.

10 mins **What is Leadership?** Using the leadership PowerPoint, go through the various quotes and discuss as a group.

20 mins **Being a Changemaker.** On a piece of flip chart write “**Changemaker**” on the top. Ask participants:
 “What does it mean to be a changemaker?” Write responses on flip chart.
 “What skills do you need to be a powerful changemaker?” Write responses on flip chart.
 “What characteristics and attributes do you think all changemakers have?” Write responses on flip chart and discuss.
 “Why do you think those attributes are important?” Write responses on flip chart.

	Things to Consider. Youth Venture defines a ‘changemaker’ as anyone who, through his or her own idea, takes initiative and causes positive change for the greater good. (Do not share this definition until after the participants have had a chance to define changemaker and changemaking themselves.)
10 mins	Personal Identification Pass out the Attributes and Skills Handout to each participant. On one side have them write 2-3 attributes or skills they as changemakers possess. On the other side have them write 1-2 attributes they would like to work on over the next few months as they launch and lead their own Social Ventures.
20 mins	At their table groups, the participants share their responses. Why do they need to work on certain skills? What can they do to develop those skills? How can the other participants help? Show the video (dependent on time) before starting, explain that they need to think about: What was the Problem? What solution did they come up with? What skills and attributes did they use? Flipchart the participants’ answers after each video.
3+7 mins	PFUZE Project Pitch Video (Recycling and Income)
5 mins	Each participant looks again at the skills and attributes that they put on their handout and thinks whether there is anything that they would like to add.

LUNCH (13.00 - 14.00)

You and Your Community Friday 12th January 14.00 - 15.00

During this session, participants will:

Begin to explore how their own skills, attributes and interests can guide them in identifying a Changemaking Venture to develop, and will have some first ideas about what they want to work on.

Materials:

- TEDxToronto - Drew Dudley Leading with Lollipops
- Venture Guide Choosing a Topic Video
- Passions and Problems Handout

Total Time: 60 minutes

6 mins	Show the “TEDxToronto - Drew Dudley Leading with Lollipops” video.
10 mins	Each participant to spend a minute thinking about Lollipop Moments in their own lives (either giving or receiving). Some of the participants share their moments with the group.
5 mins	Show the Venture Guide Choosing a Topic Video.
20 mins	Participants work through the Passions and Problems Handout List of the participant’s Passions, list of problems in the participant’s community. Draw lines between to link passions with problems and imagine a venture. Imagine doing those ventures, which excites them? What skills and attributes will it take?
19 mins	Participants share their individual ideas for a venture with their table groups to get feedback.

Systems Thinking and Cause and Effect Friday 12th January 15.00 - 15.45

During this session, participants will:

Begin to see how many different things within a community have an effect on each other (often in invisible ways) and will investigate possible ways to have an influence upon a situation.

Materials:

- Give a little love Video
- "Changemaking Sessions" Powerpoint
- Ishikawa Diagram Handout
- Issue Graph Handout
- Info Sheet 1 and 2 Handout

Total Time: 45 minutes

5 mins

Show the Give a little love Video.

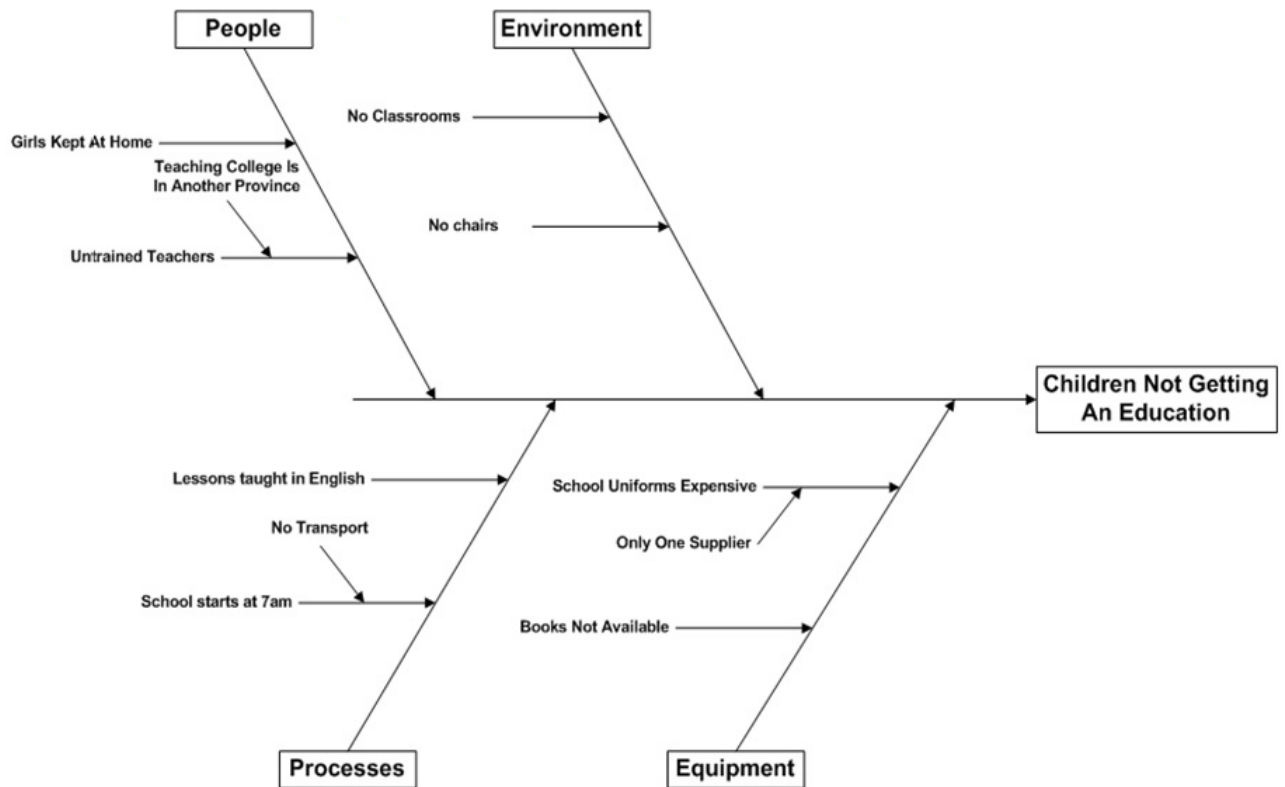
The two things (activity and video) begin to show the ways in which a single action can cause a chain reaction and affect others around you, a key concept for thinking about ways to have an impact on community issues. Interconnectedness will be a constant theme for the investigation of community issues.

To paraphrase Newton, all actions have reactions, which translated to human interaction means that everything that we do has an effect on the world around us. Sometimes this is something we are trying to do, but other times it is unexpected or even unwanted – and so we need to be able to look in more depth at cause and effect.

10 mins

Ishikawa Diagram

Go through and explain the construction of a Fishbone Diagram in the Changemaking Sessions PowerPoint.



30 mins

Table Groups Brainstorm issues in their communities. (Additional ideas are included in the Issue Graph and the Info Sheets.)

One issue is picked by the group and a Fishbone Diagram drawn to tease out the various causes of the problem identified.

COFFEE (15.45 - 16.00)

Project Identification and Formulating Your Solution

Friday 12th January 16.00 - 17.45

During this session, participants will:

- Identify one issue that will be addressed in their social venture.
- Outline some activities that could be done to address the issue.
- Write a Venture Description to 'pitch' their idea.

Materials:

- Flipchart paper and Markers
- If I Could Change the World Video

- Formulating Your Solution Handout

Total Time: 105 minutes

10 mins	Show the If I Could Change the World Video and discuss the main points <ul style="list-style-type: none">- Many issues, each student had at least one- A long list of who has the power to fix things- MANY solutions and Many ways to do it
5 mins	In order to get more people involved in a social venture, participants need to be able to communicate what they are doing and why. So, the next stage is to write a Venture Description. Key elements that should be included: <ul style="list-style-type: none">- What problem is being addressed?- What is the reason for launching the Venture (include a statistic about the issue or a personal story that inspired you to create the Venture).- What primary/major activities do you intend to carry out in order to achieve your goals? Read the first page of the SMART Goals Handout.
30 mins	Once Table Groups have finished identifying the various causes of the problem that they identified, they need to brainstorm a range of activities that could be carried out to address the specific cause/issue.
60 mins	Table Groups then write a Venture Description, a catchy, one-paragraph piece that can be used to promote the venture. With a NAME.

Creating Impact **Saturday 13th January 14.00 - 16.00**

During this session, participants will:

- Identify what Impact they are hoping to make with their Venture
- Identify the first three steps needed to take things forward

Materials:

- Colour the World (Recycling and Resourcing Schools) Video
- "Changemaking Sessions" Powerpoint
- Impact Handout
- SMART Goals Handout
- Action Items Handout
- Flipchart paper and Marker Pens

Total Time: 120 minutes

10 mins	Show the Colour the World (Recycling and Resourcing Schools) video and then read the accomplished Venture Description.
10 mins	In this final changemaking session we are going to look at what impacts you are hoping to make and what actions you plan to take, and will revise the venture description in line with that. Using the example of working with local tailors to produce school uniforms (on the "Alumni Sessions" Powerpoint) recap the idea of impacts being felt across a continuum, from Personal impacts to Societal impacts.

<p>30 mins</p> <p>30 mins</p> <p>30 mins</p> <p>10 mins</p>	
	<p>Table Groups look at what they are planning as a venture and identify the various Impacts that they are hoping to generate. (Both on flipchart and on their handouts.)</p> <p>Table Groups identify the first three steps that they need to take to make the changemaking venture happen. (Both on flipchart and on their handouts.)</p> <p>Table Groups then re-write their Venture Description. (Both on flipchart and on their handouts.)</p> <p>Tomorrow each group will present its project to the full group. Take a few minutes to think about how you are going to do that.</p>

Formulating Your Solution Sunday 14 th January 9.15 - 12.00	
60 mins	Groups finalise their venture and prepare a 15 minute presentation.
COFFEE (10.15 - 10.30)	
75 mins	Table Groups present their Venture Descriptions to the whole group.
15 mins	In the light of the feedback from the full group, each table group re-looks at their first three steps and makes a plan going forward.