

DESIGN *for*
CHANGE

INNOVATION PLAYBOOK

A Design Led Approach for Solution Discovery!



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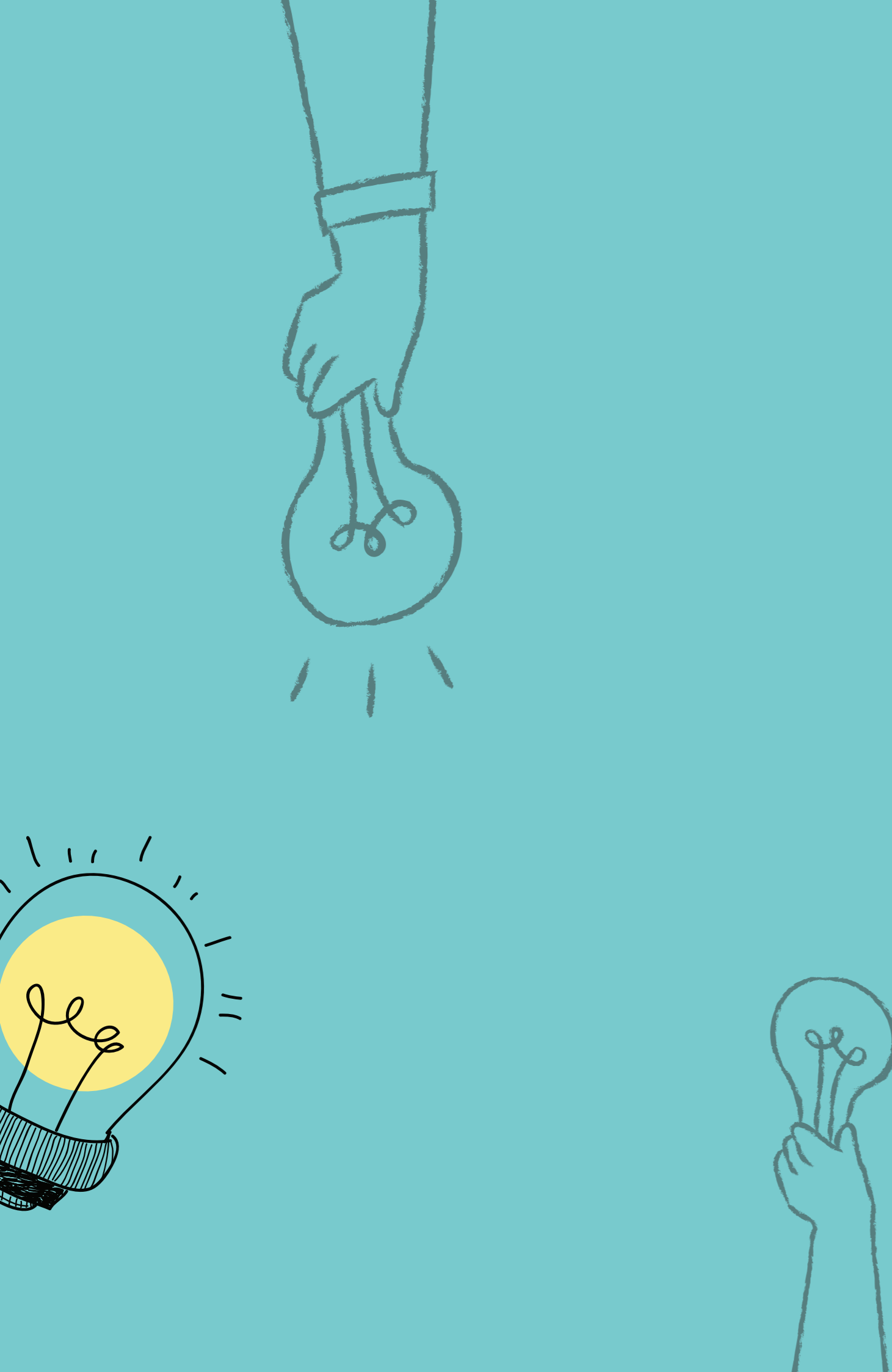
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A PLAYBOOK OF INNOVATION

A JOURNEY OF POSSIBILITIES

The Playbook of Innovation is more than a guide—it's a **celebration** of the incredible, world-changing potential that comes alive when children are empowered to take the lead. Rooted in Design for Change's FIDS (Feel, Imagine, Do, Share) framework, this Playbook isn't just about sharing a method; it's about sharing a movement that, for over **15 years**, has inspired children across the globe to transform their empathy into action.

This isn't a resource meant to sit on a shelf—it's a spark meant to ignite. Through stories from our **global community**, the Playbook captures the heart and courage of children who've tackled real challenges with creativity and resilience.

Each page offers insight into how our partners worldwide have embraced FIDS to create solutions that are as unique as they are powerful. From innovative lesson plans and community projects to policy-changing initiatives, the Playbook consolidates these stories to inspire educators, policymakers, and advocates who believe in the power of children to change the world.

With practical strategies for teacher engagement, resource creation, and technology integration, the Playbook provides a roadmap for transforming educational spaces into hubs of possibility. We invite you to join us on this journey—to feel, to imagine, to do, and to share.

Because when children believe they can, **they will**.



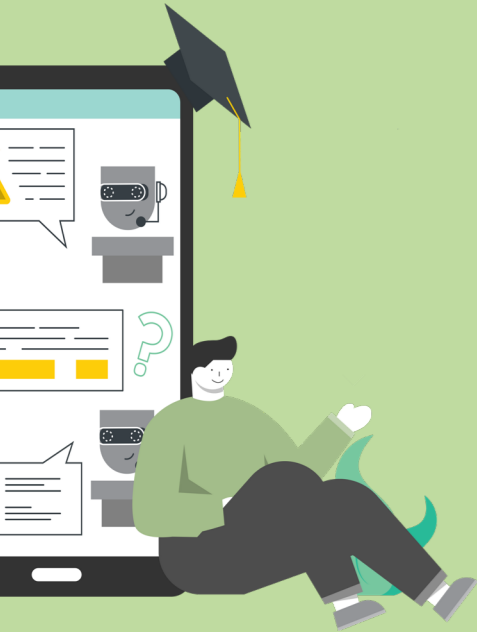
Kiran Bir Sethi

Founder, Design for Change



1

GAMIFICATION



2

CURRICULUM



3

AFTER SCHOOL PROGRAM



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MEDIA PROGRAM



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ONLINE PLATFORM



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RESOURCE



7

TEACHER ENGAGEMENT





1. GAMIFICATION

Chama

GAMIFICATION

Chama is an innovative and gamified DFC social transformation challenge, divided into two stages: “chama” and “the challenge.” Students embark on a FIDS journey-feel, imagine, do, and share-completing exciting missions which they later share to gain further support, reach and impact of their solutions. Finally, students enter their projects into the challenge prize, completing an exciting and impactful educational experience.



Inspire: We wanted to expand youth participation in Design for Change and make the FIDS Challenge and their social transformation project exciting for the youth.



What if we make the FIDS Challenge appealing and effective for youth by creating an exciting, user-centric, proactive, gamified, and team-oriented program that provides resources and support at each step?



- **Design:** The Challenge where every step of FIDS is like a mission in a game.
- **Resources:** In Stage 1, students follow the FIDS path using materials provided for guidance.
- **Registration:** Students enter the popular vote via social media; winners receive prizes, and mission completers attend an online conference. The final mission requires project registration for the Challenge award.
- **Evaluation:** Projects are judged on empathy, creativity, and collaboration.
- **Award:** Winning groups receive a monetary prize for a school celebration or project investment.

IMPACT+

710
SOLUTIONS

252
TEACHERS

1038
STUDENTS



CREA GAMIFICATION

CREA is an online educational platform offered by Ceibal, freely accessible to all students and teachers in Uruguay. It empowers students to lead their own learning and connects students, teachers, families, and communities through a hybrid model of in-person and virtual education. By supporting FIDS projects, it strengthens social bonds and extends learning into homes, creating a collaborative community of mutual teaching and support.



- **Access:** Reach & Access to teachers was limited.
- **Tools:** Lack of tools for teaching the FIDS methodology.
- **Reach:** Reaching the most remote schools physically was a constant challenge.
- **Resources:** Small team, limited funds but wanted to make a larger impact.



What if we use an easy-to-use online platform that provides access to DFC materials and tools, trains teachers in the DFC methodology, enables remote collaboration for student-led teams, and fosters student-driven learning experiences?



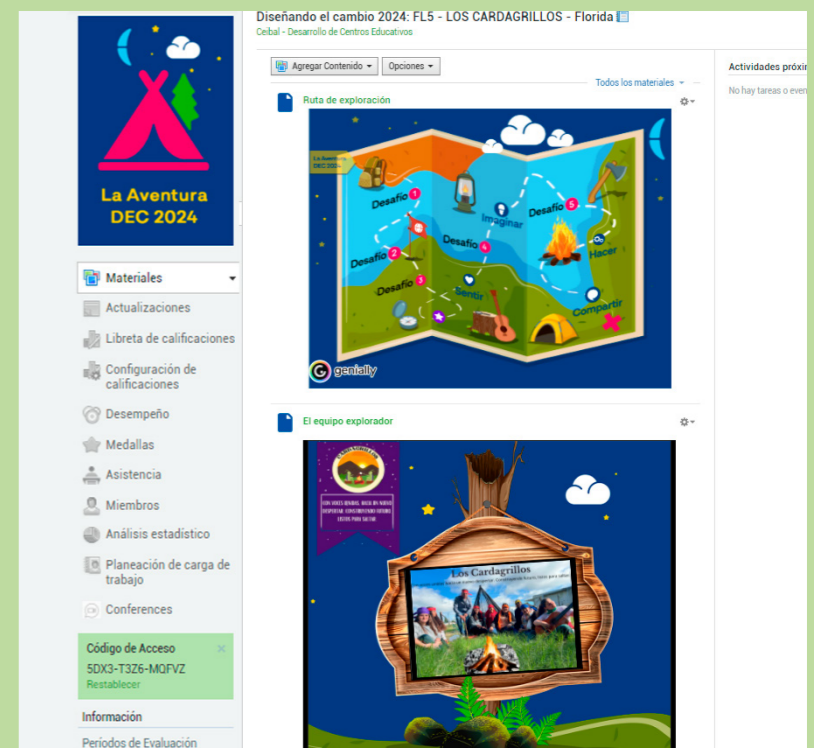
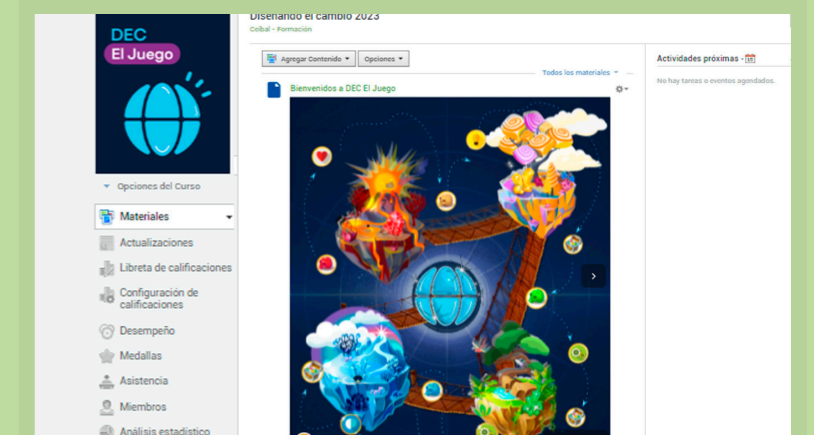
- **Platform:** The DFC challenge on the CREA platform, freely accessible to all students and teachers in Uruguay.
- **Gamification:** Incorporated gamification elements to enhance engagement & participation among students.
- **Collaboration:** Enabled teams to collaborate on DFC projects through the platform, creating a space for groups to share, inspire, and provide feedback, similar to Facebook.
- **Training:** Utilized interns to guide and train the groups during online orientation and FIDS training.

IMPACT+

534 SOLUTIONS

1574 TEACHERS

4700 STUDENTS





2.

CURRICULUM

DTG Guide

CURRICULUM

Design Thinking Guide (DTG) is a 30-hour curriculum for middle schoolers, simplifying design thinking and developing empathy. Using the FIDS framework, DTG equips students with 21st-century skills to tackle real-world challenges creatively. It integrates into existing curriculums, fostering proactive citizenship and offering structured exercises, reflection, and clear guidance for teachers.



- **Comprehensive Guide:** Teachers sought a year-long curriculum with a user-friendly guide to foster empathy and key skills while seamlessly integrating FIDS in the classroom.
- **Opportunity:** For children to believe that they are not helpless, change is possible and they can drive it.

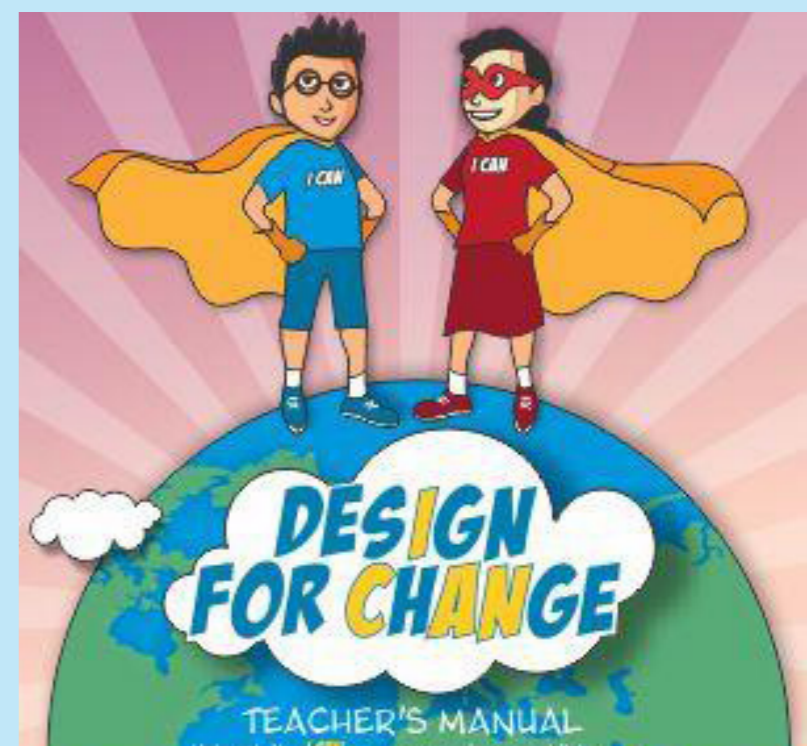


What if we create a clear and easy-to-use guide for teachers and children, to implement FIDS in classrooms tailored for different audiences and country contexts.



- **Workbook:** Is designed for each student to have ample opportunities to develop the design thinking mindset through the FIDS process.
- **30 Lesson plans:** And assessments help teachers to drive the session in their classrooms and assess the growth of the child.
- **Every session:** Of the Design Thinking Guide provides children with opportunities to be creative, critical, collaborative and empathetic, thus developing 21st-century skills.
- **Designed for seamless integration:** Into existing school curriculums, the program offers flexibility for implementation through either weekly sessions or dedicated project weeks.

IMPACT+



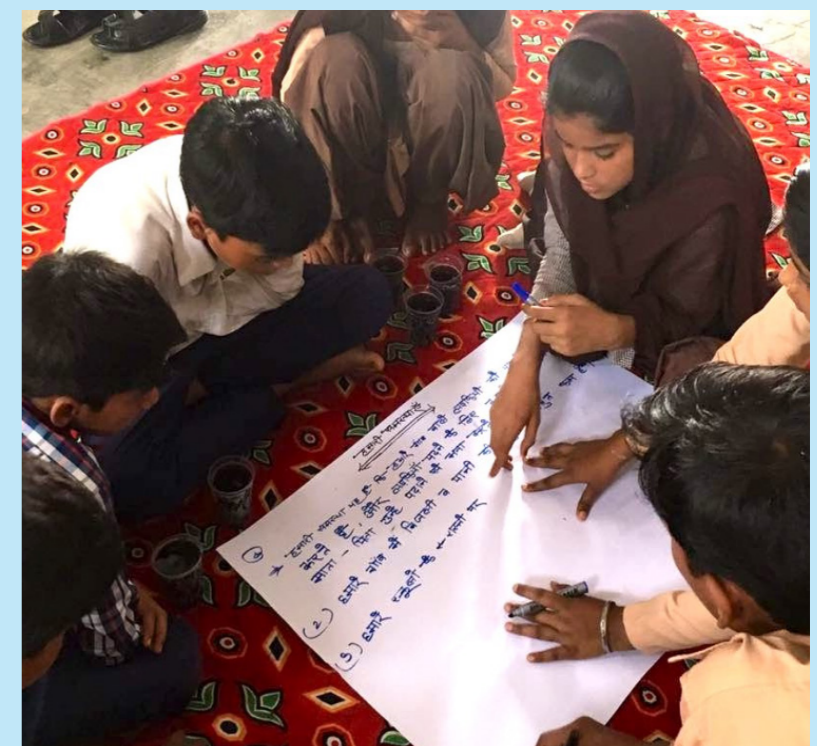
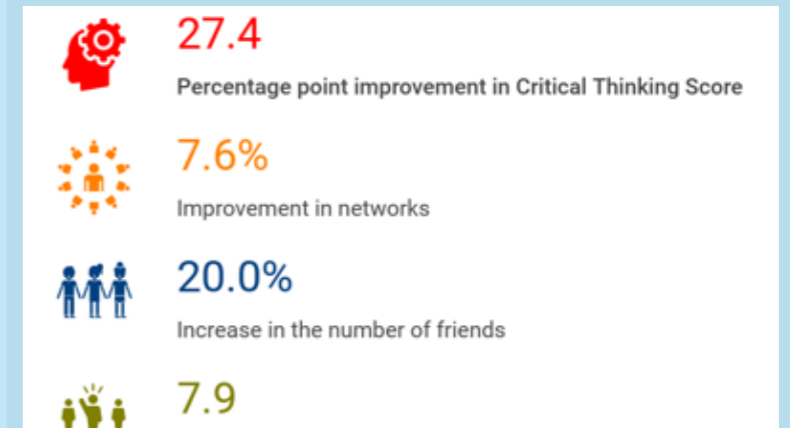
I CAN 21st Century Skills CURRICULUM

The DFC I CAN 21st Century Skills program for government schools focuses on communication, creativity, problem solving, and leadership using the design thinking process. It engages students to enhance creativity and apply their ideas to real-world challenges through a structured approach.

IMPACT+

275 GOVERNMENT SCHOOLS

25,000 CHILDREN



- **Simplified:** A contextual DFC I CAN Curriculum was needed for marginalized children in government schools.
- **Measurement:** Impact measurement was essential to evaluate the program's effectiveness on students, teachers, and parents.
- **Assessment:** Skill development assessment focused on critical thinking, creativity, empathy, and leadership.



What if we simplify and tailor the DFC I CAN Curriculum to meet the needs of marginalized children in government schools, while designing a structured, codified, and integrated program that is measurable, impactful, and engaging to evaluate and develop critical skills?



- **Standalone program:** Curated a new program with a structure of weekly, 16 sessions for thorough coverage.
- **Teacher training:** A comprehensive training to ensure effective classroom delivery.
- **Crafting:** The "Student Workbook" with interactive elements like comics for an enjoyable learning experience.
- **Impact evaluation:** Quantitative data shows the DFC program effectively enhances student's critical thinking, leadership skills, and networking.



EMPACTATHON® CURRICULUM

EMPACTATHON® is an intergenerational engagement where children and youth collaborate with adults from private, public and social sector and community partners to co-design solutions to address the UN's SDGs for a more desirable and sustainable world.



- **Voices:** Promoting children's voice and agency to shape a better world.
- **Empowerment:** Empower children to become change agents and real-world superheroes.
- **User-Centric:** Focus on a user-centric approach to solving community problems.
- **Co-design:** Promote intergenerational engagement to co-learn and co-create with children, fostering social leadership through collective efforts with community and corporate partners.



What if we enable children to collaborate with community stakeholders and intergenerational teams to co-design solutions for real-world problems, while providing advanced learning through design thinking and fostering social innovation and leadership?



- **Program:** Ranges from a single session to a 25-hour program, including workshops, mentoring, online support, and final presentations.
- **Intergenerational teams:** Collaboration among diverse age groups, co-learning and co-designing ideas for the community.
- **Revolves around the 4 C's:** Creativity, Communication, Collaboration, and Critical Thinking.
- **Diverse issues and themes:** Collaborative themes like "Tackling Global Goals Collectively" with corporate engagement (Salesforce), "Corporates Co-Designing for Business Value" (Fraser's Property), and "Co-Designing for Children, with Children, teachers, and parents (Happiness by Design).

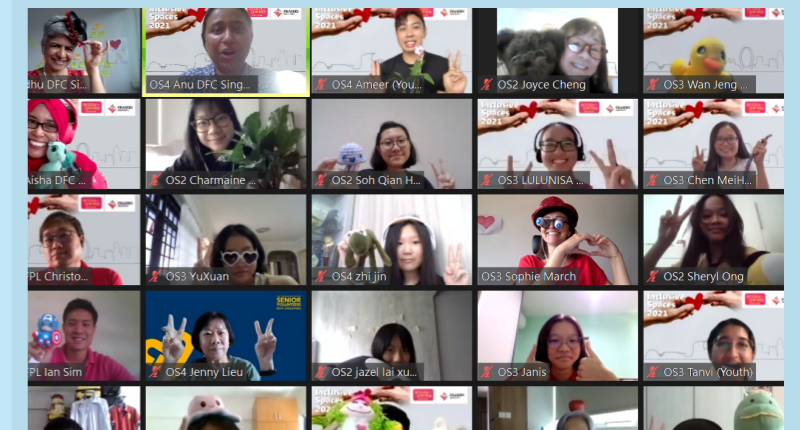


IMPACT+

4
EVENTS

330
CHILDREN

129
SOLUTIONS





3.

AFTER SCHOOL PROGRAM

Journey of Change

AFTER SCHOOL PROGRAM

Journey of change redefines travel, empowering children to become change protagonists. Through FIDS, they meet superheroes, experience cultures, and design solutions for global issues. They collaborate with changemakers, creating lasting memories and leaving a positive impact.



- **Reimagining:** Student travel to offer new perspectives, engage with global challenges through the FIDS process.
- **Foster global citizenship:** Promote a sense of responsibility to make a positive impact on the world.



What if we transform student travel into a platform for experiential learning, where students engage with global challenges through the FIDS process, build global citizenship, and collaborate with communities and changemakers to promote sustainable development?



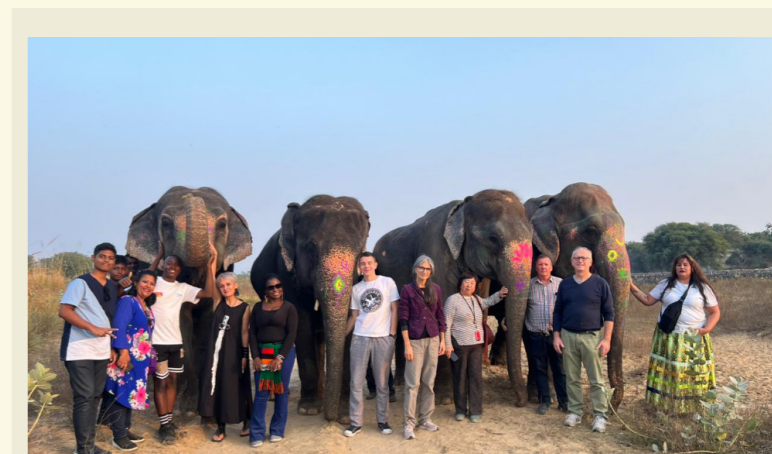
- **Travel:** Offers children opportunities to travel within and outside India to experience FIDS in other DFC countries.
- **Expert-led:** 7-9 day tours offer experiential learning and SDG awareness through real-world comparisons in sustainability, education, tourism, and cultural preservation.
- **Engage:** With local communities to explore history, sustainable development, and cultural traditions.
- **Partner:** With locals and organizations to understand grassroots challenges and promote sustainable development.
- **Collaborate:** With NGOs to present solutions and drive impactful change.

IMPACT+

8 COUNTRIES

3 CITIES

2 JOC



IBUKU GURUKU

AFTER SCHOOL PROGRAM

Ibuku, Guruku is an online DFC program by DFC Indonesia for parents with their children. The primary stakeholders are parents with children from 5-13 years old. The program aims to equip children and their parents with FIDS mindset and develop a belief that they can make a positive change starting at home, today.



- **Untapped:** Parents represent untapped potential for educational engagement beyond school.
- **Engage:** Parents actively seek ways to engage their young children beyond academics.
- **Enrich:** Homeschooling families and parents in enrichment programs seek meaningful and fun alternatives to traditional schooling.



What if we tap into parents' potential to create meaningful, fun, and alternative learning experiences that promote global citizenship in young children beyond traditional academics and schooling?



- **Co-Creation:** Launched a three-month, self-paced online program for mothers and children to co-create projects using FIDS.
- **Orientation:** Included FIDS orientation sessions and guided workbooks.
- **Platforms:** Utilized accessible tools like WhatsApp, Zoom, and Google Classroom.
- **Structure:** Assigned weekly tasks with bi-weekly discussion touchpoints for progress tracking.

IMPACT+

42 SOLUTIONS

200 CHILDREN

100 PARENTS





4. MEDIA PROGRAM

MY Xchange Youth Dialogue Series

MEDIA PROGRAM

The “My Xchange” Youth Dialogue Series is a monthly event that empowers young people to discuss child rights, the environment, and other vital issues with adults. Utilizing the DFC FIDS (Feel, Imagine, Do, Share) approach, it provides a safe online space for conversations, inspiring actionable steps to be taken from these discussions. Each session aligns with a UN Celebrated Day, encouraging impactful actions inspired by the dialogue.



- **Children engage:** In dialogue with adults who are experts about issues they feel strongly about.
- **Children:** Have a SAFE space to ask questions and express their views and concerns.
- **To promote:** Student agency and FIDS.



What if we create a safe and inclusive online space where children can engage in meaningful dialogues with experts, ask questions, and express their views on vital issues, inspiring them to take impactful actions.



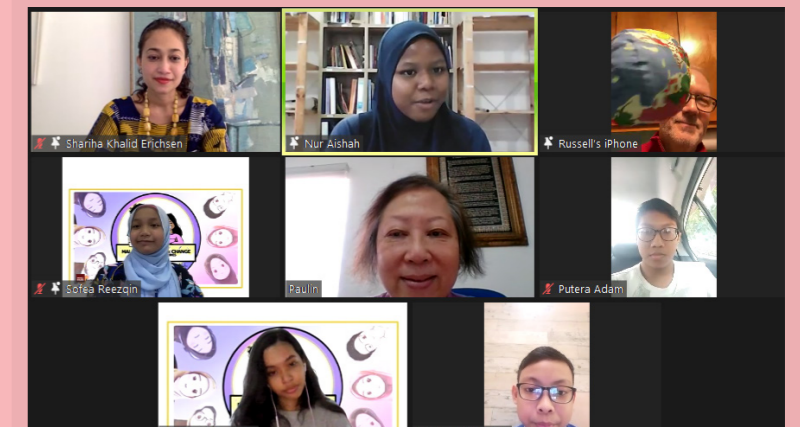
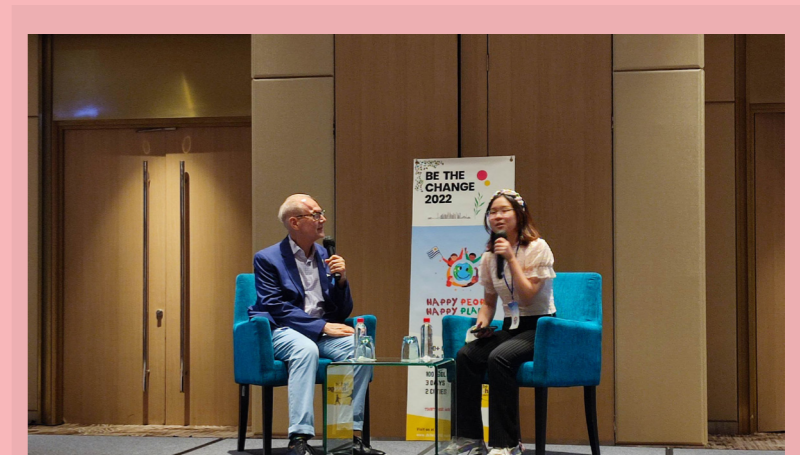
- **Student-led interviews:** The series empowers students by enabling them to interview guest speakers from around the world, fostering leadership and communication skills.
- **Global engagement:** Featuring 49 guest speakers from diverse fields, the program connects young people to global perspectives and expertise.
- **Wide digital reach:** The series leverages digital platforms for high engagement and viewership, achieving broad reach and amplifying its impact on a wider audience.
- **Ongoing dialogue:** With 40+ episodes hosted since 2019, the series consistently engages students and audiences in meaningful conversations that shape their understanding of the world.
- **Student-led projects:** The dialogue inspires student-led impact projects and solutions, translating discussions into meaningful community actions.

IMPACT+

30+
EPISODES

40+
STUDENTS

50,000+
DIGITAL REACH





5. ONLINE PLATFORM

La Nube

ONLINE PLATFORM

La Nube is an innovative online platform designed to train, connect, and support teachers implementing FIDS in their classrooms. Like a “facebook for educators,” it facilitates collaboration with real-time inspiration, interactive activities, and a centralized dashboard to manage courses, track progress, and customize learning for diverse needs.



- **Inspiration:** Inspiring a sense of empowerment in every child across Ecuador through the “I CAN” spirit.
- **Challenge:** Addressing the challenge of supporting the professors after the training so that they effectively apply the framework in their class.
- **Efficiency:** Achieving high impact without escalating costs.



What if we empower educators across Ecuador with the “I CAN” spirit by providing accessible, dynamic, and hands-on FIDS tools, while ensuring high impact and maintaining cost-efficiency?



- **Mobile access for Teachers:** Teachers can use the platform through a smartphone app, providing easy, anytime access to methodologies and resources.
- **Facebook for Educators:** An interactive space for educators to connect, share, and collaborate on real-time projects, activities, and challenges.
- **Centralised dashboard:** Simplifies course management and progress tracking with built-in reporting features.
- **Multiple perspectives:** View your courses from both a user and administrator standpoint.
- **Tailored learning:** Create customized courses and tracks to meet the client-specific needs.

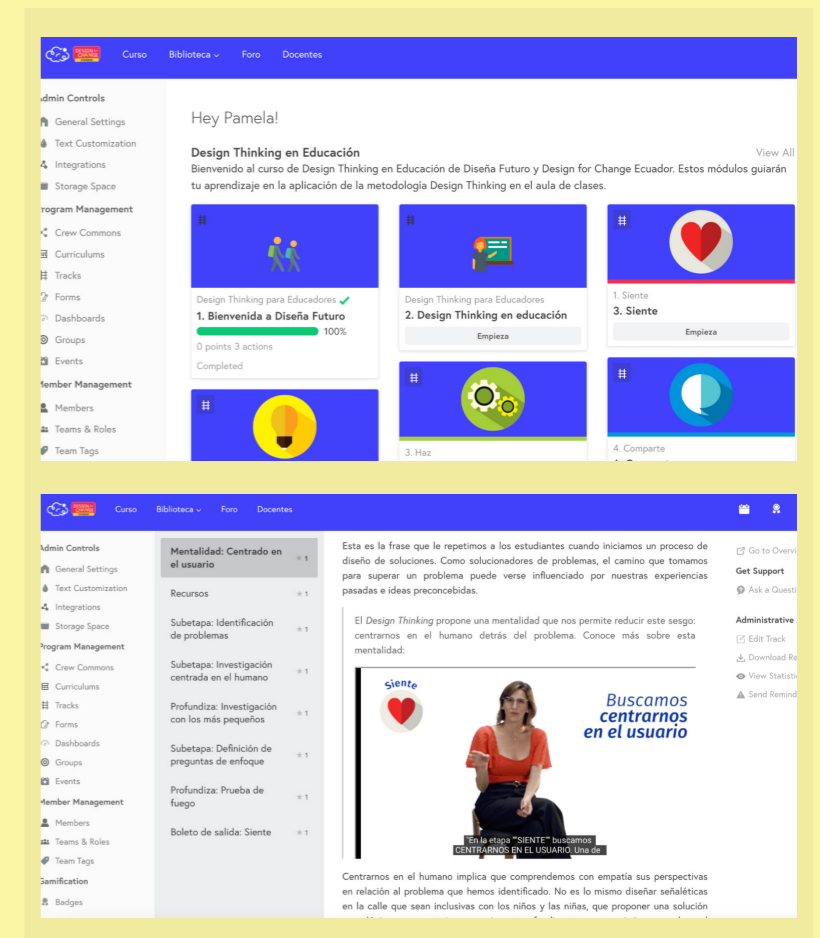


IMPACT+

250+ SOLUTIONS

329 TEACHERS

2510 STUDENTS



Better Together ONLINE PLATFORM

Better Together is an online platform fostering global collaboration among students. Following the FIDS process, students complete activities tailored to their affinities and learning styles, developing skills and earning badges. Addressing SDGs, they create impactful community contributions and cultivate creative problem-solving through individual and group activities.



- **Authenticity:** Ensure authentic use of FIDS to prevent teachers from skipping the process, fostering true student-led innovation.
- **Support:** Provide a flexible, step-by-step platform to guide students and teachers in applying FIDS.
- **Ownership:** Focus on student ownership, emphasizing collaboration over competition for enhanced learning.
- **Collaboration:** Promote global collaboration to encourage diverse insights and collective innovation.



What if we create a user-friendly, structured platform that supports students and teachers in authentically using the FIDS methodology, empowering them to take ownership and engage in collaborative, skill-building activities to promote diverse insights and collective innovation?



- **Structured integration:** The platform offers flexible learning paths, guiding students through the FIDS methodology, from start to finish.
- **Interactive & personalized:** Profiles track progress, showcase skills, documenting the learning journey.
- **Challenges:** Hosts contextualized challenges tailored to different age groups and learning levels.
- **Global collaborative projects:** Students engage with and support peer projects through a community page.

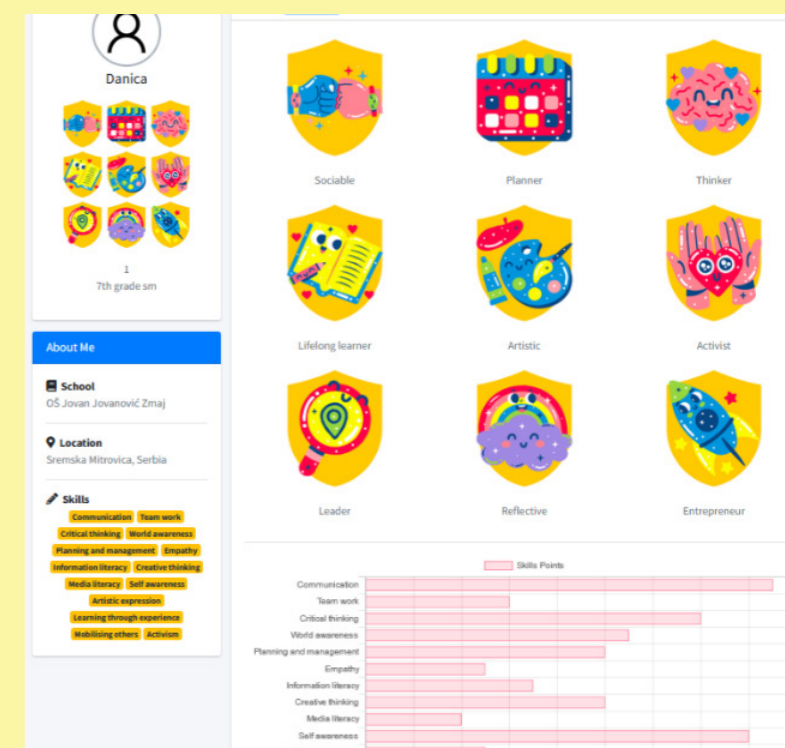
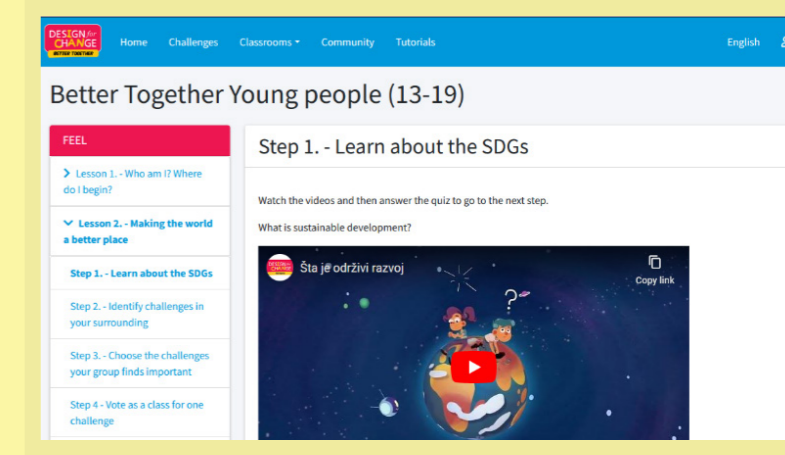
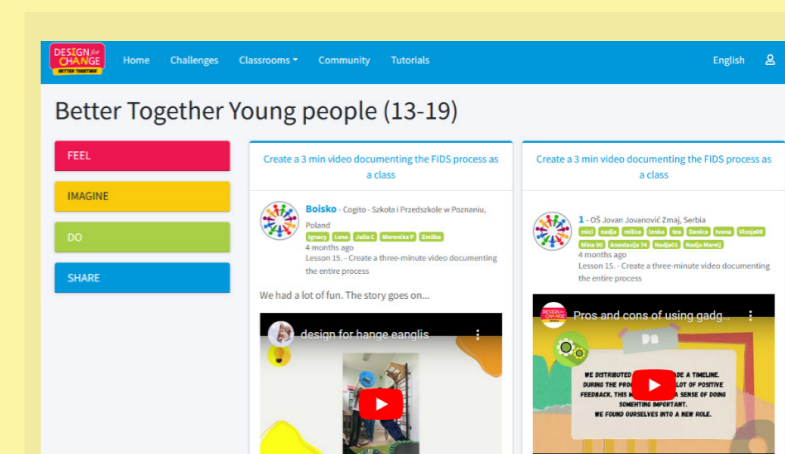


IMPACT+

22 SOLUTIONS

34 TEACHERS

119 CHILDREN



Design For Change Digital Platform

ONLINE PLATFORM

The Design for Change Digital Platform hosts a library of podcasts and documentaries on global issues, crisis, and difficult conversations. It equips educators with tools to handle such conversations with students. It amplifies children's voices using FIDS and offers standard aligned curriculum to address community issues, empowering students to enact real-world change.



- **Preparedness:** During times of crisis, educators frequently find themselves without the requisite skills, training, and courage to confront sensitive issues in the classroom.
- **Confidence:** Students should feel confident in bringing their concerns/sensitive topics into the classroom, seeking guidance and understanding from their teachers.
- **Resource:** Be the go-to resource for addressing significant global issues in education.



What if we create a safe, inclusive, and apolitical platform that equips educators with the training and a library of resources to discuss sensitive issues confidently, fostering open dialogues and empowering students to voice their concerns and take action?



- **Diverse content library:** Student-centered podcasts and mini docuseries organized into ten categories.
- **Rapid response:** Quickly upload crisis-related content with ready to go curriculum for teachers.
- **Curriculum activities:** Standard-aligned activities covering the Feel, Imagine, Do, Share stages.
- **Ready-to-use lesson plans:** Structured plans, worksheets, and activities, including stakeholder interviews.
- **Student-led projects:** Tools to foster creativity, problem solving, and track progress.

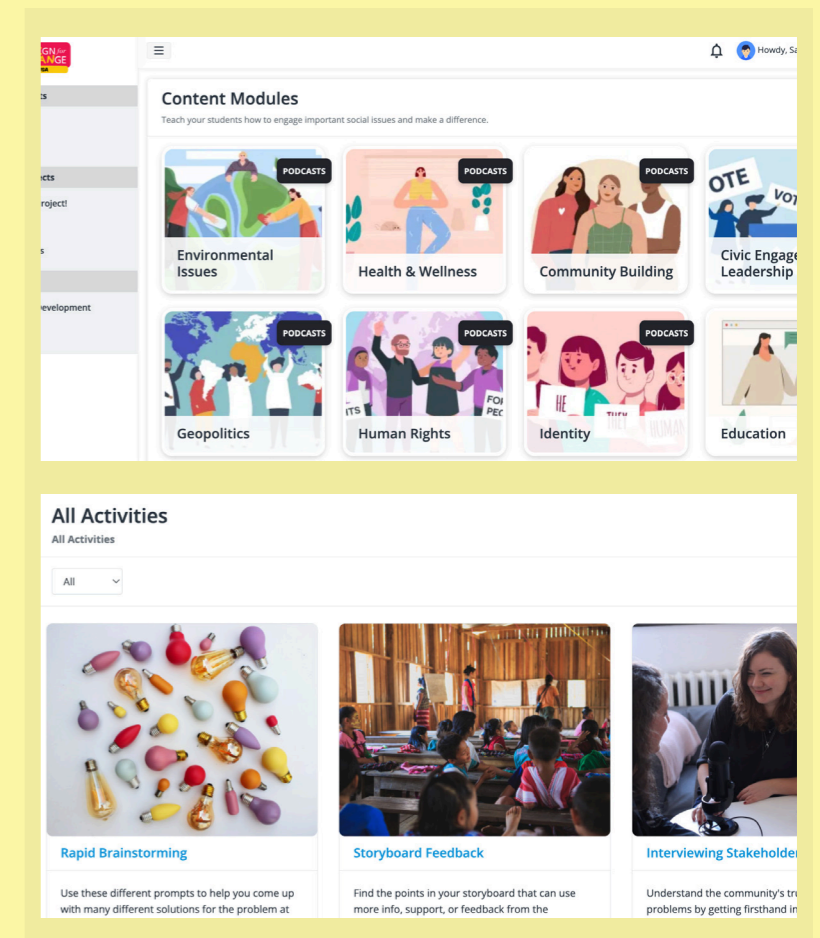


IMPACT+

600+ SOLUTIONS

4000+ USERS

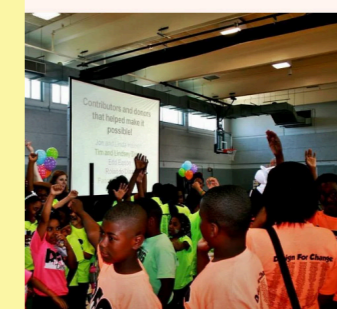
900+ SCHOOLS



Design for Change Certified Educator Course

The [Design for Change Certified Educator Training](#) is online professional development offering access to expert materials about design thinking for social change, guided student activities to implement the Design for Change process, and hands-on learning modules to further strengthen your practice as you work to shape your school into a design thinking community.

[PREVIEW THE COURSE](#)



J.E.D.I. (Justice, Equity, Diversity, and Inclusion) Training

The Design for Change [J.E.D.I. \(Justice, Equity, Diversity, and Inclusion\) Training](#) is our approach to building the orientation and skills for anti-bias, justice-centered design thinking alongside youth. The content will provide meaningful activities, guided instruction, and space for reflecting, making complex issues easier to navigate and teach.

[PREVIEW THE COURSE](#)



6.

RESOURCE

Resource Kit

RESOURCE

The “Bâtisseurs de possibles” Resource Kit empowers teachers and students to tackle real-world issues through the FIDS framework (Feel, Imagine, Do, Share). It features multidisciplinary tools and activity guides to connect academic learning with practical problem-solving, promoting critical thinking, creativity, and active civic engagement in classrooms.



- **Tools:** A framework with structured tools are needed to guide students through real-world problem-solving, as they often struggle to connect academic subjects with real issues.
- **Resources:** At every step of FIDS, teachers need resources that promote empathy, critical thinking, creativity, and collaboration in student-led projects.
- **Engagement:** Activities that promote civic engagement and reflective learning are essential for student development.
- **Environment:** Classrooms require a positive environment that encourages teamwork, communication, and active participation from all students.



What if we empower educators with a dynamic Resource Kit that seamlessly integrates various tools and activities, enabling them to engage students in meaningful, real-world problem-solving while nurturing empathy and collaboration throughout the “Bâtisseurs de possibles” initiative?



- **Resource kit:** A comprehensive set of tools and activity guides designed to facilitate the “Bâtisseurs de possibles” project across various subjects.
- **Activity guides and cards:** Step-by-step guides help teachers plan projects aligned with learning objectives, while cards enhance empathy, critical thinking, and collaboration. These tools support project stages, provide evaluation methods, and offer resources for reflection and presentations.
- **Action planning:** Techniques like Snowball Discussions, Debate Methods encourage active participation and idea-sharing, while templates guide students in outlining steps to implement their solutions.
- **Adaptability:** Resources are tailored to fit various classroom environments, student levels, and project timelines, allowing teachers to integrate them seamlessly into existing curricula.

impact+

74 SOLUTIONS

105 TEACHERS

1994 STUDENTS



I CAN Kit+ RESOURCE

The Design for Change "I CAN Kit" is a comprehensive educational resource designed to foster character development, empathy, creativity, teamwork and leadership in students. By integrating the FIDS framework through practical tools like lesson plans, interactive cards, and games, the kit empowers students to navigate challenges, embrace change, and become active citizens.



- **Global preparedness:** Equip students with the essential life skills of empathy, creativity, and leadership.
- **Personalized learning:** Tailor the learning experience to meet individual student needs, promoting engagement and effectiveness.
- **Structured approach:** Integrate the FIDS framework to provide a systematic and effective approach to design thinking and problem-solving.
- **Teacher support:** Offer comprehensive resources and guidance to teachers, ensuring successful implementation and facilitation of the program.



What if we equip teachers with comprehensive resources and guidance to effectively integrate the FIDS framework into the classroom, to provide students with a structured and effective approach to design thinking and problem-solving?



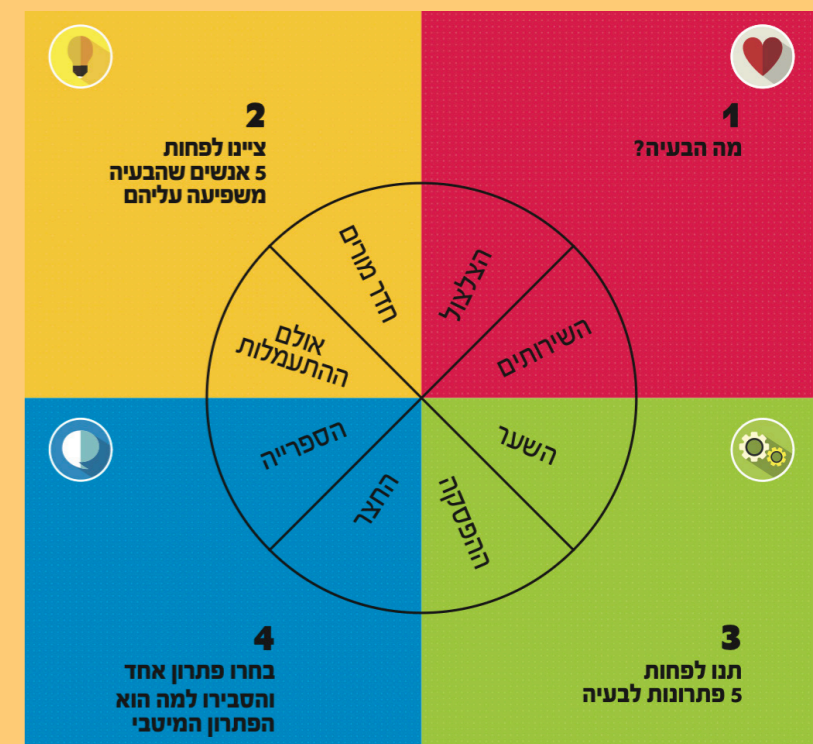
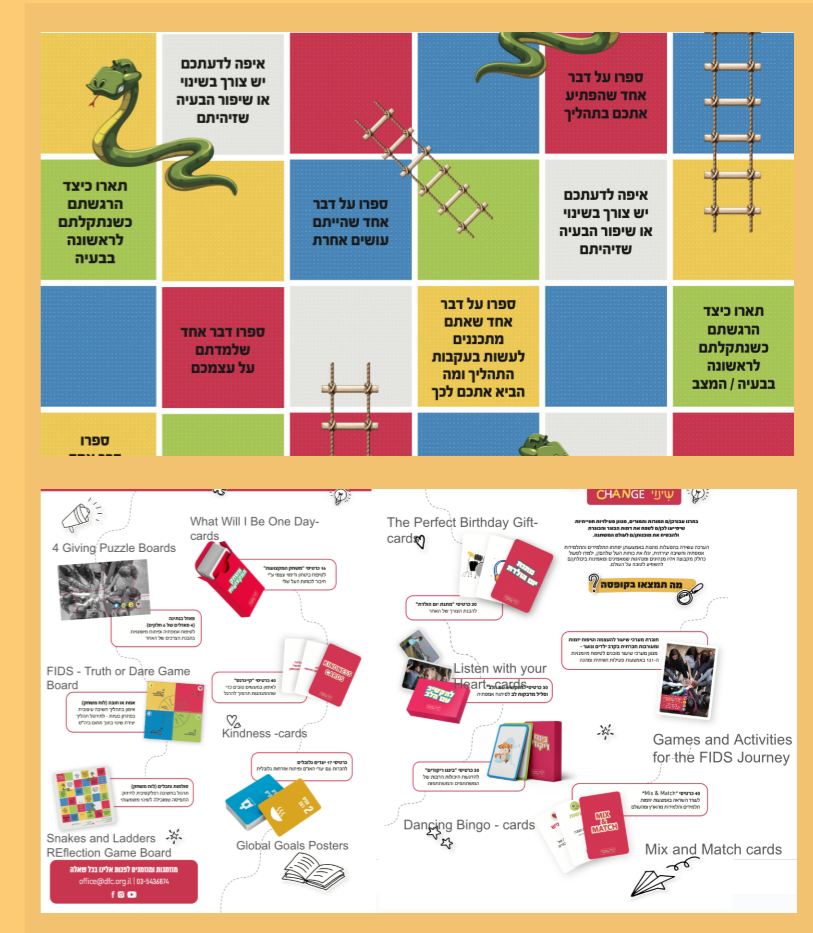
- **Teacher resource:** A comprehensive toolkit for teachers to effectively empower and foster empathetic social involvement amongst youth.
- **FIDS:** FIDS resources support each stage of Feel, Imagine, Do, and Share. Tools like "Listen with Your Heart" cards, "Gift-a-thon Cards," and "Puzzles of Giving" build empathy, while "Mix n' Match" and "Profession Cards" foster creativity. "Kindness Cards" and "Global Goals Posters" encourage action and reflection through discussions and games like snakes & ladders..
- **Experiential learning:** The kit offers a variety of engaging activities that promote empathy, critical thinking, reflection, and understanding of global issues, fostering deeper learning through hands-on experiences.

impact+

50 I CAN KITS

50 SCHOOLS

15,000 STUDENTS



SDG TOOLBOX

RESOURCE

The Daily Challenge Toolbox provides educators with tangible resources to engage students in solving real-world problems. It is user-friendly and reusable, and features FIDS challenges aligned with Sustainable Development Goals (SDGs), addressing relatable issues for children.



- **User need:** Teachers in Taiwan sought a tangible solution to educate children on addressing everyday issues and linking them to Sustainable Development Goals (SDGs).
- **Classroom challenges:** Faced with a lack of effective methods to tackle problems within the classroom environment.
- **Process preference:** Desired a short and concise process to streamline teaching and learning experiences.



What if we provide teachers in Taiwan with a visually appealing, inspirational, and sustainable tool that uses the FIDS (Feel, Imagine, Do, Share) framework to effectively educate children on addressing everyday issues and linking them to the Sustainable Development Goals (SDGs), while streamlining the teaching and learning process?



- **Toolbox:** The Daily Challenge Toolbox consists of essential elements like 1 Storybook consisting 12 stories, 12 Character profile cards, Design Question cards, 5 Imagination Dice, 12 Change Action Cards, 12 Reflection Cards, dozens of badges and medals.
- **Inspiration:** Using the mind-blowing gadgets from cartoon Doraemon to ignite excitement and inspiration among children.
- **Teachers manual:** For effective time management and guidance, complemented by customizable prototype presentations.

IMPACT+

500+
TOOLBOXES

500
TEACHERS

15,000
STUDENTS



7.

TEACHER ENGAGEMENT



DFC CAFÉS

TEACHER ENGAGEMENT

DFC Cafés revolutionize facilitator engagement in the Design for Change approach, fostering a dynamic space for dialogue, learning, and collaboration. Through interactive sessions and best practice sharing, facilitators enhance their skills, inspire new recruits, and drive positive change fueling innovation and empowering youth!



- **Recognition:** Teachers are pivotal change-makers, guiding children in citizen projects.
- **Commitment:** Strengthening commitment to the “I CAN” (Za Mahavita!) concept is crucial.
- **Platform:** A platform for teacher dialogue, idea exchange, and reaffirmation of commitment to DFC.
- **Development:** Continuous development of facilitation skills and to refresh DFC training.



What if we help teachers strengthen their commitment to the “I CAN” concept by creating forums for dialogue and idea exchange, enhancing their facilitation skills, and fostering networks that support continuous evolution, sharing of best practices, and engagement with new facilitators?



- **Reach:** DFC Cafés convene in each Madagascar region for DFC-practicing teachers.
- **Structured sessions:** Sessions group facilitators to share best practices on skill transfer, positive environments, and motivation.
- **Methodologies:** Dynamic methodologies, like icebreakers and interactive activities, keep meetings engaging.
- **Connections:** Cafés spark curiosity, foster involvement, and build connections through informal coffee gatherings.



IMPACT+

629
PARTICIPANTS

15
EVENTS

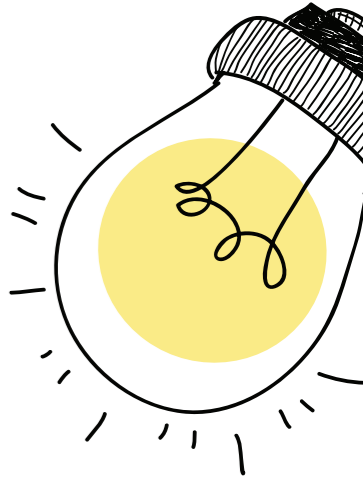
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REGIONS





DESIGN for CHANGE

ABOUT DESIGN FOR CHANGE



DESIGN FOR CHANGE (DFC) IS A GLOBAL MOVEMENT ROOTED IN THE BELIEF THAT EVERY CHILD CAN DRIVE CHANGE.

In 2009, Kiran Bir Sethi, inspired by the success of Riverside's unique approach, launched DFC as a global movement to empower children to become change-makers using the **principles of Design Thinking**.

DFC seeks to cultivate the **"I CAN" mindset in children worldwide**, empowering them to recognize that they are not helpless, that change is possible, and that they can be the catalysts for that transformation. By utilizing the simple yet powerful FIDS (Feel, Imagine, Do, Share) framework, DFC encourages children to identify challenges in their communities, envision solutions, take action, and inspire others through their stories of change.

I CAN!

The FIDS framework has proven to be a transformative tool in fostering empathy, creativity, and problem-solving skills among children. Studies by prestigious institutions like Harvard and Stanford have shown that this approach accelerates the holistic development of children by enhancing their empathy, ideational fluency, and divergent thinking.

Since its inception, DFC has expanded its reach to **70+ countries and regions, engaging millions of children and inspiring over 40,000 child-led projects**. These efforts have garnered global recognition, with accolades like the World's Best School Prize for Innovation and being named among the top 100 educational programs by HundrED.org.

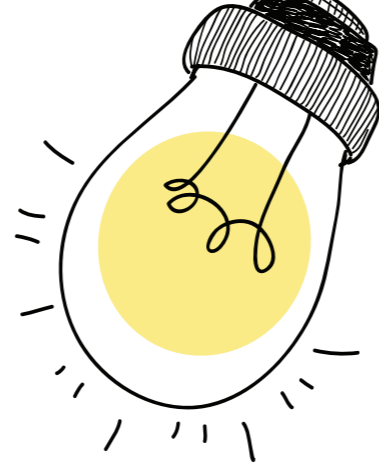
As DFC continues to grow, its partners have demonstrated how the FIDS model can be creatively applied in diverse contexts to address pressing local needs. This is where the Playbook of Innovation becomes essential. After witnessing 15 years of impactful FIDS implementation, the Playbook showcases **15 innovative projects** from DFC's country partners, offering insight into how they developed resources, designed programs, and empowered teachers to engage students.



DFC HAS EXPANDED ITS REACH TO 70+ COUNTRIES AND REGIONS, ENGAGING MILLIONS OF CHILDREN AND INSPIRING OVER 40,000 CHILD-LED PROJECTS!



FIDS FOR KIDS

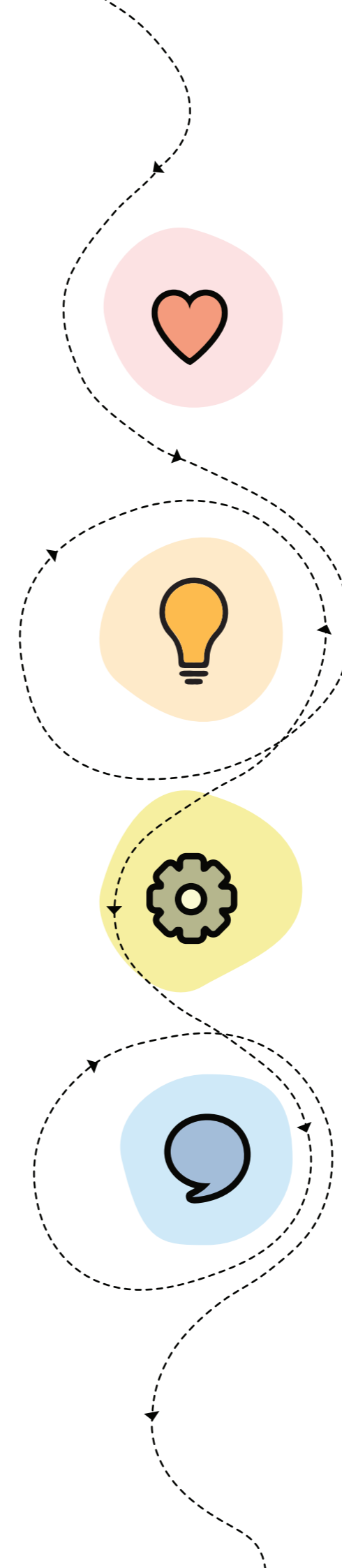


THE SUPERPOWER FORMULA FOR SOLUTION DISCOVERY!



Inspired by the principles of design thinking, Design for Change offers a **4 step** superhero formula known as FIDS (Feel-Imagine-Do-Share) to unleash the I CAN superpower in every child.

FIDS introduces children to **problem solving** by encouraging them to **'FEEL'** (to understand the user before jumping to 'solve' the problem), **'IMAGINE'** (to brainstorm solutions with friends and teachers to improve the chosen problem), **'DO'** (take creative agency and the ability to implement your solution) and finally, **'SHARE'** (your story to inspire other children to say 'I CAN').



FEEL

Observe and identify any situation that bothers them

IMAGINE

Brainstorm a way to make it better

DO

Work in teams to implement their solution

SHARE

Their solution of change with the world



“ Creativity is thinking up new things.
Innovation is doing new things. ”

Theodore Levitt (1925 - 2006)
Renown Economist



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