



We4Change: Girls and Women Connecting for Environmental Change

We4Change Changemakers Events Curriculum



PREPARED BY WE4CHANGE PROJECT CONSORTIUM





Intellectual output 1:

We4Change Changemakers Events Curriculum

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We4Change Changemakers Events Curriculum Competences for changemakers

About the We4Change Curriculum

We4Change: "Girls and Women Connecting for Environmental Change" is a project funded under the Erasmus Plus programme of the European Union that aims to contribute to the EU Youth Strategy by engaging, connecting and empowering young girls and women with digital and innovation skills, increase civic engagement and unlock their changemaking potential to engage in society and have an active role in addressing the challenges posed by climate change.

To do so, the project is developing the concept of We4Change Changemakers Events, which are hackathon-like events that bring together socio-economically disadvantaged girls and young women and provide them with the skills, resources, network and confidence to collectively design projects that address climate change. They delivered through a series of workshops (both online and offline) taking the form of "tech for good" events with the aim of inspiring the participants to ideate and design collectively solutions to problems encountered in their communities, and eventually take up digital entrepreneurship.

The present We4Change Changemakers Events Curriculum puts together a series of educational materials to serve as examples of workshops that can be organized during a We4Change Changemakers Event to develop the skills promoted by the project: digital, social innovation, entrepreneurship, leadership and environmental awareness skills. It includes the specific methodology to prepare each workshop, but also other elements that can be used when organizing a Changemakers Event, such as working with mentors and coaches, and information on the practicalities of organizing the events.

The curriculum complements the We4Change Handbook for Youth Trainers and the "Train the Trainer" programme, focused on the training of youth workers, trainers and professionals working with young people that are interested to organize and run We4Change Changemaking Events, to support the effective and smooth implementation of the event.





What is included in the curriculum and how to use it?

The curriculum includes :

1. Examples of three potential **themes of the We4Change Changemaking Events** related to climate action and environmental awareness, accompanied by background information and presentations of these thematics ready to be used during the events:

1.1. Girls & Women for clean energy (Presentation with notes and theme description)
1.2. Girls & Women for mobility (Presentation with notes and theme description)
1.3. Girls & Women for sustainable consumption (Presentation with notes and theme description)

2. **Design Thinking workshop** (Presentation and workshop description)

3. Digital training workshop: Translate it! Create a voice translation app with MIT App Inventor (Presentation with notes and trainer instructions)

4. **Digital training workshop: Build a landing web page** (Presentation and trainer instructions)

5. Get ready to pitch your project! workshop (Presentation with notes, trainer instructions and a tool worksheet)

6. **Mentoring for Change workshop** (Presentation with notes and trainer instructions)

Learning materials can be used as such by any organization that is interested to organize We4Change Changemaking Events or to integrate them into their own initiatives, but can be also used independently for skills development in the areas covered by the We4Change project. The curriculum is freely available and ready to be used by any organization interested in replicating in part or in full the trainings.

The details on the **practicalities of organizing a We4Change Changemaking Event** are included in the **We4Change Handbook for Youth Trainers**.

All training materials are freely available at http://we4change.eu/educationalresources/