We4 Change

Girls and Women Connecting
for Environmental Change

GIRLS AND WOMEN CONNECTING FOR ENVIRONMENTAL CHANGE

WE4CHANGE CHANGEMAKERS EVENT CURRICULUM

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We4Change Changemakers Events Curriculum

Skills and competences for girls and young women 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 are 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 trainers and youth workers on running a successful We4Change Changemakers Event** 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?

The curriculum includes :

1. Examples of three potential themes of the We4Change Changemakers 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. **Climate change and environmental awareness from a gender perspective**: the course support for the sessions introducing the audience to the topic of climate change during the We4Change Changemakers Events. This module aims to give trainers and youth workers background information and further resources for them to explore during these sessions and throughout the entire event.

    1.1. **Girls & Women Connecting for Clean Energy**: Power Point presentation with notes
    1.2. **Girls & Women Connecting for Mobility** Power Point presentation with notes
    1.3. **Girls & Women Connecting for Sustainable Consumption** Power Point with notes

2. **Design Thinking workshop materials**: Power Point presentation and workshop description)

3. **Sustainable Business Model Canva workshop materials:** Power Point presentation

4. **Get ready to pitch your project! workshop material**s: Power Point presentation with notes, trainer instructions and a tool worksheet

5. **Mentoring for Change workshop materials:** Power Point presentation with notes and trainer instructions

6. **Digital training workshop materials: Translate it! Create a voice translation app with MIT App Inventor:** Power Point presentation with notes and trainer instructions

7. **Digital training workshop materials: Build a landing web page**: workshop script

8. **Digital training workshop materials: Data visualization with Tableau:** Power Point presentation with notes and trainer instructions

9. **Digital training workshop materials: Design your first 3D object:** Power Point presentation with notes and trainer instructions

10. **Digital training workshop materials: Visual identity with Canva:** Power Point presentation with notes and trainer instructions

How to use the curriculum?

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 in English, French, Greek, Portuguese, Romanian and Greek, 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 Changemakers Event are included in the **We4Change Handbook for trainers and youth workers on running a successful We4Change Changemakers Event**.

All training materials are freely available at:

http://we4change.eu/educational-resources/