

The Lead4Change Student Leadership Program is a unique program that teaches leadership, collaboration and project-planning while allowing students to design and implement a service project that will improve their school, local area or global community. The program aligns with many of the underpinning concepts of the International Baccalaureate (IB) Program and fulfills many of the requirements of both the Middle Years Programme (MYP) Design Cycle and the Diploma Programme (DP) Creativity, Activity and Service (CAS) projects. The curriculum aligns with and fosters success with the IB Learner Profile.

The profile aims to develop learners who are:

- > Inquirers                      > Thinkers                      > Principled                      > Caring                      > Balanced
- > Knowledgeable              > Communicators              > Open-minded              > Risk-takers              > Reflective

LESSON	IB LEARNER PROFILE
<b>1: BE YOUR BEST SELF</b>	Reflective, Balanced, Principled
<b>2: BUILD A TEAM OF AVID LEADERS</b>	Communicators, Open-minded , Inquirers, Knowledgeable, Thinkers
<b>3: CREATE A TEAM STRUCTURE AND CULTURE</b>	Risk-takers, Thinkers, Communicators, Open-minded
<b>4: YOU HAVE TO BELIEVE IT CAN BE DONE</b>	Inquirers, Thinkers, Communicators, Principled, Balanced, Risk-takers, Open-Minded, Caring
<b>5: MARKET AND BE THE CHANGE</b>	Inquirers, Thinkers, Communicators, Risk-takers, Balanced, Caring, Reflective
<b>6: SHARE YOUR STORY, THE CHANGE IS NEVER OVER</b>	Thinkers, Communicators, Risk-takers, Reflective

## MIDDLE YEARS PROGRAMME SERVICE AS ACTION, THROUGH COMMUNITY SERVICE

The Lead4Change lessons integrate service learning. The curriculum is designed to teach students to be caring members of the community and make a positive difference in the lives of others. This is an integral part of the programme, especially in the MYP project.

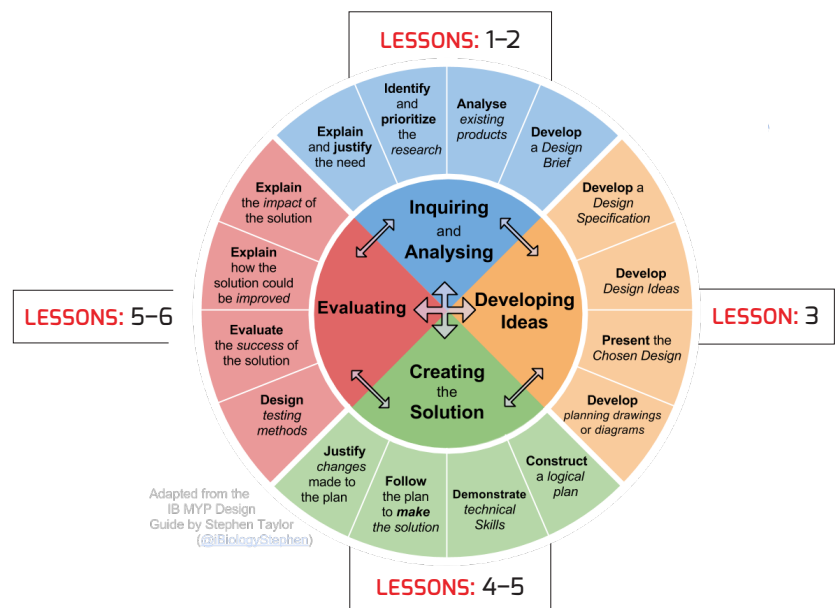
## MIDDLE YEARS PROGRAMME PROJECT

The Lead4Change program addresses the aims of the Year 3 or 4 MYP community project:

- > Participate in a sustained, self-directed inquiry within a global context (Lessons 1–6)
- > Demonstrate the skills, attitudes and knowledge required to complete a project over an extended period of time (Lesson 3–5)
- > Demonstrate responsible action through, or as a result of, learning (Lesson 5–6)
- > Appreciate the process of learning and take pride in their accomplishments (Lesson 6)

## DESIGN CYCLE

Finally, in the Lead4Change curriculum, students complete their service project by following a step-by-step process, the MYP Design Cycle.



## DIPLOMA PROGRAMME

### CAS PROJECTS—CREATIVITY, ACTIVITY, SERVICE

Lead4Change lessons provide a framework for an effective service project that is beneficial for the community and provides a learning opportunity for the student. As required for all CAS projects, it involves:

- > Real, purposeful activities, with significant outcomes (Lessons 1–6)
- > Personal challenge (Lesson 1)
- > Thoughtful consideration, such as planning, reviewing progress, reporting (Lesson 3, Lesson 5)
- > Reflection on outcomes and personal learning (Lesson 6)

### CREATIVITY

Students may learn and use new art forms to raise awareness for their project.

*Example:* Art students in Miami created artwork for the homeless shelter to provide to clients transitioning into their own apartment. Clients chose artwork to decorate their new home.

### ACTIVITY

Students may learn a new skill while carrying out their project in the community.

*Example:* Students in Arizona were challenged by the homeless shelter to provide sleeping quarters. The students learned how to build a tiny house—and actually built three for the shelter to expand their space.

### SERVICE

Students select a service project to complete in their school, local community or around the world.

*Example:* Many projects address current needs such as changing the school's mental health offerings, raising funds to build wells in south Sudan, or writing the stories of seniors in their community for the local heritage museum.

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The Lead4Change Student Leadership Program can be used to fulfill the requirements of a creativity, activity and or service project. Students are challenged to research the current need around them and apply the lessons to address the need of their choice.