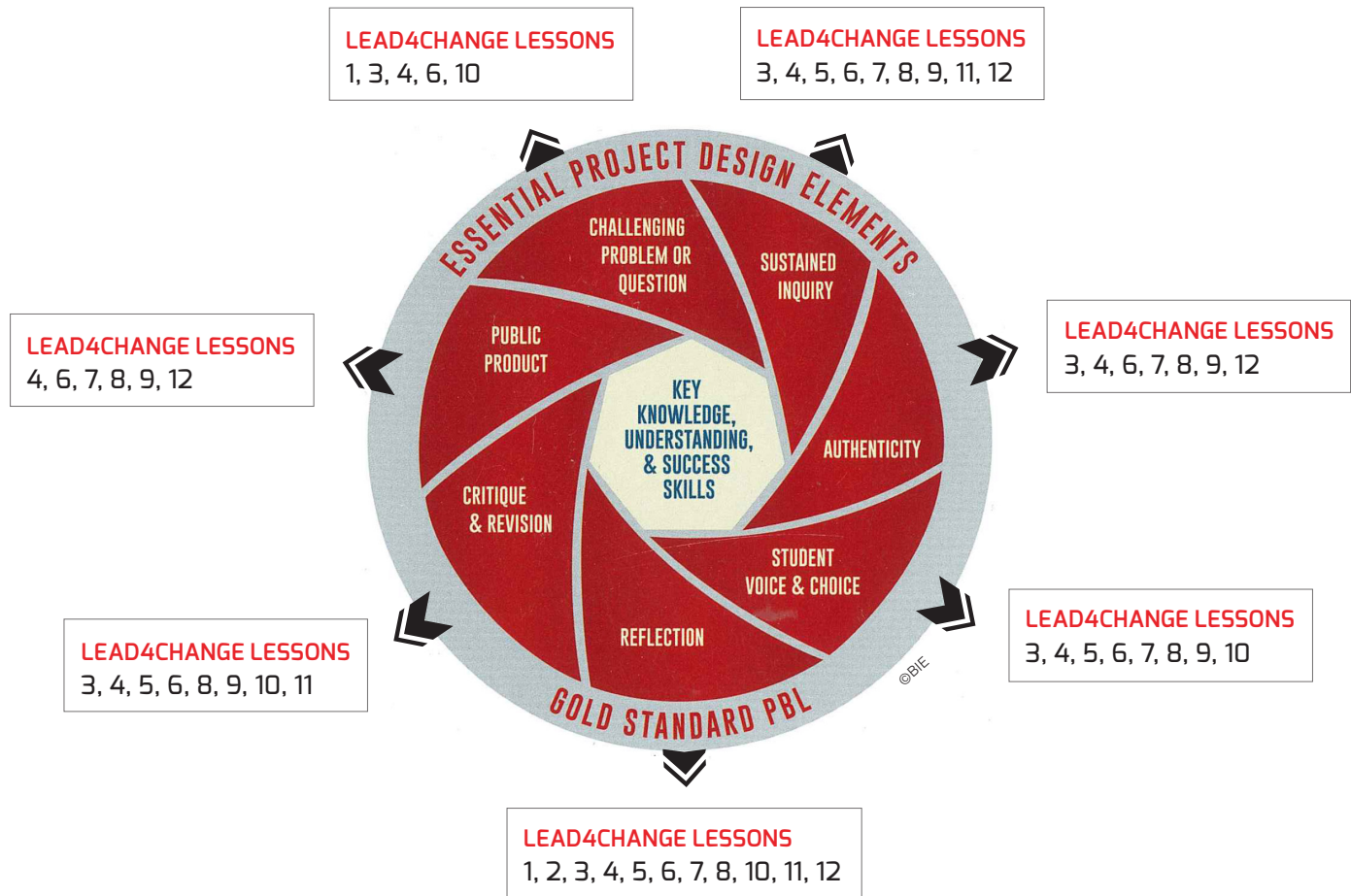


LEAD4CHANGE LESSONS ARE PROJECT-BASED LESSONS AND GUIDE STUDENTS THROUGH THE ESSENTIAL DESIGN ELEMENTS.



CHALLENGING PROBLEM OR QUESTION

The Lead4Change lessons are designed to make learning more meaningful for students with ongoing, open-ended questions. Students are not just gaining knowledge to remember it, they are learning because they have a real need to know. The goal is to have students develop and contribute to a solution within a school or community through service.

SUSTAINED INQUIRY

Over the course of the 12 Lessons, students collaborate to discover whom they need to affect, influence or take with them to help 'solve' a community need. Through research, meetings with stakeholders, and ongoing inquiry, students learn to mix the traditional idea of "research."

AUTHENTICITY

Students choose and develop a way to address a need in their community which speaks to their concerns, interests, and cultures. Students may create something that will be used by others. Carrying out an action plan helps develop the framework and system for success.

STUDENT VOICE AND CHOICE

Student teams come to a consensus on a selected topic, set a goal, create a plan and complete a service project. The project ownership motivates students to accomplish the goal, every step of the way, from start to finish.

REFLECTION

John Dewey sums up the Lead4Change student reflections when he said, "We do not learn from experience. We learn from reflecting on experience." Nearly every lesson allows students to reflect upon their learnings, observations, and products to determine how the outcomes solidify their goal and how these lessons might be applied elsewhere.

CRITIQUE AND REVISION

Students understand and overcome the barriers to success through critique, revision, and feedback from various perspectives such as outside expertise as well as classmates. Given opportunities to review goals and progress, students develop effective self-evaluation skills.

PUBLIC PRODUCT

Activities such as writing an elevator speech, developing ads and implementing a service project create a productive learning community and produce high-quality products. Presenting to an audience beyond the classroom brings an added social dimension of learning.