



LESSON PLAN

1. **Welcome & Warm-Up** (5 mins)
2. **'Think Like A Boss' Activity** (10 mins)
3. **Introducing the Global Goals** (15 mins)
4. **'Lightning Ideation' Activity & Welcome to Design Thinking** (20 mins)
5. **'Go For The Goals' Activity & Wrap-Up** (10 mins)

These times will act as a guide.

WELCOME & WARM-UP

5 minutes

Welcome: The volunteer will introduce themselves, giving a brief explanation of who they are and an overview of today's session: learning about some of the big challenges that face the world, and what we can all do about them.

Intro on Creativity: Then, students will be asked to raise their hand if they think they are creative.

Warm-Up Activity: Introducing... The Log! Children have 1 minute to think of as many uses for a log of wood as they can and write them down.

After 30 seconds of thinking time, students will be asked to share their ideas. This is proof of how creative they all are.

THINK LIKE A BOSS

10 minutes

Discussion: Students will be encouraged to use their creative powers to solve some problems.

First, the class needs a problem to solve. They will be asked to imagine they are the boss of the whole world! What are some of the problems they can think of that we face? What problems are affecting people? What about problems affecting the environment? Students will be asked to share a few examples.

This will be repeated, with students imagining they are the leader of your country. What other problems exist? Finally, imagine they in charge of your local community. Are there more local problems that they haven't mentioned?

A list of examples of problems relating to the Global Goals can be found in the Appendix.

INTRODUCING THE GLOBAL GOALS

15 minutes

Discussion: Now the Global Goals poster (Appendix) will be displayed, and students will learn what these are. They are like a 'To Do List' for our planet, agreed by world leaders of the United Nations. Together, the class will focus on some of the 17 Goals to demonstrate that they cover everything from poverty to gender equality and climate change.

Students will be asked whether they can see Goals which relate to the problems they have mentioned previously. Some learners will be asked to give examples and explore how each problem relates to more than one Goal - because all the Goals are connected.

To consolidate what the volunteer has been discussing, they will show either the video [Introducing the Global Goals](#) or read through the Heroes For Change comic strip.

4. LIGHTNING IDEATION & WELCOME TO DESIGN THINKING

20 minutes

First, what has been learned so far will be summarized. Students have explored some problems and the 'To Do List' to solve them called the Global Goals. Now it's time to come up with some solutions, using their creative powers!

Choosing a Problem Statement: Students will now focus on an environmental problem and display the problem statement somewhere everyone can see it.

Lightning Ideation: This activity shows students how to generate lots of creative ideas to tackle the Problem Statement.

Before starting, the volunteer explains that students are not trying to find a serious solution yet. This activity is for them to use their natural creativity to think about the problem in new ways and enjoy the process of letting their minds run free, with no limits.

Students will be given around 5 minutes per activity.

- Superpowers: Imagine if you were a superhero! How would you tackle this problem if you could fly? Or become invisible? Or teleport?
- Real life skills: What if you were a scientist? Or a dancer? Or a teacher? Think about what skills and abilities those people have. How could you use your skills to solve the problem?
- Random objects: Display a collection of random objects. For example: a rock, some makeup, a pair of sport shoes. Anything goes! How could you link the objects to your problem?

Welcome to Design Thinking: Students will be introduced to something called design thinking - an amazing way of solving problems that is being used all over the world to invent new products, improve businesses and find ways to make the world a better place.

5. GO FOR THE GOALS & WRAP-UP

10 minutes

To finish, students will look ahead to the future. They will be asked how old they are going to be in 2030. This will help further connect the Global Goals to their personal experience.

Students will be asked how they can help achieve the Global Goals? This will include thinking of one action that they can take to play their part. This action could relate to any of the Goals that they care most about. Students will write their one action somewhere that they can check back on in the future.

Students will be asked if they would like to share their actions with the class.

Finally, the volunteer will say goodbye and wish students good luck on their Global Goals journey!

APPENDIX

Problems faced by people and the planet

- Poverty
- Inequality between countries
- Hunger
- Poor health and disease
- Dirty water
- Lack of sanitation
- Lack of access to education
- Low-paying jobs and unemployment
- Gender inequality
- War, fighting and instability
- People don't feel safe
- Violence between people
- Corruption and injustice
- No respect for human rights
- Countries never work together or agree on anything
- Not enough energy for everyone to live comfortably
- Weak infrastructures, poor technology and communications
- Unsafe towns and cities
- Unsustainable cities that consume more than the world can produce
- Wastage of resources and not enough recycling
- Climate change
- Polluted seas and oceans
- Damaged habitats
- Limited access to technology
- Obesity
- Racism
- Breakdown of communities

THE GLOBAL GOALS





No Poverty

Zero Hunger

Good Health And Well-Being

Quality Education

Gender Equality

Clean Water And Sanitation

Affordable And Clean Energy

Decent Work And Economic Growth

Industry, Innovation And Infrastructure

Reduced Inequalities

Sustainable Cities And Communities

Responsible Consumption And Production

Climate Action

Life Below Water

Life On Land

Peace, Justice And Strong Institutions

Partnerships For The Goals