

## Three Minutes to Change the World

Can students really change the world? How would our community be different if everyone determined what they were passionate about and used that passion to solve problems? Consider ways that you can make a difference in your community, and create a three-minute video or multimedia presentation proposing a solution. Contact a representative of an organization connected to your community issue, invite him or her to our student-led solutions conference, and offer your video or presentation for his or her organization to use.

### Project Tasks

1. Begin by watching “Three Minutes to Change the World Promo” at [www.youtube.com/watch?v=COMbMBHrgK4](http://www.youtube.com/watch?v=COMbMBHrgK4) (Biz Kid\$, 2012) as a class.
2. As a whole group, brainstorm a list of community and world problems. A student volunteer writes ideas on the board as students call them out.
3. Next, in small groups of three (or individually), log in to Spark!Lab (<http://invention.si.edu/try/sparklab>) and explore the featured inventions and stories about their inventors. You have ten minutes. Consider interesting inventions and topics, and note them on your “Project Proposal Guide.”
4. Individually, create a list of your passions on your “Project Proposal Guide.” What do you enjoy doing? What talents do you have? How do you like to spend your free time? Next, look at the board and your notes. Are there any problems listed that could be addressed with your passion? For example, say you like to read. Are there any people in our community who could benefit from having someone read to them?
5. The teachers will distribute a different description of a student solution from “Design and Discovery Implementation Examples” (Intel, n.d.) to each group. You have five minutes to read your solution and summarize the information to present to the rest of the class. While others are presenting, take note of the most interesting inventions they present on your “Project Proposal Guide.”
6. Your group will now decide on a problem to address and formulate a plan to solve it. Consider how your passions connect to social problems. How could you make others’ lives easier? Clearly explain your project, plan, or product and how it would be used. You may work on a project individually if you prefer since your passions and interests may not be the same as others’ in your group. Use your “Project Proposal Guide” to design your project.
7. Research online to find an organization related to your project. Find contact information, list it on your “Project Proposal Guide,” and ask your teacher to help you write an email.
8. Decide what type of presentation to prepare. Will your organization benefit from or use a three-minute video? Another type of multimedia presentation? An interactive infographic? Explain your choice on the “Project Proposal Guide.”

## Project Proposal Guide

PROBLEMS STUDENTS CAN ADDRESS	SPARK!LAB NOTES
DESIGN AND DISCOVERY EXAMPLES NOTES	YOUR PASSIONS
<b>SELECTED PROBLEM</b> State the problem and why it is important to address it.	

**PROPOSED SOLUTION**

What product or service would make life easier, more fun, or more efficient?

**CONTACT INFORMATION FOR AN ORGANIZATION ASSOCIATED WITH THE PROBLEM**

List the email, webpage, address, phone number, or all of these of the contact person.

**MULTIMEDIA FORMAT AND RATIONALE**

Select iMovie, Animoto, LifeLogger, PowToon, ThingLink, Canva, Easel.ly, Piktochart, Venngage, or some other tool.

Why this format? Who might use it? For what? Where?

## Scoring Rubric

	<b>1 SIGNIFICANT REVISION NEEDED</b>	<b>2 SOME REVISION NEEDED</b>	<b>3 PROFICIENT</b>	<b>4 EXCEEDS EXPECTATIONS</b>
<b>Objective 1: Students will identify community or world problems.</b>	Problem is unclear. Solution is implausible, not matched to the problem, or not present.	Problem is defined, and its significance is stated. Solution is present but not in much detail.	Problem is well defined, and its significance is fully explained. Solution is creative, well designed, and detailed.	Problem is very clearly defined, and its significance is explained in great detail. Solution is innovative, expertly designed, and elaborately detailed.
<b>Objective 2: Students will propose solutions for their selected problems to businesses or service organizations related to their problem.</b>	Multimedia product or three-minute video incorporates poor-quality visuals and graphics that distract from the message. Choice of media or product is not related to the organization's needs.	Multimedia product or three-minute video incorporates visuals and graphics. Choice of media or product is loosely related to the organization's needs and is explained in some detail.	Multimedia product or three-minute video incorporates good-quality visuals and graphics. Choice of media or product is clearly related to the organization's needs and is explained in detail.	Multimedia product or three-minute video incorporates excellent visuals, graphics, fonts, and effects to enhance the presentation. Choice of media or product is insightful, related to the organization's needs, and explained in great detail.

Sources: Biz Kid\$. (2012, January 13). Three minutes to change the world promo [Video file]. Accessed at [www.youtube.com/watch?v=COMbMBHrgK4](http://www.youtube.com/watch?v=COMbMBHrgK4) on June 29, 2016; Intel. (n.d.). Implementation examples: Experiencing engineering through design. Accessed at <http://tinyurl.com/gotbo9s> on June 29, 2016.