

WE Schools: Inspire your students to bring out their inner change-maker

The logo consists of the letters 'WE' in white, bold, sans-serif font, enclosed within a white speech bubble shape with a small tail pointing towards the top-left.

WE Schools is a free, four-step experiential service-learning program that challenges young people to identify the local and global issues that spark their passion—then empowers them with the tools to take action.

GET STARTED

Register now to receive your free WE Schools Kit for the 2018/2019 academic year! Visit WE.org/weschools or email PacificCoast@WE.org.

About the program:

- Used in 16,000+ schools in North America and the UK
- Creates increased academic engagement, college and workplace readiness, and civic engagement
- **Free access to:** a WE Schools Kit with educational resources and service-learning campaign guides, online webinars for professional learning, motivational speakers, action-planning sessions, award and grant opportunities

Learn more: WE.org/weschools

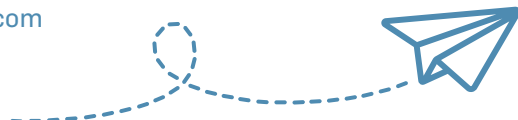
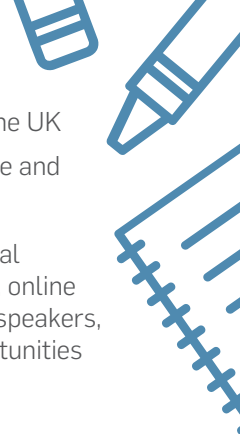
Through WE Schools, receive tickets to a WE Day event in a city near you.

WE Day is a stadium-sized event that brings together world-renowned speakers and performers alongside tens of thousands of youth—celebrating their year of action through WE Schools.

Learn more: WE.org/weday

Inspire your students further through ME to WE Leadership Programs—including customized learning workshops and service learning trips overseas.

Learn more: metowe.com



Classroom Resources

**An overview of our US service-based
learning curriculum**

Classroom Resources

Integrate service-based learning into your existing curriculum using our expectations-aligned classroom resources, which will support your commitment to engaging, educating and empowering your students.

View and download them at [WE.org/educator-resources](https://www.we.org/educator-resources).

WE Walk For Water Classroom Resource

The WE Walk For Water classroom resource is designed to create an experiential service-learning opportunity for students. They will develop an understanding of the current global water crisis, how this crisis impacts people and communities around the world and how they can be part of positive change.

Grades: 1 to 3, 4 to 6, 7 to 8, 9 to 12

Fundraising Initiative Connection: WE Walk For Water

Advocating for Children's Rights

Through picture books, personal narratives and case studies, students will explore the United Nations Convention on the Rights of the Child and discover how these rights are being denied to children and young people around the world. Students will work collaboratively to raise awareness of these issues within their school and community.

Grades: 2 to 3, 4 to 6, 7 to 8, 9 to 12

Fundraising Initiative Connection: WE Are Silent

Creating an Inclusive World

Made Possible by Microsoft

Creating an Inclusive World is a classroom resource designed to foster an understanding of the issues surrounding accessibility. Students will be encouraged to consider how inclusive design could be applied to their space, interaction or experience to ensure that it is inclusive for all people.

Grades: 6 to 8, 9 to 12

Campaign Connection: WE Are One

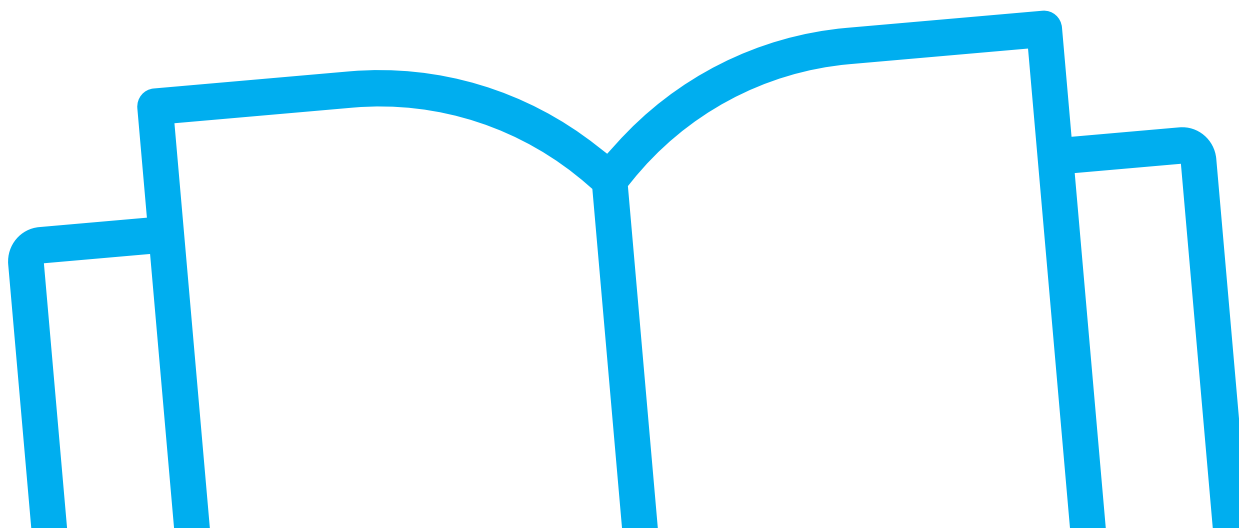
Knowledge Is Power

Made Possible by KPMG

Students will learn about barriers to literacy and issues that affect literacy rates across populations. They will create an action plan to increase access to quality texts that are culturally relevant and representative of readers' interests. This classroom resource creates opportunities for students to learn about social justice issues through fiction and non-fiction texts.

Grades: 2 to 3, 4 to 6, 7 to 8, 9 to 12

Campaign Connection: WE Read Together



Volunteerism: A Growing Movement

Made Possible by Allstate Foundation
Good Starts Young

Volunteering is a purposeful action taken to create positive change in communities. Through this resource, students will evaluate organizations and volunteer experiences. Students will reflect on the impact their volunteering has on others as well as themselves.

Grades: 1 to 3, 4 to 6, 7 to 8, 9 to 12
Campaign Connection: WE Volunteer Now

Arts for Transformation

Made Possible by Participant Media

Students will study the use of film as an adaptive medium for creating powerful stories. They will create short films that capture dialogue between individuals, centering on themes of companionship, respect and compassion for others. Students will be invited to use real-life stories as well as classroom texts to exemplify the impact that relationships have on their lives.

Grades: 4 to 6, 7 to 8, 9 to 12
Campaign Connection: WE Film For Change

Understanding Local Hunger

Students will explore the causes and effects of hunger through literature and media, statistics, and experiences within their community. Through this resource, students will analyze myths and stereotypes about hunger and develop an awareness of how hunger impacts their local community.

Grades: 2 to 3, 4 to 6, 7 to 8, 9 to 12
Campaign Connection: WE Scare Hunger

It All Adds Up

Through this classroom resource, students will become empowered in their financial decisions, now and in the future. They will gain an appreciation for the concepts of earning, saving, giving and spending. Financial literacy is much more than math. Students will learn the impact that their financial decisions have on them, their community and the world.

Grades: 4 to 6, 7 to 8, 9 to 12
Campaign Connection: WE Create Change

Creating Healthy Communities

Made Possible by Walgreens

Students will investigate and gain an appreciation of what it means to promote, restore and maintain health in their lives and in the lives of people in developing countries.

Grades: 1 to 3, 4 to 6, 7 to 8, 9 to 12
Campaign Connection: WE Give Health

Social Entrepreneurship: Connecting Communities

Made possible by DHL

Students will investigate social entrepreneurship, its purpose and its guiding principles. They will study examples of successful social enterprises and consider the impacts of social entrepreneurship on local and global development and the future of business.

Grades: 4 to 6, 7 to 8, 9 to 12
Fundraising Initiative Connection: WE Are Rafikis

Act Today for a Bright Future

Students will develop an understanding of sustainability and the factors that challenge and contribute to the preservation of the environment and natural resources. They will explore different perspectives on the production and use of goods and services that are a part of their everyday lives.

Grades: 6 to 8, 9 to 12

Campaign Connection: WE Go Green

Understanding Ethical Consumerism

Students will study ethical production and socially conscious consumerism, and examine their impacts on communities. They will learn that the production of goods is multifaceted and affects communities locally and globally. Students will create an action plan to host a bake sale that benefits WE Villages communities while reinforcing what they've learned about the supply chain.

Grades: 4 to 6, 7 to 8, 9 to 12

Campaign Connection: WE Bake For Change

Recognizing the Hidden Homeless

Recognizing the Hidden Homeless explores common myths about people who experience homelessness. Students will be encouraged to move beyond the assumptions they may hold and better understand the causes and effects of homelessness.

Grades: 7 to 8, 9 to 12

Understanding Healthy Relationships

Students will learn about the characteristics and communication practices of healthy relationships. They will examine the importance of open communication surrounding issues of finance and personal boundaries.

Grades: 7 to 8, 9 to 12

WE Travel with Purpose

WE Travel with Purpose helps educators engage students prior to embarking on a ME to WE service-learning trip. Students will complete a series of reflective seminars that will prepare them for travel and personal growth.

Grades: 9 to 12



Create a more inclusive world using technology.



INFORMATION LITERACY



CRITICAL THINKING



ARGUMENT FORMATION

AN INITIATIVE OF



MADE POSSIBLE BY



A special thank you to Microsoft for helping WE empower youth to create more inclusive communities.

Microsoft believes technology is a powerful force for inclusion and social change. There are no limits to what people can achieve when technology reflects the diversity of everyone who uses it.

Inclusion + Technology = IMPACT

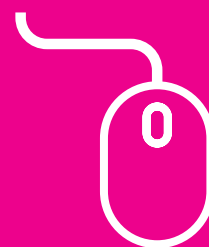
Disabilities come in a wide variety of forms, and many of them are not visible. Using technology and inclusive design is important so that everyone can benefit from accessible tools, services and experiences.

Are there any barriers at your school that make it hard for people with disabilities to be included, such as inaccessible entrances, videos without captions or cluttered hallways? Use the WE Are One campaign to explore ways you can make your school and community more inclusive.



FACT: Voice commands and remote controls evolved from design solutions for people with disabilities, yet benefit us all.

Create a solution using technology that makes your school or community more inclusive.



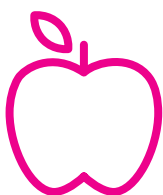
Campaign in Action

Students at Hesby Oaks Leadership Charter were inspired by a student's grandmother who requires the use of a cane to help her get around. Unfortunately, she has experienced a serious fall without having someone nearby to help her.

Knowing that many older people require a cane for support, the students plan to create a cane that can sense the hard impact from a fall and will instantly call a friend, family member or other support person. This will help ensure people can receive immediate attention in the case of a serious fall, even if it happens when no one is nearby to provide assistance.

At School

- Create a PowerPoint presentation to educate other students about how inclusive design results in services, experiences and spaces that benefit everyone.
- Identify barriers—such as hard-to-reach lights or heavy doors—and consider how technology could offer solutions.



At Home

- Have a discussion with your family about what inclusion means and discuss whether your home is an inclusive environment.
- Are there changes you could make to ensure your home is more accessible for people with disabilities?



As a Community

- Challenge yourself to review the inclusion of your central community space, such as a favorite playground, library or coffee shop.
- Are there ways these spaces or the experiences and services within them could be made more accessible and inclusive? How could technology help?



Classroom Resource

Creating an Inclusive World: Exploring how communities can become places where everyone feels welcome.

Grade Level	Subject Connection	Learning Goals	Skills Developed
6 to 8	<ul style="list-style-type: none"> English Language Arts Science and Technology Social Studies 	<ul style="list-style-type: none"> Understand how the use of language affects the creation of an inclusive society. Explore the role technology plays in making community experiences, services and spaces more inclusive. 	<ul style="list-style-type: none"> Action planning Research and writing Argument formation Organization Reflection Information literacy Critical thinking Leadership skills
9 to 12			

Tech for Good Badge

Use Sway or PowerPoint to create an interactive presentation about people with disabilities and the importance of inclusive design. Present it to your school or to students from another school using Skype, and share your experience with [#WEareOne](#).

Go further: Create an app or digital game that would help make your school or community more inclusive for all. Be sure to share your experience using [#WEareOne](#).



Checklist

- Investigate and learn with the Accessibility Issue Card
- Visit [WE.org/WEareOne](#) for more resources
- Create an Action Plan
- Put up campaign posters
- Watch and share the campaign video
- Print out and distribute the Creative Resource
- Share on social media with [#WEareOne](#)
- Complete your Campaign Impact Survey
- Plan your WE DayX

Let's get doing.

Step 1: Investigate and Learn

Inclusive design is all around us. The Velcro on your shoes. Automatic sliding doors. Stop announcements on public transportation.

What services or resources are already in place around your school and community?
What could you do to make these services better, or what new services could you design?



Ways to Learn More

Use the Accessibility Issue Card to learn more about the importance of inclusivity and ways technology can help create more welcoming and safe learning spaces for all.

- ▶ Take time to learn from people with different abilities and experiences.
- ▶ Research community centers or organizations that provide services for persons with disabilities.
- ▶ Ask about having someone visit your school to educate others on the experiences of people with differing abilities.

Set Your Goal

Before you decide which accessibility issue your group will propose a solution to, let's start with a few goals.

How many people would you like to get involved in creating accessible solutions for your school? _____

What forms of technology are available to you that could help with this campaign? _____

Step 2: Action Plan

Use the Creative Resource: Accessibility Mapping Chart to help you explore your school or community and take note of things that might pose a barrier. With your findings, discuss and decide which accessibility issues your group will propose a solution to.

Issue	Solution
Example: The school video announcements have no closed captions.	Example: Work with the technology team at the school to implement closed captions on all videos the school produces.

What barrier will your group propose a design solution to? _____

How will you use technology to design a solution that promotes inclusivity? _____

Who do you plan to present your solution to? _____

When will you present your solution? _____

Step 3: Take Action

Use a digital presentation tool, such as Microsoft Sway, to create a presentation that clearly explains the benefits of your inclusivity solution. Organize your notes from the previous sections and use them to help address the questions below during your presentation.

- ▶ Who is currently using this space or resource? Who is unable to use this space or resource?
- ▶ What is the issue? Why is it important to remove or resolve this issue?
- ▶ What is the technological solution? What benefits does it offer?
- ▶ What will the solution require (installation time and costs, training for equipment, etc.)?
- ▶ How will your group offer assistance (volunteering, fundraising for costs, etc.)?

Next Step

Now that you've shared your solution, it's time to take the necessary steps to implement it! Using technology for good, work with your group and educator to follow through on your solution.



Share your pictures, progress and design solutions on social media with #WEareOne.

Reflect

Did your audience have any follow-up questions?



Why do you think accessibility and inclusivity often go unnoticed?
How can we help others learn to recognize our shared responsibility for making spaces accessible?



Were you able to put your inclusive design solution into place?



Step 4: Report and Celebrate

Report

How many people helped design accessible solutions? _____

How many people did you reach with your presentation? _____

How did you use technology to envision a solution and take action for inclusivity? _____

What were the results of your design solution? _____

Has your educator contacted your WE Schools Program Manager about filling out an Impact Survey? ☐ Yes ☐ No

Celebrate

Make sure you celebrate and share the success of your campaign, and reward yourselves for all your hard work.

- ☐ Share photos of your actions with your school, community and WE Schools Program Manager.
- ☐ Record the highlights of your event day and create a video.
- ☐ Celebrate impacts through a class party, assembly or WE DayX.

