Build for Build for Belonging

Challenge Pack Design with Empathy Ages 11-14





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Welcome!

Are your students ready to design a more inclusive, connected world? This pack has everything you need to run a **Build the Change Challenge** in your school for 7-14 year olds, on the theme of **Building for Belonging**. These challenges encourage empathetic design, helping students tackle real-world problems related to inclusion and human connection.

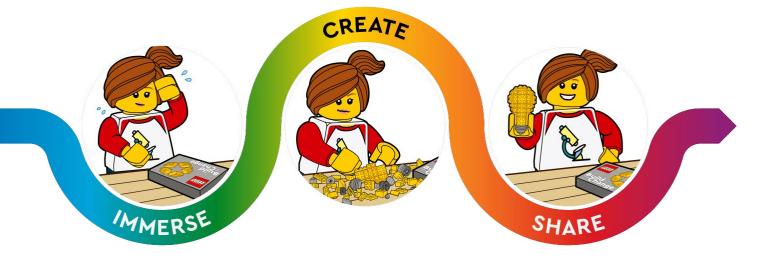
New to the Build the Change programme? No worries! Here's a quick overview to get you started.

What is Build the Change?

Build the Change is a LEGO Group social impact programme that is supported by the LEGO Foundation. It inspires children around the world to build a brighter future through play, and gives them a voice on issues that matter to them.

Learn more: lego.com/buildthechange

#LEGOBuildTheChange



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A free, weekly environmental news worksheet that uses journalism and learning through play to spark curiosity, collaboration, and creativity in your school.

Brought to you by The Day in partnership with the LEGO Group's Build the Change programme, these resources encourage children to explore real-world challenges and imagine creative solutions using LEGO[®] bricks or other materials.

Each week, your students become environmental news detectives, diving into sustainability topics through play-based activities. They'll build key skills while bringing learning to life.

Find out more about *Build the Change*, News Detectives and Learning through Play at <u>www.buildthechange.theday.co.uk</u>

How Do the Challenges Work?

We understand how busy teachers are that's why these resources are designed to make it even easier for you to bring *Build the Change Tuesday* into your school.

Each challenge follows a simple, engaging format, with over two hours of adaptable material, perfect for shorter or longer sessions.

• Workshop 1: Immerse (60 minutes)

Students explore a real-world problem by reading a News Detectives: Build the Change Tuesday article and listening to a Planet People Podcast episode featuring an expert on the topic.

Optional Extension

Teachers can deepen the learning with additional activity ideas (timings are flexible).

• Workshop 2: Create and Share (60 minutes)

Students design their own solutions to the problem and share their ideas with others.







Why Use These Challenges?

These challenges encourage real-world learning while developing essential life skills. The Day and the LEGO Group share a common mission: equipping the builders and leaders of tomorrow with the knowledge and tools they need to become engaged, successful 21st-century citizens.

Designed to help children thrive, these challenges foster skills such as real-world awareness, literacy, oracy, creativity, design thinking, communication, collaboration, and the confidence to know their voices and opinions matter.

At the heart of every challenge is Learning through Play, with hands-on, activities that are both engaging and purposeful. Best of all, they require minimal planning and can be completed with any creative materials you have available —LEGO bricks are not required but can be used if you have some lying around.

WIN 10,000 LEGO bricks!

We are inviting 7-14 year olds to enter their ideas for a better, more connected world into our Build for Belonging competition, with celebrity judge Abby Cook! Enter your pupils' designs by 12pm Monday 30th June 2025 for the chance to win 10,000 LEGO bricks and their work published online! Visit <u>buildthechange.theday.co.uk/competition</u> to find out more.



With competition judge Abby Cook!

Missed the deadline? No problem these challenges can be used year-round, and you can get your children's awesome ideas published in our online gallery.

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Simply <u>upload photos</u> with a short description of your children's creations to our Build the Change photo <u>gallery</u>, for the whole world to see!





Design with Empathy Challenge

What's in this Challenge Pack?

In this pack you'll find everything you need to run our Design with Empathy Challenge in your school.

1. Workshop Plan

Workshop Plan to support two 60-minute workshops and optional extension activities, if you choose to run them.

11-14 Workshop Plan (recommended for secondary students)

2. Presentations

PowerPoint slides with Speaker Notes to support two 60-minute Workshops and optional extension activities, if you choose to run them. Includes embedded videos and the **Planet People Podcast**.

11-14 Workshop PPT (recommended for secondary students)

3. Build for Belonging Competition Worksheet

11-14 Competition Worksheet

4. News Detectives Article

Design with Empathy 'The new school built to boost wellbeing' Article

5. The Planet People Podcast

Design with Empathy episode

What other resources are required?

Creative materials (pens, crayons, LEGO bricks, recycled or craft materials)

Should I run the challenge with individuals, pairs or teams?

Students can enter our competition as individuals, pairs or in teams of up to 4 people. Before you begin, decide if you'd like students to work individually, in pairs or in teams. Students can work as individuals in workshop 1 and switch to teams in workshop 2. There are slides that will support all set-ups, read the slide notes to decide which slides to show students, depending on whether you are running this as an individual, paired or team challenge.

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Workshop 1: 60 mins

Timing	Activity	Instruction	Resources
1 min	Are you ready to build the change?	Play the short energiser video.	11-14 Workshop PPT slide 4
3 mins	Find your happy place / Share a happy place	 Ask students to visualise their favourite public place. Encourage them to share memories and feelings in pairs or as a class. Note down descriptive words. 	11-14 Workshop PPT slides 5-6 Creative materials (like pens, crayons, LEGO bricks or any kind of building, recycled or craft materials you have)
6 mins	Lost in Space / Space to Reimagine	 Ask students to visualise their least favourite public spaces. Challenge them to pick one of these and then reimagine it into a space they could love. Use the creative materials to create their ideas. 	11-14 Workshop PPT slide 7-8
3 mins	Introduction part 1: Designing Places	 Instruct students to start a Mind Map in their Competition Worksheet. Play the video about how designers create spaces for everyone. Reflect on the video. 	11-14 Workshop PPT slide 9 Video: Introduction part 1: Designing Places Competition Worksheet
3 mins	Read all about it!	 Read the News Detectives article: Read TODAY'S NEWS STORY independently, or as a class, depending on your class' reading ability. 	News Detectives article: <u>'The new school built to</u> <u>boost wellbeing'</u> (See slide 10) Competition Worksheet
10 mins	News Detectives	 Put students into teams of 4 students. Give them some time to discuss the questions in the slide notes. Share ideas as a class Add any interesting ideas or useful information to their Mind Map. 	11-14 Workshop PPT with video embedded slide 11 Competition Worksheet
2 min	Investigation of the day / Inclusive vs. Empathetic Design	 Begin to explore the Investigation of the Day question on page 2 of the News Detectives Article: What is empathetic design, and why is it important for everybody? Ask them to guess what empathetic design might be. Use the slide to illustrate the difference between inclusive design (making spaces accessible for all) and empathetic design (making spaces feel good for all). They should add useful information or ideas to their Mind Map. 	11-14 Workshop PPT slides 12-13 with the Planet Competition Worksheet





Timing	Activity	Instruction	Resources
	Planet People Podcast: Design with Empathy episode	 Seat students around creative materials. Ensure each student has a Competition Worksheet in front of them. Play the Podcast in 3 parts, taking time to pause in between. 	Creative materials 11-14 Workshop PPT with the <u>Planet People Podcast:</u> <u>Design with Empathy</u> embedded into slides 14-19 Competition Worksheet
			Competition worksneet
		Part 1: Mini-build challenge (5 mins)	
		 Listen until 4:10 In this part, students will: Be introduced to the topic. Complete a mini-build challenge: Build a space that's perfect for someone you know well. 	
		<u>Podcast Pause 1: Share your ideas (5 mins)</u>	
		 Pause at 4:10 Allow students to finish their build. Share some ideas. For Part 2, encourage students to create a topic 	
		Mind Map to capture information and ideas.	
25 mins		<u>Part 2: Investigation of the Day (5 mins)</u>	
		• Listen until 8:15	
		 In this part, students will: Listen to the hosts interview the guest expert using the Investigation of the Day question: What is empathetic design, and why is it important for everybody? Students record ideas as they listen on their Mind Map. 	
		<u>Podcast Pause 2: What have we learned? (5 mins)</u>	
		 Pause at 8:15 Share ideas from the mind maps. Use the Comprehension Questions in the notes on slide 18 to check understanding. 	
		<u>Part 3: Build the Change (5 mins)</u>	
		• Listen until the end (13:34) In this part, students will:	
		 Recap on the conversation Be introduced to the Build for Belonging design challenge Find out about our competition. 	Ţ.
2 mins	Build the Change Design Challenge	 Set the Build the Change challenge using the slide: Using empathy and imagination, redesign a space in your community so it works for everyone. 	11-14 Workshop PPT slide 20. Competition Worksheet
5 mins	Reflection	Students add to their mind map: • Draw one thing that has interested or inspired you today • Write one question you have about the topic.	Creative materials 11-14 Workshop PPT slide 21. Competition Worksheet

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(Optional) Extension: **TAKE ACTION**

Activity	Instruction	Resources	
Activity 1: User insight investigators	See the speaker notes on each slide for specific resources and guidance on how to run these activities in your school.		
Activity 2: Empathy Mapping Workshop		11-14 Workshop PPT slides 22-24	
Activity 3: Inclusive Space Redesign			







Workshop 2: 60 mins CREATE & SHARE

Timing	Activity	Instruction	Resources
8 mins	The Gift of Empathy	 In pairs or groups, students plan the ultimate party for a specific user profile. 	11-14 Workshop PPT slide 26 People Cards slides 40-41
3 mins	Introduction part 1: Designing Places	 Play the video about how designers use empathy to design for lots of different people. Use the slide to reflect on the video. 	11-14 Workshop PPT slide 27 Video: Introduction part 1: Designing Places. Competition Worksheet
1 min	Work together. Create together.	 Use this slide if you are running this challenge as a paired or team activity, to set the tone for good teamwork. 	11-14 Workshop PPT slide 28
3 mins	The Build for Belonging Design Challenge/ Reimagine Design for Everyone/ Top Tips	Use these slides to: • Check students understand the design challenge brief. • Spark some ideas as a class before students work more independently.	11-14 Workshop PPT slides 29-31
15 mins	Let's Build the Change!	 Use the Challenge Checklist, if your class needs more guidance or structure. You can leave this slide up for students to reference and tick jobs off the list. There are a list of job roles in the appendix, if working in pairs or groups. Set students off on the challenge. 	11-14 Workshop PPT slide 32 Creative materials Competition Worksheet
10 mins	Iterate	 OPTIONAL. Pair up two students, two pairs or two teams for peer assessment. Encourage students to update designs with suggested improvements. If time is short a teacher or TA could visit each group instead. 	11-14 Workshop PPT slide 33 Creative materials Competition Worksheet
10 mins	Final Checklist	 Give time to wrap up. Use the slide to delegate roles or tick tasks off a checklist. Ensure ideas, designs and descriptions are captured in the team's Competition Worksheets. When you've stopped working, you can play the special message video from our Build for Belonging Celebrity Judge, Abby Cook (see slide 35) 	11-14 Workshop PPT slides 34-35 Creative materials Competition Worksheet
10 mins	Share!	 Allow time for students to share their solutions. You could create a gallery, share as a class or share in smaller groups. Whatever works for you. Remember to take photos and enter our competition by 30th June 2025. www.buildthechange.theday.co.uk/competition You can also use the QR code to upload drawings and models to the LEGO Build the Change Gallery. 	11-14 Workshop PPT slides 36-37