

Superheroes Come to the World

Design for Change Challenge Notes

Why is this important?

URGENCY

Earth, our home, requires urgent action. We live in a time when we have become more aware of our existence through the miracle of modern communication. We see the environment stretching to contain all of us. Hunger and poverty imprison so many of us. War and crime destroy too many countries, communities, and individuals.

Nonetheless, this is a unique time, too. For the first time in human history, we have answers and the capacity to redirect our existence, and repair our planet. As our collective conscience fills with guilt over what we may be leaving our future, we are also aware of the positive possibilities of our existence. This is a time for hope.

“Anyone can do it ... it ain’t about us, the selfishness. It’s what they care about, if they care they love, it’s going to go global. Everyone of us human beings alive ... the Mother is the earth, we’re all equal.” — Wakan, Crazy Horse School in Wamblee, South Dakota, USA

FULL VIDEO: <https://www.youtube.com/watch?v=shfF0BrXq4E>

Wakan’s message is hope that begs action, and what we do today is critical because today is future history. Today matters because we build our futures while working in our todays. In this way, we are able to reach across time. We are time travelers through our actions. Everything we do today, touches the future. How will we touch it?

SUPERHEROES

If the evidence of hope is confidence, and the proof of urgency is in taking action, then the result is that hope brings trust, and urgency brings energy. These things naturally come from our young people. At Design for Change, we call them Superheroes. The great news is that there are many Superheroes, and their numbers are increasing.

The current global population is approximately 7.6 billion people. Fully 24% or approximately 1.8 billion people are children under the age of 15 years. Never has there been a positive force, an army for goodness, this large. Imagine what roughly 1.8 billion Superheroes might accomplish. There is much that needs to be done on our little blue planet, but Superheroes have the urgency, energy, and hope, and are clearly up to the task.

DIAGNOSIS

To fix anything, you must see what is broken. To correct a mistake requires understanding of the greater part, and a new decision. To cure requires seeing beyond the symptoms, and addressing the cause. All of these describe what the global Sustainable Development Goals (SDG) are. There are 17 SDGs and they include: 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 Inequality, Sustainable Cities and Communities, Responsible Consumption and Production, Climate Action, Life Below Water, Life on Land, Peace and Justice Strong Institutions, and Partnerships to achieve the Goals. To achieve goals requires a method, a plan and the will. Design for Change brings all three.

METHOD AND EDUCATION

Education should teach us that I CAN and WE CAN. It should teach us that we have the ability inside ourselves to shape a wonderful world through what we think, feel and can imagine. Design for Change begins with education.

“During class you jot down notes. You have doubts which you don’t tend to ask. The teacher is the center of focus and you feel so small in class, but in Design for Change, everyone is equal.” — Design Thinking Guide IMPACT STUDY Student Feedback

Through the process of FEEL, IMAGINE, DO, and SHARE, Design for Change empowers children to engage empathy, acquire vision, discover duty, and commit to contribution so they can acquire the I CAN mindset. With this new mindset, they cut the “rope of the negative” which tethers them short of their true potential.

FEEL: “It made us open up front of the whole class. We learned to be empathetic, not just sympathetic. We need to put ourselves into the shoes of other people.” — Design Thinking Guide IMPACT STUDY Student Feedback

IMAGINE: “This book helps you to be independent while you are in a team. It helps us think on our own. We also get to know the thinking pattern of so many other people.” — Design Thinking Guide IMPACT STUDY Student Feedback

The I CAN mindset becomes imprinted and fosters a supporting sense of personal, family, community, country, and global responsibility. Unbreakable links between I CAN and WE CAN are created. Enthusiasm brings energy and reinforces urgency. Making a difference takes on life and impacts each day.

DO: “It’s not only important that you are good at your school and studies, but you also need to think of the next level, which is society and how you are contributing to the society.” — Design Thinking Guide IMPACT STUDY Student Feedback

RENEWING PAST INSPIRATION

There are inspiring moments in history from around the world that demonstrated the principles which Design for Change is founded on. Two examples are the 1930 Salt March to the Sea in India, and the 1963 March on Washington DC.

The Salt March, which took place from March to April 1930 in India, was an act of civil disobedience led by Mohandas Gandhi (1869-1948) to protest British rule in India. During the march, thousands of Indians followed Gandhi from his religious retreat near Ahmedabad to the Arabian Sea coast, a distance of some 240 miles. The march resulted in the arrest of nearly 60,000 people, including Gandhi himself. India finally was granted its independence in 1947.

Similarly, Martin Luther King Jr. gathered a demonstration in Washington DC. The March on Washington was a massive protest march that occurred in August 1963, when some 250,000 people gathered in front of the Lincoln Memorial in Washington, D.C. Also known as the March on Washington for Jobs and Freedom, the event aimed to draw attention to continuing challenges and inequalities faced by African Americans a century after emancipation. It was also the occasion of Martin Luther King Jr.'s now-iconic "I Have A Dream" speech.

Both the Salt March to the Sea and the demonstration in Washington DC restored the power of the individual and groups united by common spirit. People trusted the future again. Hope was renewed.

Design for Change is a modern day Salt March to the Sea or a demonstration in Washington DC. Instead of occurring at one time in one place, its program empowers children (Superheroes) to demonstrate with each civic project that hope is alive.

SHARE: "It looks like it is big enough to accommodate all our ideas. This is like a beginning level for a Do-Gooder in the society." — Design Thinking Guide IMPACT STUDY Student Feedback

FULL VIDEO: <https://www.youtube.com/watch?v=W8Z097iRqGA>

Because of the Salt March to the Sea in India, and the Demonstration in Washington DC, hope was restored as action fed confidence. The power of urgency was proven in the history that followed. Design for Change aspires to do nothing less than to change future history. So that a millennia from now future generations will bless us.

In the beginning of the 2000 film *Gladiator*, the character Maximus (Russell Crowe) says, "What we do in life echoes through eternity."

NOTE: The above is concept material for any DFC presentation. What follows is more specific to the VatICAN project culminating in November 2019. It is summary material of the possibilities of that project between now and then.

What will you see (and hear) happen?

Are you prepared to see something you've never seen before, or even dreamed about? Where do you draw the line between the possible, and the impossible? Wherever you draw that line, it will soon be erased. In your life, whatever burden you've borne or whatever barrier has blocked your path, will be lifted and moved aside. Superheroes will lead the way for the world. Superheroes will reach down to you at the personal level and inspire you to become the human being you were destined to be. How? Superheroes are experts in a process with four steps: FEEL, IMAGINE, DO, and SHARE.

Their power exists because they are still children. Superheroes are aware, and want to change the world they live in for the better. Like all children, Superheroes are born perfect, but unlike some who are taught greed, fear, and hate, they have found the four step path. They come with confidence in, and build on, their existing Superhero abilities to Feel, Imagine, Do and Share. Their lives are becoming a demonstration.

So what's possible? Suppose there are 10 projects in 100 countries each month between February 2018 and May 2019. That would be 16000 projects. Then if average impact of a project is 1000 people. 16 million people are impacted. Further, suppose there are 100 projects per month per country. 160 million people are impacted. Now, suppose there are 1000 projects per month per country. 1.6 billion people are impacted. So, 1000 projects per month in 100 countries from February 2018 until May 2019 equals an impact of 1.6 billion people.

Do you think you will see and feel a global impact on the lives of 1.6 billion people? Do you want to? Because wanting to is the key difference. The wanting is the part that will make it true!

When is this happening?

This is about a "when" which takes place between now and November 2019. "When" means not only one week in November 2019, but it also includes the entire journey.

Join a journey of global communication and recruitment. Discover children and their Superhero powers. Follow them and participate with them as they imagine and do. Show and share their work. Then take one week in November 2019, nine thousand Superheroes from 100 countries, and five hundred Superhero stories. Experience an audacious plan to spotlight these Superheroes as the beacons of hope that they are. See them demonstrate that they are indeed prepared today to spread their light so that the world will one day not need to be repaired!

Superheroes will come to Rome for the greatest demonstration of civic empathy and responsibility ever driven by the power and goodness of children. Witness a record setting competition for humankind. In real time, be impressed by the empathy and enthusiasm as Superhero teams from 100 countries demonstrate the power of FEEL, IMAGINE, DO and SHARE. Watch Pope Francis and a team of his hand selected judges score all of the projects, selecting the top projects from each continent. Listen to a proclamation read at the United Nations celebrating a new chapter in human existence.

“When” really begins now and lasts forever. Do you dare to take the actions needed today to change future history, and indeed change future forever?