**DESIGNING A GLOBAL GOALS PROJECT**

**Phase 1: FEEL** (empathising, connecting, defining, inquiring phase)

‘start with me’ in **local**/school/community/family context

**define** and **describe** the specific problem/ situation you want to change

**‘find out’** about the situation or problem (inquire, investigate, audit, ask, survey)

connect to the **global context** by connecting with **UN SDGs**, compare other situations and experiences in different contexts.

connect to the **curriculum** (Recommended - this is the best time to think about how the situation relates to the knowledge content and skills you want to develop, and to ‘find out’ if colleagues in your school/networks/learning area/professional organisation are potential project partners)

**Phase 2: IMAGINE** – (ideate, envisage; visioning, creative phase)

What would a better situation look and feel like? (express - narrate, describe, draw, collage)

How might we ….?

(Recommended - provide an open, non-judgemental context for free *expression* of ideas, even those which might seem unrealistic or silly; leave the critical thinking - assessing, evaluating, judging and choosing - until the next step)

**Phase 3** – **PLAN** (planning, protoyping, designing, organising phase)

**Refine** your ideas (process of testing, adapting, modifying, critiquing)

Articulate your plan

**Why**? – explain the problem and intended impact (rationale)

**What**? – what will you do?

**Who**? – who will be involved? what will be their roles?

**How**? – what resources will you need?

**When**? – list milestone events, steps or stages

**Phase 4 –DO** (doing, acting, implementing phase)

**Phase 5** – **SHARE** (celebrating, reflecting, modelling phase)