



# WAGILabs

IDEAS FOR GOOD!



Kids Changing the World,  
One **IDEA** at a Time!

## KIDPRENEUR PLAYBOOK

+ eSTEAM Exercises

**Chic Thompson and Mary Power**

with Isabella Becchi, Lucca Cidale, Emma Morris, Andrew Rummel, and Allison Szvetitz



**“Follow your  
Curiosity to uncover  
your Passion.”**

— WAGi

Teacher  
Guide  
Page 138

This **Kidpreneur PlayBook** belongs to:

**WAGiLabs** is endorsed by:

NATIONAL

**AfterSchool**

ASSOCIATION

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# The WAGiVoyage

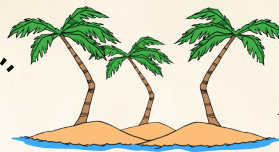
1. Discover Our Passion!



2. Be a Detective!



SEA OF  
CURIOSITY



ISLAND OF  
COMPASSION

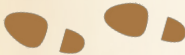
4. Define Challenge!



3. Uncover Needs!



5. Walk in Others' Shoes!



6. Brainstorm Solutions!



7. Get Feedback!



11. Pitch at GuppyTank!



OCEAN OF  
COURAGE



8. Build Prototypes!



9. Plan Your Pitch!



10. Create a Music Video!

12. Make it Happen!



13. Play it Forward!



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The "Kidpreneur Ship"





# Welcome!



All kids love empty boxes — especially big ones. Kids can turn a box into anything they imagine by saying these magic words:

It's **NOT** a box!  
It's a...

...castle!

...spaceship!

...sled!

...puppet show!

WAGi, our mascot, believes in this same world of endless possibilities. He invites kids to unleash their wildly creative ideas in WAGiLabs!

This is **NOT** a book!  
It's a...

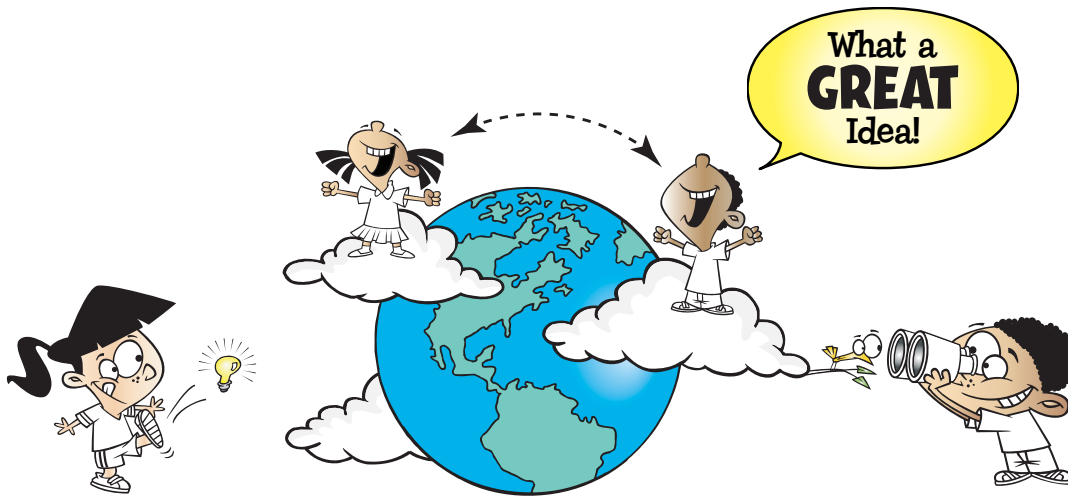
...fun game!

...secret mystery!

... journey to other parts  
of the world!



# What is WAGiLabs?



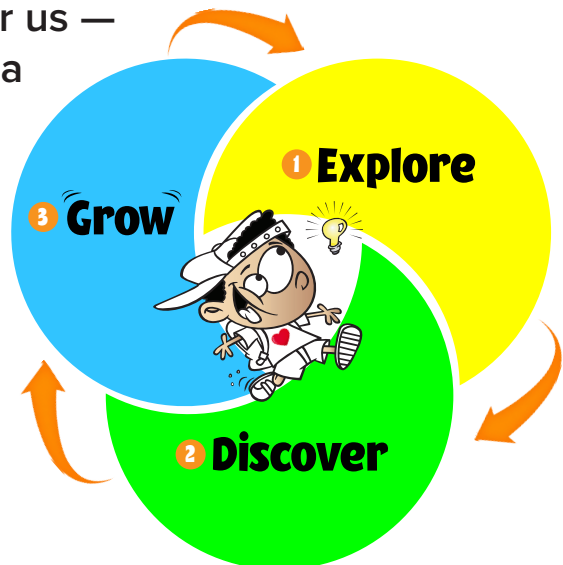
WAGiLabs are incubators for kids' ideas. Most importantly, ideas for **“doing good”** to help people, animals, and the environment. The letters in “WAGi” stand for the words in the phrase, **“What a Great Idea!”**

Our labs are part laboratory, part workshop, and all-around playgrounds for discovery. When kids play and create together, their imaginations come together, and new ideas happen!

We link every WAGiLabs in the U.S. with an international WAGiLabs to promote empathy and a global perspective for our kids. The environment is no obstacle for us — we can build WAGiLabs at a school, on a bus or in a tree.

At the heart ❤️ of WAGiLabs is our Continuous Learning Model:

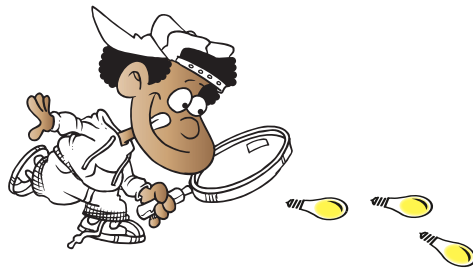
1. Explore your community
2. Discover ways to help others
3. Grow from the experience



# What is a Kidpreneur?

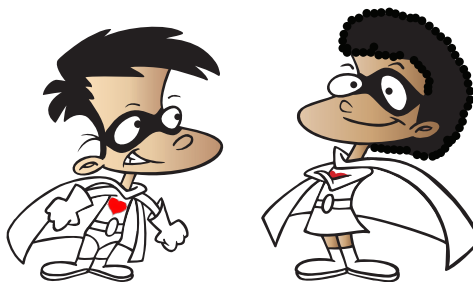
A kid who uses curiosity, compassion, and courage to come up with ideas to solve challenges in their community and the world.

**Curiosity** + **Compassion** + **Courage**  
= **Change the World**



**Curiosity** is the **mindset** of a Kidpreneur. Curiosity helps you discover problems in the world and come up with ideas to help solve them.

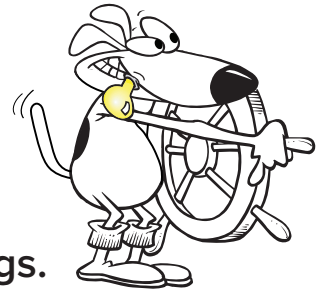
**Compassion** is the **heart** of a Kidpreneur. At WAGiLabs, the kids learn empathy by walking in others' shoes to discover how they feel and to identify what they need.



**Courage** is the **strength** of a Kidpreneur. Your courage will help you trust yourself to ask challenging questions, brainstorm multiple solutions, risk making mistakes, and share your ideas with others.

# Who is WAGi?

WAGi, our mascot, comes from a long line of “creative canines” with a mission to do good things.



His ancestor, Barko Polo, was Marco Polo’s constant companion, sniffing out the safest path along the Silk Road. A distant cousin, Flea-onardo, had long, flapping ears that inspired Leonardo da Vinci’s very first sketch of a helicopter.

And let’s not forget the feline-chasing, tree-shaking I-Sic Newton. When she chased the neighbor’s cat up a tree, an apple tumbled to the ground, and her pal Isaac Newton discovered gravity!



WAGi is on a journey to make the world better — and he needs our help! He leads each mission and reminds us to dream big, do good, be kind, share ideas, and keep going until we reach our goals.

WAGi’s inspirational messages are called the “**WAGiWays.**”



# Learn the WAGiWays!

1. **Create a Safe Space:** We start by being kind to ourselves and each other.
2. **Dream BIG:** We brainstorm many amazing ideas — there are no limits to our creativity!
3. **Yes, AND:** We always say: “Yes, **AND**...” when someone shares an idea. That means, “I hear your idea ... **AND** I’m ready to learn more and add my ideas to make it grow!”
4. **Walk-in Other’s Shoes:** We imagine what other people’s lives are like by “**trying on their shoes**” so we can see the world through their eyes. Having compassion is how we understand the changes that are needed in the world.
5. **Do GOOD:** We remember to focus on ideas that will make life better for our community and the world.
6. **Get Messy:** We build prototypes of our best ideas. We conduct experiments and learn through trial and error.
7. **Keep Going:** We never give up. We keep trying to build and share our ideas, even when we face obstacles. We bounce back and try different solutions when our first try doesn’t work.
8. **Play It Forward:** We leave footprints that become a pathway to invention for kids around the world.





# WAGi Achievement

At WAGiLabs, there are three Kidpreneurship Levels of Achievement. Certificates and digital badges are available.



Adventurer (6-8 hours)	Explorer (12-16 hours)	Trailblazer (20+ hours)
Learn the WAGiWays	Learn the WAGiWays	Learn the WAGiWays
Create a Safe Space	Create a Safe Space	Create a Safe Space
Uncover Community Needs	Uncover Community Needs	Uncover Community Needs
Brainstorm Ideas	Define the Challenge	UnSelfie Challenge
Pitch Ideas	Brainstorm Ideas	Define the Challenge
	Build a Prototype	Brainstorm Ideas
	Create Pitch	Revise Ideas
	Pitch Best Idea	Build and Test Prototype
		Create a Music Video
		Pitch Idea at GuppyTank
		Revise Idea
		Bring Idea to Life
		Play It Forward
		Teach/Coach WAGiLabs

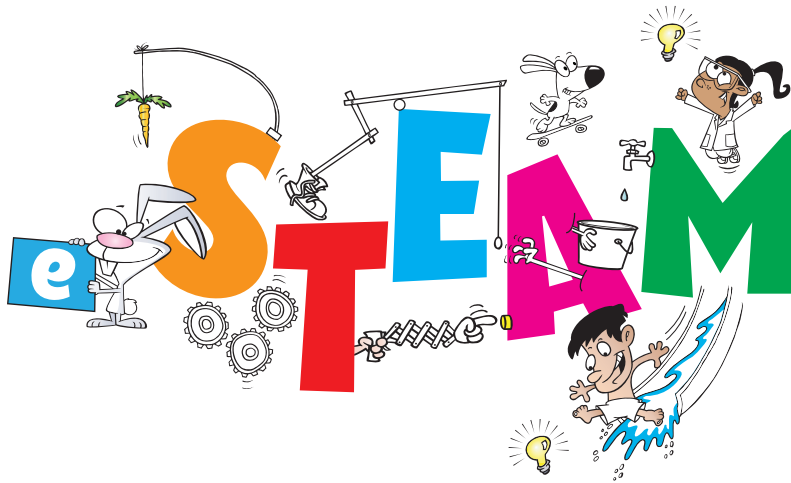
The levels are based on how much time you spend exploring on your voyage.

The good news is you can start on a short six-hour voyage and still come up with ideas to make it a better world.



# WAGiLabs is eSTEAM

Research has shown that innovation and discovery happen at the intersection of multiple disciplines. We call it **eSTEAM**.



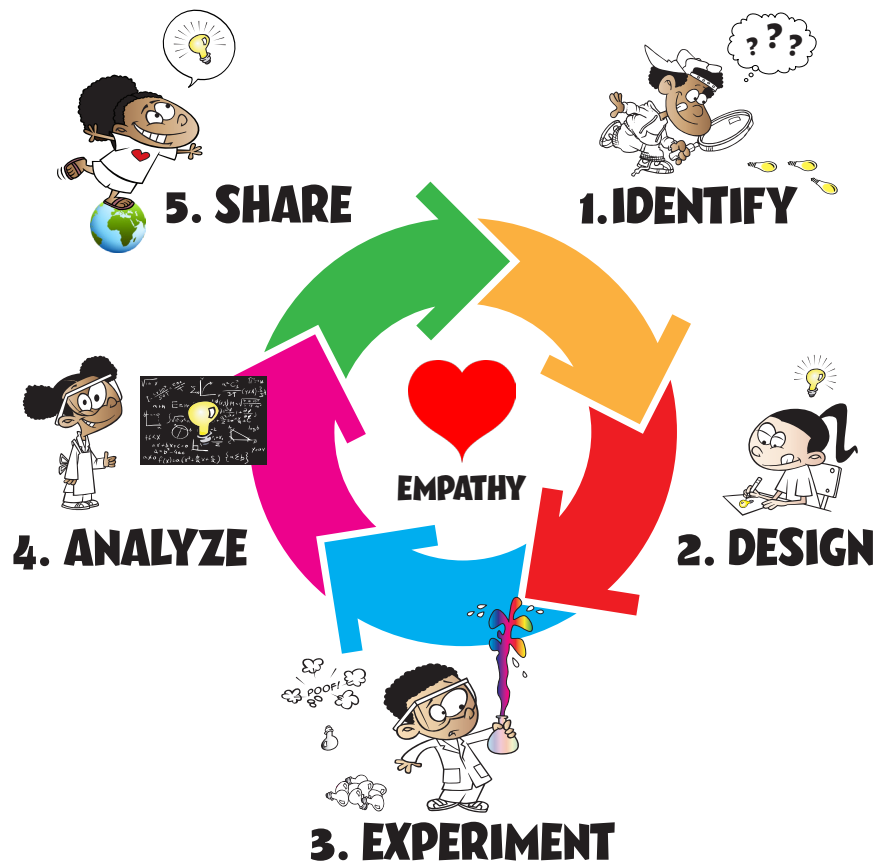
**Entrepreneurship + Science + Technology + Engineering + Arts  
+ Mathematics = A Life Skill of Creative Problem Solving**

As our kids learn more about imagining and creating community solutions, they will discover how science and the arts can help them identify and help challenges.

Throughout this playbook, the WAGiKids will:

1. Practice **Mindfulness** techniques (starting p.12-16)
2. Learn about your **Brain/Body** dominances (p.74-75)
3. Pitch an idea with **drawings** and **prototypes** (p.98-102)
4. Choreograph a song and produce a **music video** (p.105-115)
5. Illustrate a **storyboard** (p.116-119)

The WAGiKids will use the **IDEAS Cycle** to generate their big ideas. Empathy and doing good are at the heart of everything they will be doing.



### **1. IDENTIFY**

When you are identifying a challenge, you'll ask **What, Why, Who, When, and Where** to help you define your challenge.

### **2. DESIGN**

You will be brainstorming exciting ideas to fill the needs you have identified. You let your creativity flow like winds in a storm.

### **3. EXPERIMENT**

Now that you have ideas, it's time to experiment with possible solutions by building models or prototypes and testing them.

### **4. ANALYZE**

Experiments require you to analyze your information, evaluate your design, and propose revisions to improve your ideas.

### **5. SHARE**

What's the best way to present your ideas to your classmates, parents, teachers, and community? A pitch, of course!

# What are the Rules at WAGiLabs?



At each WAGiLabs, the kids create the rules.

List five things you could do to make sure you don't have fun or learn anything at WAGiLabs. We've filled in the first one for you!

1. **DON'T** tell anyone my ideas.
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

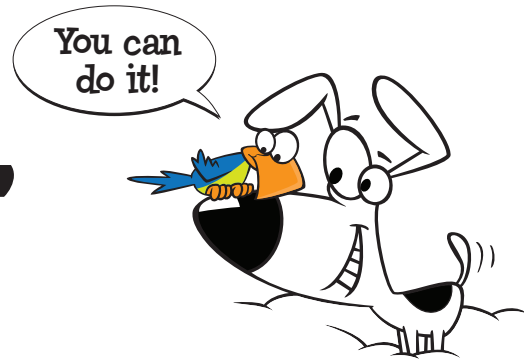
Now, look at the five things on your list. Think of the “**opposite**” things you could do instead? Write them here.

1. **SHARE** my ideas with everyone.
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Aha! Can you see how flipping your thinking changes everything? The five things on your “**opposites**” list will be your rules to follow.



# Create a “Safe Space”



## Listen to the Parrot!

Do you see the colorful parrot sitting on WAGi's nose? His name is "Chati." What are the phrases that Chati hears and repeats on the KidpreneurShip?

If the phrases are:

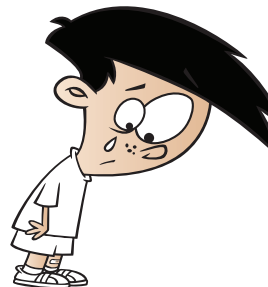
1. Dream big!
2. Yes, **AND**...
3. You can do it!
4. That was fun!



You have a safe space for kids to create ideas and be themselves while learning.

If the phrases are:

1. That will **never** work!!!
2. That was **stupid**!!!
3. You're **weird**!!!
4. Non-verbal "**rolled eyes**."



Then you have a space with fear, and most kids will not feel comfortable participating in group exercises.



To help turn a “**never** work” into “let’s **make it** work,” WAGi wants you to respond to:

“That will **never** work!” with  
“What will it take to **make it** work?”

“That was **stupid!**” with  
“I’ll be glad to **listen** to YOUR idea.”

“You’re **weird!**” with  
“**Thinking weird** helps me to come up with great ideas.”

“**Rolled eyes ...**” with  
a big **SMILE!!!**

The WAGiLabs kids in Charlottesville, Virginia, helped a mom and two young daughters start a “safe space” coffee shop. It’s called “**Kindness Cafe**,” and they employ people with disabilities to show that everyone is welcome.



Remember the game, “Simon says?” The WAGiKids changed the name to “Kindness says...” to encourage coffee drinkers to think up fun things to do that are “**kind**.”

For example, show a smile, open a door, give a hug, or buy someone a coffee.

1. What ideas does the Kindness Cafe give you for your community?
2. How can the “**Kindness says...**” game be used in your school?

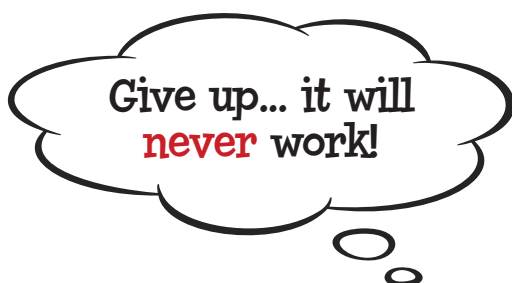
# “**Stop** and Pop!”



Hey, it's WAGi here!

I believe in the power of positive thinking — and most of the time, I'm pretty good at it!

Sometimes, negative thoughts get in my way. Like when I'm trying to solve a problem, and nothing is working, my thoughts can be...

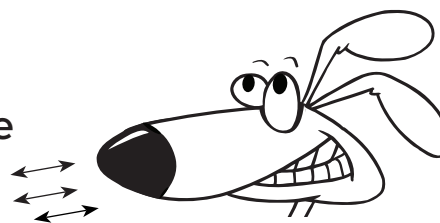


So, how do I get rid of these self-defeating thoughts and turn them into positive thoughts?

I “**POP**” the negative thought balloons using my smile and breath.

Here's how it works. Anytime a bad thought makes you doubt yourself or think about quitting ...

1. Put a big smile on your face.
2. Then slow down your breathing and take three long breaths in and out... in and out... in and out.
3. Observe your body as you start to feel calmer.
4. “**POP!**” Watch those self-defeating thought balloons disappear into thin air and put in a positive thought.



And hopefully, you'll feel better, happier, and ready to take the next steps forward!

Then come up with new ideas — and find out how you can solve the problem after all! It sounds weird, but it works!

Learning to calm your thoughts is called **Mindfulness**. It takes practice — a lot of practice.

To help you remember this popping technique, I made this **STOP** sign for you.

**S** stands for **Smile**

**T** stands for **Take** three slow in and out breaths

**O** stands for **Observe** your body and feelings

**P** stands for **POP** those negative thoughts

As we embark on our WAGiLabs journey together, if you ever hear little negative thoughts in your head saying, “Give up!” or “Don’t trust your ideas!” hold up that sign and **STOP** them!

If you need help, I’ll always be by your side!

Practice the **Mindfulness** exercise on the next page to help you focus on achieving big ideas for your community!





This exercise will wake up your brain because you are doing two different things at once and using opposite sides of your body.

1. Try winking one eye and snapping the fingers on your opposite hand.
2. Then wink your other eye and snap the fingers on your other hand.
3. Switch back and forth and try to go faster.

# The WAGicheer!

WAGi created a team cheer to help us remember the “**WAGiWays,**” as we dive into our journey to make the world better.

The cheer is our kids’ promise that we’ll share our ideas, play, work together, and follow our passions to make our ideas happen! Chant the cheer as you act out each step.

## Wonder

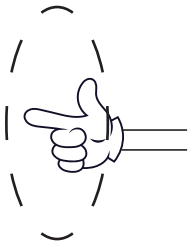


(Arms out, palms up)



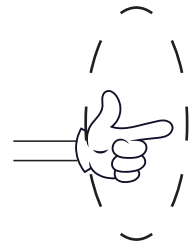
## Yes, AND

(High-five)



## Get Messy

(Both arms circle up and out in front of body)



## I Can!

(Fist pump)

## WAGi!

(Superhero pose)







You are now entering the

# Sea of Curiosity!

Your mission will be to:

## ☐ Discover Your Passions

What are your passions? Which passions do you share with others? In WAGiLabs, asking curious questions will help us discover our passions and identify the things we love to do.

## ☐ Be a Detective

WAGiLabs is all about coming up with ideas to make life better. Before we can help people, let's do some investigation to see what people really need.

## ☐ Uncover Needs

When are people unhappy? You guessed it! When they don't have the things they need, face dangers in their community, or don't feel safe. Time for more detective work!

## ☐ Define the Challenge

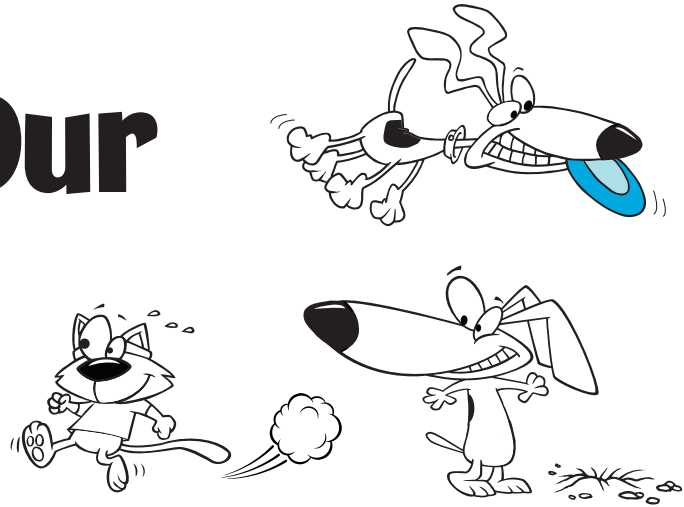
Defining a challenge means thinking about the challenges and goals of the person's shoes you walked in.

cu·ri·os·i·ty

A strong desire to learn something.



# Discover Our Passions!



**Curiosity** is a strong desire to know or learn something. What is WAGi, our mascot, most excited to learn about?

How to catch a flying Frisbee. How to dig a better hole. How to scare a cat. Name four more fun activities that WAGi enjoys:

_____	_____
_____	_____

Now, think about what excites you — your **passions**.

1. Do you like sports, animals, music, or drawing?
2. How about helping others?
3. What do you like to do more than anything else?
4. What makes you happy every time you think about it?
5. What are you doing when you FORGET to eat?

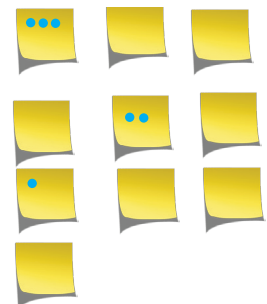
Your answers to these questions might be your passions. Write your passions on sticky notes, one on each note. For example:



Now, organize your sticky notes on the wall in three categories:  
**Do with Friends, Do with Family, and Do by Yourself.**

Have each person vote on their passions by putting:

- Three blue dots on their favorite passion
- Two blue dots on the second favorite
- One blue dot on the third favorite.



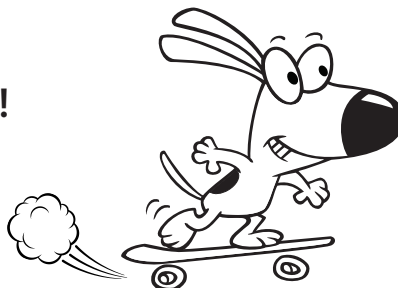
When everyone has voted, count up how many dots each passion has received. Then make a **“Top 10” List** of kid passions, and read them out loud.

## Our “Top 10” Kid Passions

- |          |           |
|----------|-----------|
| 1. _____ | 6. _____  |
| 2. _____ | 7. _____  |
| 3. _____ | 8. _____  |
| 4. _____ | 9. _____  |
| 5. _____ | 10. _____ |

We all see things in our own special way. In WAGiLabs, our passions help us come up with ideas, work together, and choose the jobs that we do best.

We’re going to be a great team!



## Characteristics of a Kidpreneur:

Read the “Chasing Your Dreams” comic on next page. Can you identify the characteristics of a Kidpreneur? Write them in a list.

### Top Characteristics of a Kidpreneur

<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

Make a check in the box next to each characteristic that matches you. Then, look at the unchecked boxes. They show important areas to work on at WAGiLabs to become a successful Kidpreneur.

# Chasing Your Dreams

The Life of a Kidpreneur

Have you ever played fetch with our dog, Wagi?



You throw the ball and Wagi takes off after it like a rocket ship to the stars.



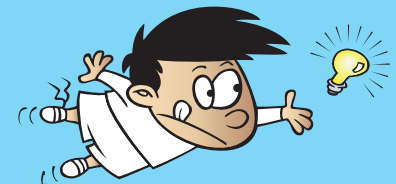
Wagi is... **focused.**

Wagi is... **determined.**

Wagi is... **unstoppable.**



When he finally gets the ball he won't let go until you throw it again.



Kidpreneurs are a lot like Wagi. They chase their ideas with determination.

They are determined with solving an important problem.



They work hard, try new things and make mistakes while developing their ideas.



Kidpreneurs get **messy!**



Kidpreneurs keep going until they reach their goal.



Then they celebrate and feel great about their accomplishments.



It feels good to "wag" your tail!



**WagiLabs**  
IDEAS FOR GOOD!

[www.wagilabs.org](http://www.wagilabs.org)



# Be a Detective!

A detective's job is to find information about someone or something. Detectives do this by being good observers, asking good questions, and taking a lot of notes.



At WAGiLabs, we want to find information about ways to make life better. The best place to start exploring what people need is in our community, so we can help people we know.

The drawing on the next page shows the “KidpreneurShip” and WAGi’s seaworthy community. Practice your detective skills by looking closely at the ship, the water, and the sky and asking the following questions:

1. What do you think life is like on board the ship?
2. What is the **BEST** thing?
3. What is the **HARDEST** thing?
4. What would make life **BETTER**?
5. What would you **CHANGE**?



# Map It!

Now draw a map that shows your community and the places you visit like schools, stores, churches, and parks. You can be traveling by walking, riding, or driving.



Take fifteen minutes to draw your map on the following page. You can write labels and draw pictures. When time's up, share your maps with everyone.

You can also take pictures of your community and go online for a Google Maps view of your area.

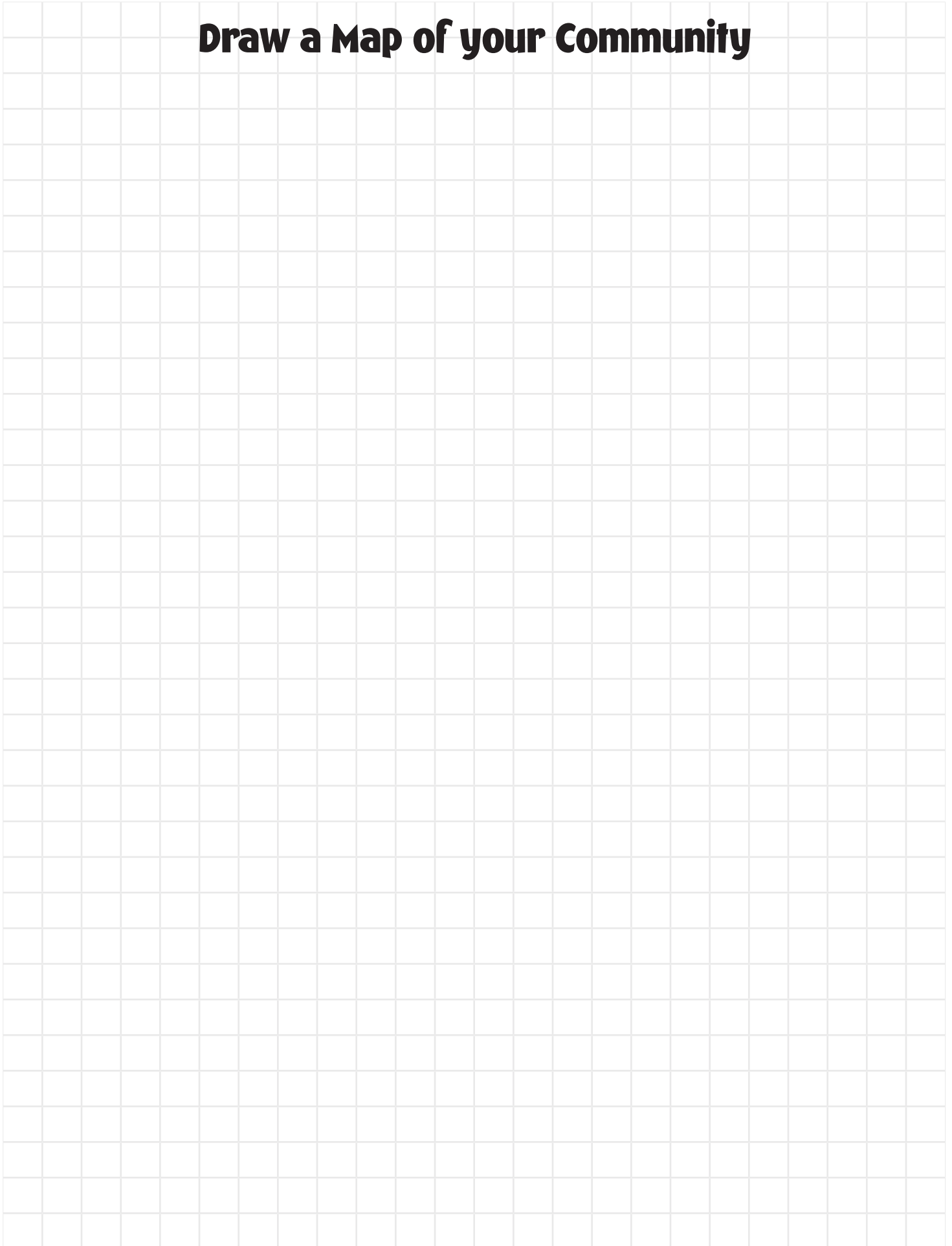
## Detective Questions:

Choose partners to create teams, and then use the maps to do detective work in your neighborhoods.

Here's the same list of detective questions to help you learn more about your community.

1. What is life like in your community?
2. What is the **BEST** thing?
3. What is the **HARDEST** thing? What obstacles do you see?
4. What would make life **BETTER**?
5. What would you **CHANGE**?

## **Draw a Map of your Community**



Finally, write your team answers into a “**Best Things**” versus “**Challenges**” list for your community.

**Our Community**

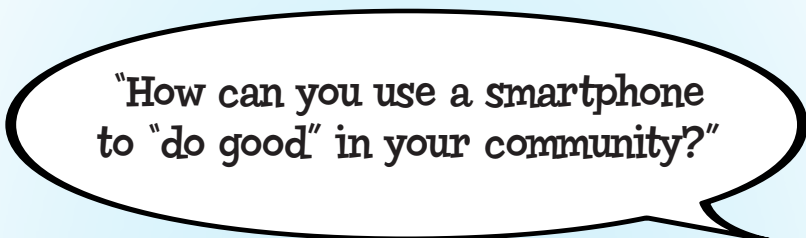
**Best Things**      vs.      **Challenges**

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Here's a way  
to start  
“doing good!”

# Show Us Your #UnSelfie



“How can you use a smartphone  
to “do good” in your community?”

A “Selfie” is a self-portrait photograph, usually taken at arm’s length to emphasize certain body features as attractively as possible.

What if you took “**UnSelfie**” photographs or videos to emphasize the **best things** and the **challenges** in your community?

We know you can come up with great ideas to improve your community, and we want to help you make them happen!

Send us your “UnSelfies” and our WAGiLabs team will help you brainstorm ideas for your community.

**woof@WAGiLabs.org**



# Your Journal

Quietly reflect on your activities today. What did you discover about yourself? Write. Draw. Doodle.



# Uncover Needs!



When exploring our community, we used our detective skills to find the best things and the challenges.

The best things make people happy. What makes people unhappy? In many places, people are sick because they can't get the things they need to stay healthy and feel safe.

These things are called “**basic needs.**” Imagine being stranded on a desert island. What would your basic needs be? What would you need to survive?

Make a list.

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_



# “Smash-Up!”

Now that we have thought about basic needs, let’s play a game called “Smash-Up.”

There are three categories — **Places**, **Problems**, and **Basic Needs**. Juggling these categories can help us identify our community’s needs.



## How to Create a “Smash-Up” Challenge:



Spin a pencil three times on the **WAGiWheel**. Write down your three numbers.

For example: Let's say your numbers are: **5, 4, 6**.

Choose the **PLACE** that matches the first number, the **PROBLEM** that matches the second number, and the **NEED** that matches the third number.

### PLACES

1. School
2. Home
3. Online
4. Store
5. Street
6. Vehicle
7. Park
8. Library
9. Sports Game

### PROBLEMS

1. Accidents/Injuries
2. Pollution/Trash
3. Stress
4. Bullying/Violence
5. Illness
6. Access to Technology
7. Poor Self-Image
8. Exhaustion/Tiredness
9. Getting to School

### NEEDS

1. Food
2. Clean Water
3. Shelter
4. Good Health
5. Safety
6. Clothing
7. Sleep
8. Education
9. Relationships

**PLACE** = Street

**PROBLEM** = Bullying

**NEED** = Clothing

Your **“Smash-Up”** will come from juggling the **Place, Problem, and Need** in your mind and looking for a challenge to try to solve.

Here's a possible “Smash-Up” community challenge.



We are walking down the **street**, and older **kids** **laugh at us** because of our **worn-out shoes!**

## There's also a Mad Libs Smash-Up!

Write your **Place**, **Problem** and **Need** into the following fill-in sentence to see if it generates a good community challenge to help solve.

Let's say you spun **9, 2, 2**.

**PLACE** = Sports Game    **PROBLEM** = Trash    **NEED** = Clean Water

In/on a \_\_\_\_\_, how can \_\_\_\_\_ cause  
(PLACE) (PROBLEM)  
problems with \_\_\_\_\_, or keep people from  
(NEED)  
getting the \_\_\_\_\_ they need?  
(NEED)

Your sentence would read:

In a **sports game**, how can **trash** cause  
problems with **clean water**, or keep people  
from getting the **clean water** they need?

Are you ready to do a Community “**Smash-Up**” based on your detective work?



# Community

## “Smash-Up!”



Now, play **Smash-Up** using the **Places**, **Problems**, and **Basic Needs** you discovered doing detective work in your community.

Fill in nine places, problems and needs from your investigation. Then spin your pencil three times on the **WAGiWheel** and pick three numbers.

PLACES	PROBLEMS	NEEDS
1. _____	1. _____	1. _____
2. _____	2. _____	2. _____
3. _____	3. _____	3. _____
4. _____	4. _____	4. _____
5. _____	5. _____	5. _____
6. _____	6. _____	6. _____
7. _____	7. _____	7. _____
8. _____	8. _____	8. _____
9. _____	9. _____	9. _____

Now, fill in the blanks to create your community **Smash-Up**.

**PLACE** = \_\_\_\_\_

**PROBLEM** = \_\_\_\_\_

**NEED** = \_\_\_\_\_

Come up with at least three community challenge statements based on your **Smash-Up**.



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Spin your pencil three times on the **WAGiWheel** and pick three more numbers. Create at least three new community challenge statements based on your **Smash-Up**.

**PLACE** = \_\_\_\_\_

**PROBLEM** = \_\_\_\_\_

**NEED** = \_\_\_\_\_

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Now, spin three more numbers and fill in the Mad Libs challenge sentence to see if you can generate more ideas for challenges.

**PLACE** = \_\_\_\_\_

**PROBLEM** = \_\_\_\_\_

**NEED** = \_\_\_\_\_

In/on a \_\_\_\_\_, how can \_\_\_\_\_ cause  
(PLACE) (PROBLEM)  
problems with \_\_\_\_\_, or keep people from  
(NEED)  
getting the \_\_\_\_\_ they need?  
(NEED)

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Hopefully, the **Smash-Up** exercise was able to get you started on identifying a community challenge. You can always add new challenges that pop into your mind.

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Now, make a **Top Ten List** of your community challenges.

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.



#### Top Ten Challenges

- Challenge #1
- Challenge #2 ●
- Challenge #3
- Challenge #4
- Challenge #5 ●
- Challenge #6
- Challenge #7 ● ●
- Challenge #8
- Challenge #9 ● ● ●
- Challenge #10

Have each team member decide which challenges they think are most important, and put three dots on the most important, two on the second most important, and one on the third most important.

When everyone has voted, count the dots and select the top community challenge.

## Your Community Challenge





# Define the Challenge!



You can now define the challenge's specifics by examining how and when people in your community face these problems.

1. **WHO** has the need and is facing this challenge?

2. **WHY** is it important to help them?

3. **WHERE** does this challenge occur?

4. **WHEN** does this challenge occur?

5. **WHAT** would change if you solved this problem?

# WAGiKids Got Talent!

To help you remember the “What, Why, Who, When, and Where” questions, we created a WAGi theme song. Sing and dance our song. Feel free to change the lyrics. Put music to it. Record it and upload it for the world to hear and see.

**WAGi What,**  
**WAGi Why,**  
Just throw your hands up in the sky.

**WAGi Where** and  
**When** and **Who,**  
Go show the world what you can do!

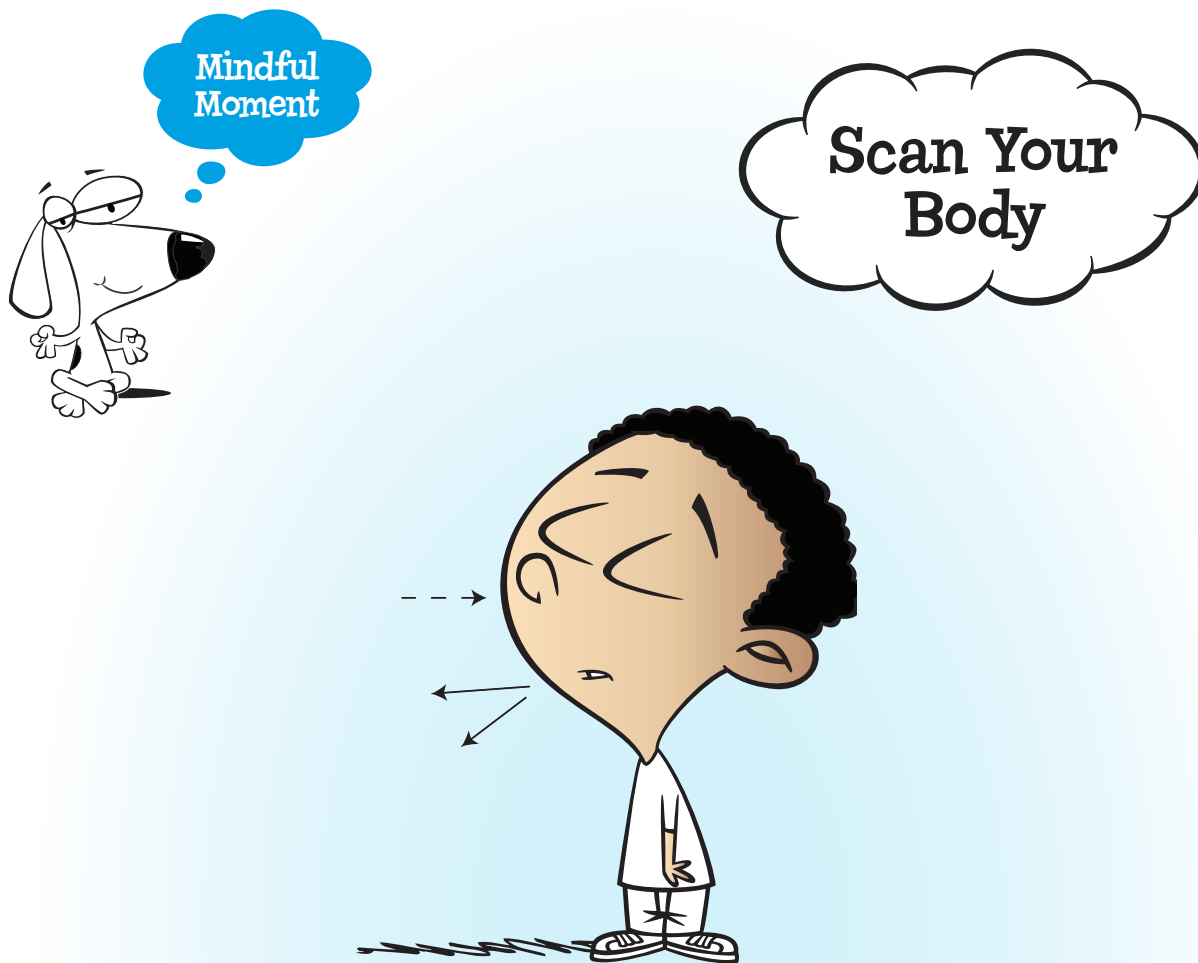


Come on, everybody — the time is now.  
Put your hearts and heads together,  
and live out loud.

You got what it takes, and you got the moves.  
You gonna create big ideas and bring  
your dreams to life!

**WAGi What,**  
**WAGi Why,**  
Just throw your hands up in the sky.

**WAGi Where** and  
**When** and **Who,**  
Go show the world what you can do!



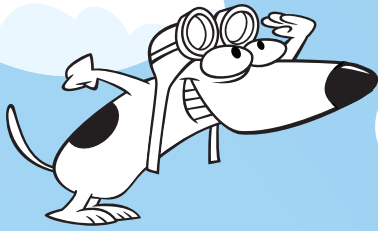
As a detective, you scanned your community to uncover challenges. Did you know that you can use the same observation skills to scan your body and uncover physical challenges such as stress and tension?

It only takes a moment! Here's what you have to do.

1. Start at the top of your head and, as you breathe, notice how your body feels. Move your focus from your head to your neck, shoulders, chest, stomach, arms, hands, and legs, all the way down to the tip of your toes.
2. If you find that any part of your body feels tense, take an extra breath, and relax that part.
3. When your body scan is over, you will feel calmer, and your brain will be ready to focus again on your ideas.

# Your Journal

Quietly reflect on your activities today. What did you discover about yourself? Write. Draw. Doodle.



## Arriving at the **Island of Compassion!**

Your mission will be to:

### ☐ **Walk in Other's Shoes**

By walking in other people's shoes, we can see life as they see it, and feel what they feel. This is called having compassion.

### ☐ **Brainstorm Solutions**

Everyone gets to share lots of ideas — and no one says “**NO!**” We see what's **good** about our ideas, which helps us come up with even more compassionate ideas!

### ☐ **Revise Your Solutions**

You can revise and improve your challenge solutions by looking at your ideas in new ways. The **Curiosity Cards** will show you how!

### ☐ **Get Feedback**

Feedback is when others share what they think about your ideas. It can help make your ideas better and give you the courage to make them happen!

**Compassion**



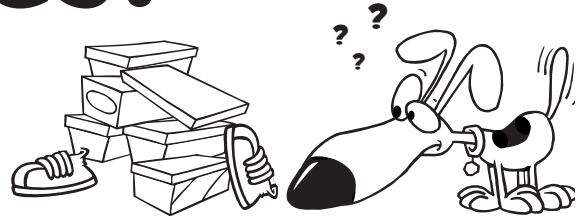
**com·pas·sion**

A concern for the struggles and misfortunes of others.



# Walk in Other's Shoes!

## Part 1: Imagine



Today we're going to think about a skill that can help us give others what they need. It's called **empathy**.

When you have empathy, you can “put yourself in someone else's shoes” to see and feel what they feel. When you learn from empathy and help others, it's called having **compassion**.

Have you ever hurt your foot and had to use crutches? Suddenly, your favorite shoe doesn't fit, and you must wear a cast when walking. How does life change when one shoe changes?



1. You might feel lopsided or off-balance with a shoe on one foot and a big cast on the other.
2. You might have trouble getting out of bed, taking a shower, or getting dressed.
3. It might be hard to walk, climb stairs, run on the playground, or keep up with your friends.

Once a cast comes off, most people can run and jump and play just like before. But what if your cast never comes off? What if you had to live with a broken leg for the rest of your life?

Do you know anyone who might have a leg, arm, or back that doesn't work well, or who uses a wheelchair. Close your eyes for a minute and imagine what that person's life is like.



## Part 2: Act It Out

People who are older might have some of the physical limits we discussed. We'll become actors and act out some of their challenges!

Use one of the props on the list to explore what life might be like for them. Be careful! Have your team members help you.

Then try on the next prop until you have tried all five. As you wear the props, try to do different things to help you imagine situations you might face each day.

- ☐ Put your foot in a bucket and walk around. How would it feel to have an injured foot? Write down your thoughts.



- ☐ Wear funny glasses smeared with jelly to see what it's like to have bad eyesight. Write down your thoughts.



- ☐ Put your arm in a sling. Now try doing stuff with only one arm! Write down your thoughts.



- ☐ Wear a heavy backpack. Imagine this is what it feels like to have a back problem. Write down your thoughts.



- ☐ Put on giant gloves. How hard is it to use your hands now? Write down your thoughts.



# A Day in the

**START**

Waking Up

**END**

Middle of Night



Meet our friend Walter. He's eighty years old and sometimes finds it tough to do everyday things.

What do you think Walter might find hard to do during the day and at night? How is his daily routine different than a kid's?





# Life of Walter!

Sleeping

Going to Bed



## Instructions:

1. Take fifteen minutes to write or draw some of Walter's challenges in the boxes. What time do you think he wakes up and goes to sleep? When might he need a nap?
2. When time's up, circle the challenges you think are the biggest problems for Walter.

Dinnertime



Lunchtime

## Part 3: From First Steps to Next Steps

Look at your “Day in the Life” ideas. What are the top five challenges that people like Walter deal with every day? Write them down.

- 1.
- 2.
- 3.
- 4.
- 5.

## Part 4: Let's Get Creative!!!

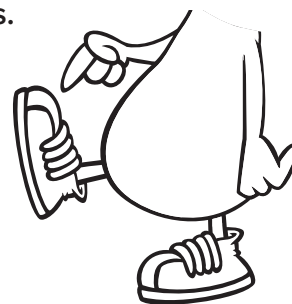
Athletes wear special shoes to help them move quickly and play their best. Why don't we invent a “**WAGiShoe**” to help elderly people move better?

What would the shoe allow them to do? How would our **WAGiShoe** differ from sneakers, boots, flip-flops, high-heels, foot casts, and bare feet? Could it have superhero powers?

- 1.
- 2.
- 3.
- 4.
- 5.

# Draw a Picture of Your Shoe for Walter!

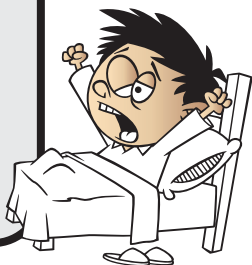
Label the parts that have special features or powers.



# A Day in the Life of

**START**

Waking Up



**END**

Middle of Night



Now, let's "walk through a day" thinking about the community challenge you chose.

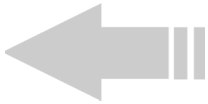


Lunchtime

# Your Community Needs!

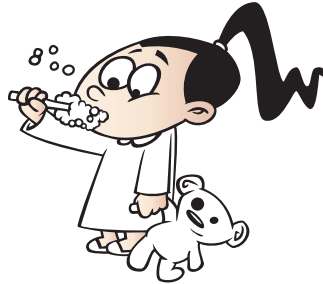
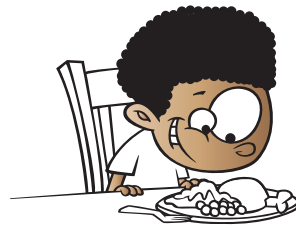
Sleeping

Going to Bed



## Instructions:

1. How do your community needs change throughout the day?
2. Are the challenges in the morning different from those at night?
3. When are the hardest times? Why?
4. Add your thoughts into the boxes.

Dinnertime



After School

## Insights From “Day in the Life”



What are five important things you learned about your community’s needs? Write them down, then turn to a partner and share what surprised you most!

1.

2.

3.

4.

5.

## Compassion

We have learned about compassion by walking in other people’s shoes seeing life as they see it, and feeling what they feel.

Now for a silly challenge! Look at the ten letters that make up the word **Compassion** and see if you can use those letters to make up new words. Bonus points for words about caring for others!

1. \_\_\_\_\_

6. \_\_\_\_\_

2. \_\_\_\_\_

7. \_\_\_\_\_

3. \_\_\_\_\_

8. \_\_\_\_\_

4. \_\_\_\_\_

9. \_\_\_\_\_

5. \_\_\_\_\_

10. \_\_\_\_\_

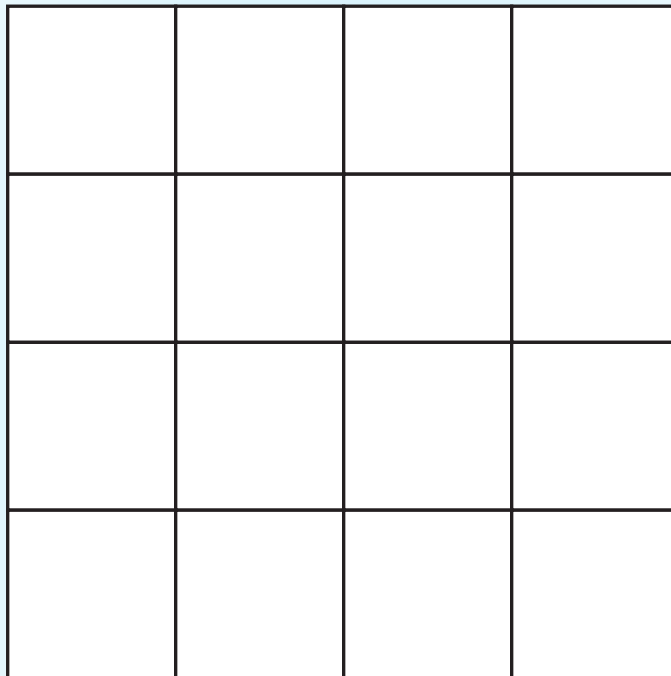
# Your Journal

Quietly reflect on your activities today. What did you discover about yourself? Write. Draw. Doodle.

# Your WAGi WarmUp!

Time to warm up our brains before we brainstorm awesome solutions for our community challenge!

How many squares do you see in this drawing? Remember, squares have four equal sides. Once you see one answer, look for a second answer.



Your first answer: \_\_\_\_\_

Now, look for more: \_\_\_\_\_

Look one more time: \_\_\_\_\_

Your **FINAL** answer: \_\_\_\_\_

Here's the secret strategy to brainstorming. **Always look for second and third "right" answers.** Your first answer isn't always your best solution.

The exercise answer is on the bottom of page 60, and please don't peek.



# Brainstorm Solutions!



We learned how to describe a challenge and used **What** and **Why** questions to learn more about the challenges we chose.

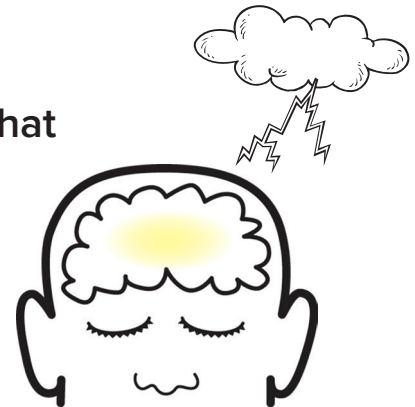
We've been uncovering needs and learned more about needs by walking in other people's shoes.

Now get ready to become "Brainstormers." Brainstormers create exciting ideas to fill the needs we have uncovered and defined.

## What a Great Idea!

Have you ever heard the word "brainstorm?" What do you think it means?

When we "brainstorm," we let all our creative ideas flow like swirling winds in a storm. Brain–Storm, get it? No idea is too big or too small. Everyone gets to share lots of ideas.



To create a safe space for brainstorming, we throw out the old "rules of the school."

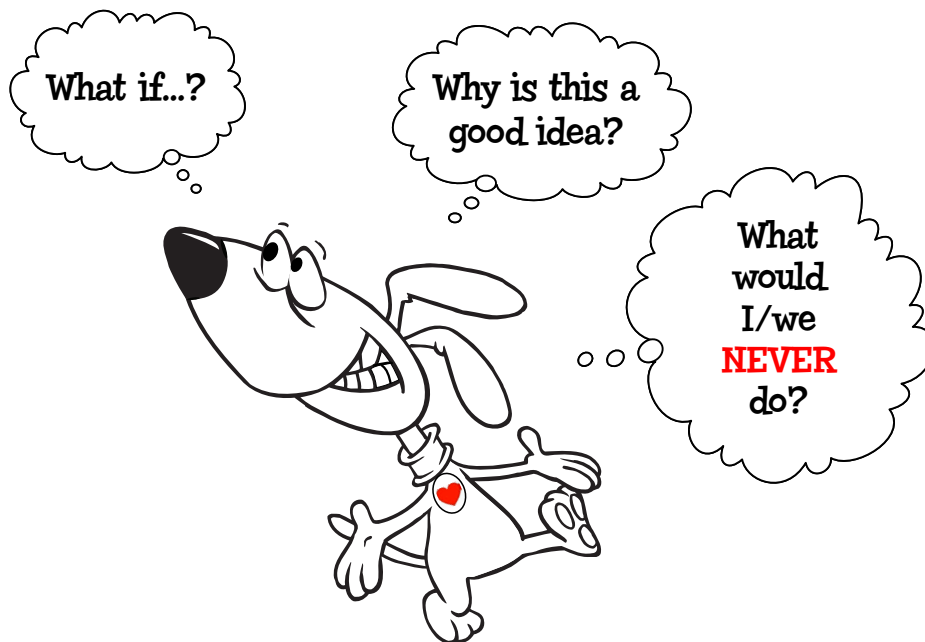
We reject rules like:

1. There is only **one right answer**.
2. The right answer is in the Teacher's Edition.
3. Don't **pass** notes.
4. The answer is not on the ceiling.

In brainstorming, the guidelines are:

1. Look for the **second** and **third** right answers.
2. The teacher or book doesn't give you the answer. You create the answer by thinking and asking questions.
3. Pass notes, **collaborate**, and welcome different ideas.
4. The answers still aren't on the ceiling, but if you look with creative eyes, the questions might be.

## Questions Brainstormers Ask:



We will ask these three questions in our brainstorms to find ideas to help solve our identified community challenge.

While brainstorming, when we hear any **new** idea, we say "Yes, **AND**" so we can let the possibilities of the idea dance in our head before we say anything negative.



## Eliminate the “**BUTS**”

It takes courage to share your idea with someone. When you do, most people want to help, so they say, “That’s a cool idea!”

Sometimes they add one little word ... “**BUUUUT** ...”. That **BUT** — that **B-U-T** — means they want to tell you what they think is wrong with your brand new idea!

They might say:

**BUT** ... it’s too hard to make!

**BUT** ... it’ll cost too much!

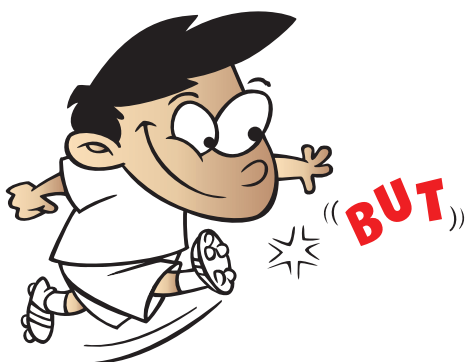
Sometimes, that little word “**BUT**” can stop you in your tracks and make you say, “You’re right, what a silly idea.”

Is there a better way? You’re doggone right there is!

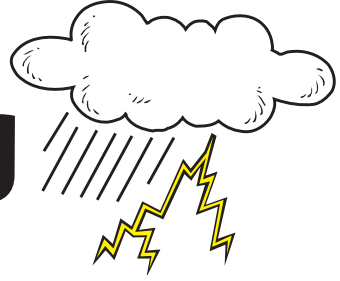
Just say “**AND**” instead.

Say what’s right about an idea before we look for what’s wrong with it. Saying “**AND**” lets you keep the door open and the ideas flowing.

So, WAGiKids, as we move ahead on our journey, let’s kick all those “**BUTS**” out of our language and build a mountain of problem-solving ideas with “**AND!**”



# Brainstorming Guidelines



Dream **BIG!**

Say "Yes, **AND** ..." to all ideas.

Be **Curious** first...  
critical second.

Come up with as many ideas  
as you can. **Quantity** counts!

**Build** on the ideas of others.

Encourage "**Wild**" even  
impossible ideas.

Do **GOOD!!!**



# Start Storming...

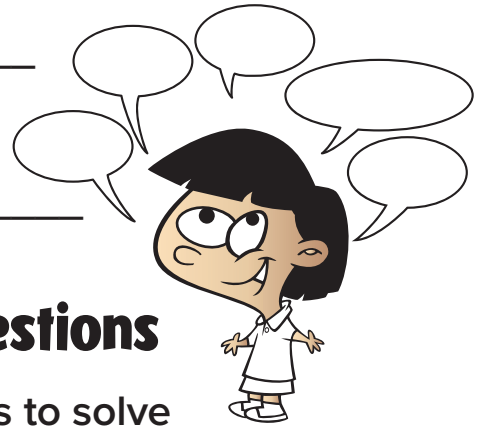
## Step 1: Agree on Your Challenge

Turn back to page 38 and review your team's community challenge. Make sure you all agree on it. Write the challenge below so you can quickly refer to it.

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## Step 2: Think of Five “What if...?” Questions

**What if ...?** questions will help you develop ideas to solve your challenge.

1. **What if** we did \_\_\_\_\_?

2. **What if** we changed \_\_\_\_\_?

3. **What if** everyone could \_\_\_\_\_?

4. **What if** we had \_\_\_\_\_?

5. **What if** you were given all of the money in the world?



## Step 3: Now, Brainstorm Some Ideas

Ideas that are possible answers to your “What if ...?” questions.

1.

2.

3.

4.

5.

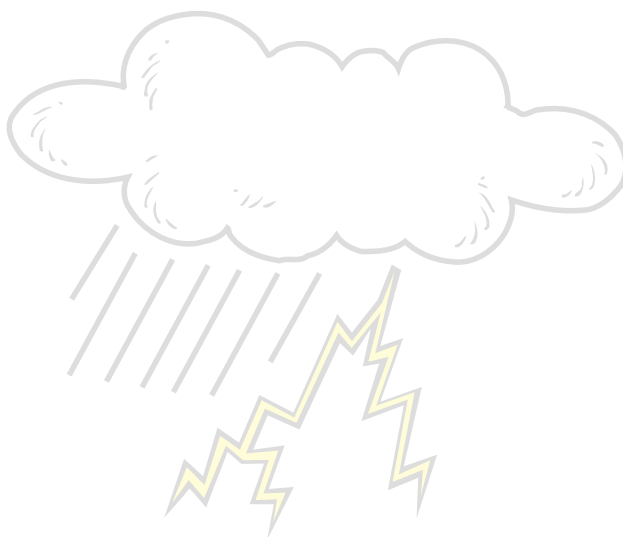
6.

7.

8.

9.

10.



## Step 4. Identify the Strengths of Each Idea

For each idea, ask the team: “**Why** is it a good idea?” Think of ways each idea might help solve the community challenge.

1.

2.

3.

4.

5.

6.

7.

8.

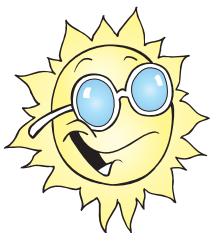
9.

10.



# The **Never** Game!

Here's an  
out-of-the-box  
idea game!



"The sun rises, the sun sets.  
Everything goes to its opposite.

Learn to see things backward, inside  
out, and upside down."

—Lao-Tzu

A **never** idea starts as something you would **never** do. But, with a little help, it can turn into an amazing idea!

Let's play the **Never Game** to discover the magic of turning a **never** idea into a possibility for a great idea.

First, answer the question, then flip the answer into a possibility you might consider.

**Where would I **never** want to go  
on vacation?**

---

Now **FLIP** it ...

Tell why your **never** vacation spot might be a cool idea!

---

---





What would I **never** want to do today?

---

Now **FLIP** it ...

Tell why your **never** activity might be a cool idea!

---



Did “flipping” your ideas generate any new ideas? Let’s see if playing the **Never Game** can help us think of new ways to solve our community challenge.

What would we **never** do  
to solve our community challenge?

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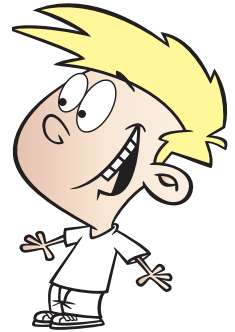
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Choose the top “**nevers**” and insert in the chart on the next page.

# NeverNever Land

What would we **never** do  
to solve our community challenge?



**Never Do...**

1. \_\_\_\_\_ ➡

2. \_\_\_\_\_ ➡

3. \_\_\_\_\_ ➡

4. \_\_\_\_\_ ➡

5. \_\_\_\_\_ ➡

Have fun! Be **silly!!!**



Now, look at your **never** ideas, and find a way to FLIP some of them to make great ideas to solve your community challenge.

## Idea Possibilities ...

1. \_\_\_\_\_



2. \_\_\_\_\_



3. \_\_\_\_\_

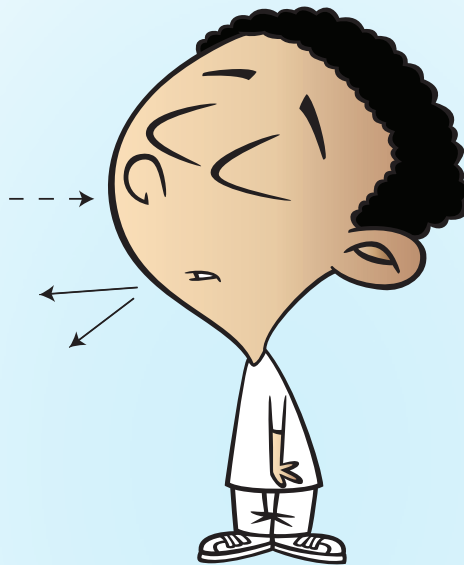


4. \_\_\_\_\_



5. \_\_\_\_\_





Phew! You've stretched your brain with all that creative thinking. Let's take a break to relax and recharge.

Close your eyes and take a deep breath. As you breathe in, think to yourself:

**"I am making my body calm and strong."**

Now breathe out slowly and smile. Think:

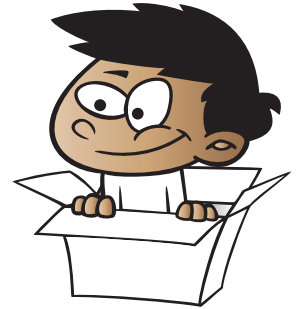
**"I am making my mind peaceful and happy."**

Repeat this 3 times. Breathing in calm, breathing out smiles!

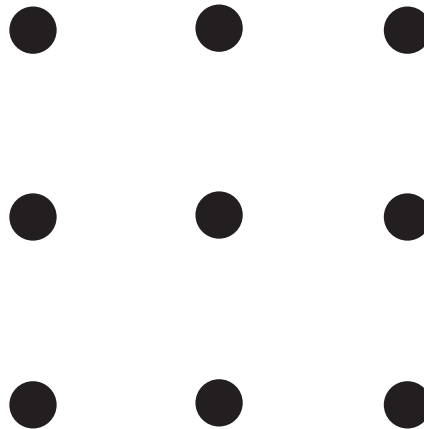
Notice how it makes you feel.

# Think Outside the Box

We will now stretch our minds to think up **even more** ideas. This exercise will show us why we need to think out of the box.



Your goal: Connect all nine dots using only four straight lines, without lifting your pencil off the paper! You can cross over lines, but no erasing or retracing.



Stumped? Feeling frustrated? Take a mindful breath, then look at the dots from a new angle! What patterns do you see?

Once you crack the code, think: What did this teach me about solving problems creatively? How can I use this lesson to tackle my community challenge?

Puzzle answer is on the bottom of page 71. Please don't peek.

# Revise your Ideas!

You can revise and improve your challenge solutions by looking at your ideas in new ways. The **Curiosity Cards** on the next page can help you do just that!

1: Select a **WAGiNumber**.

Hold a pencil vertically over the numbers box. Close your eyes, then lower the pencil until it touches the page. Open your eyes and note the WAGiNumber you landed on.



2: Find the **Curiosity Card** with that number.

Follow the instructions on the card to revise your challenge ideas. Fill in the brainstorm balloons on page 68. Your second and third “right” answers can improve your first idea!



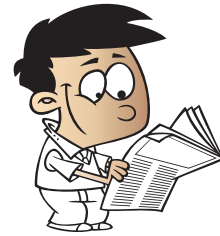
### 1. Call a **SUPERHERO**

If a superhero joined your team, how would they improve your idea?



### 2. **SPEND \$\$ Freely**

Think how you could solve the problem if you had all the money in the world!



### 3. Imagine **SUCCESS**

Imagine that your great idea has solved the problem. What will your friends say about it? What will news stories say?

### 4. Think like a **Pirate**

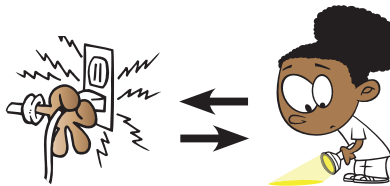


Take a walk in this pirate's shoes to imagine what life and the challenge situation might be like for him.

What does he need?

Brainstorm ways to improve your ideas to help solve his challenges. Write down your new ideas.

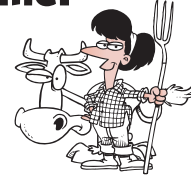
### 5. Think in **Opposites**



If your idea uses electricity, imagine what you would do if the electricity went out.

If your idea is expensive, are there ways to make it cheaper or free?

### 6. Think like a **Farmer**



Take a walk in this farmer's shoes to imagine what life and the challenge situation might be like for her.

What does she need?

Brainstorm ways to improve your ideas to help solve her challenges. Write down your new ideas.



### 7. Challenge a **NEVER**

List three things you would **NEVER** do to solve your challenge. Then consider the **OPPOSITE**!

How might these **NEVERS** help you improve your ideas or think of new ways to solve the problem?



### 8. Pick a **Partner**

Who would you choose if you could work with any person or company?

Think about who could bring new ideas or skills to help with your solution.



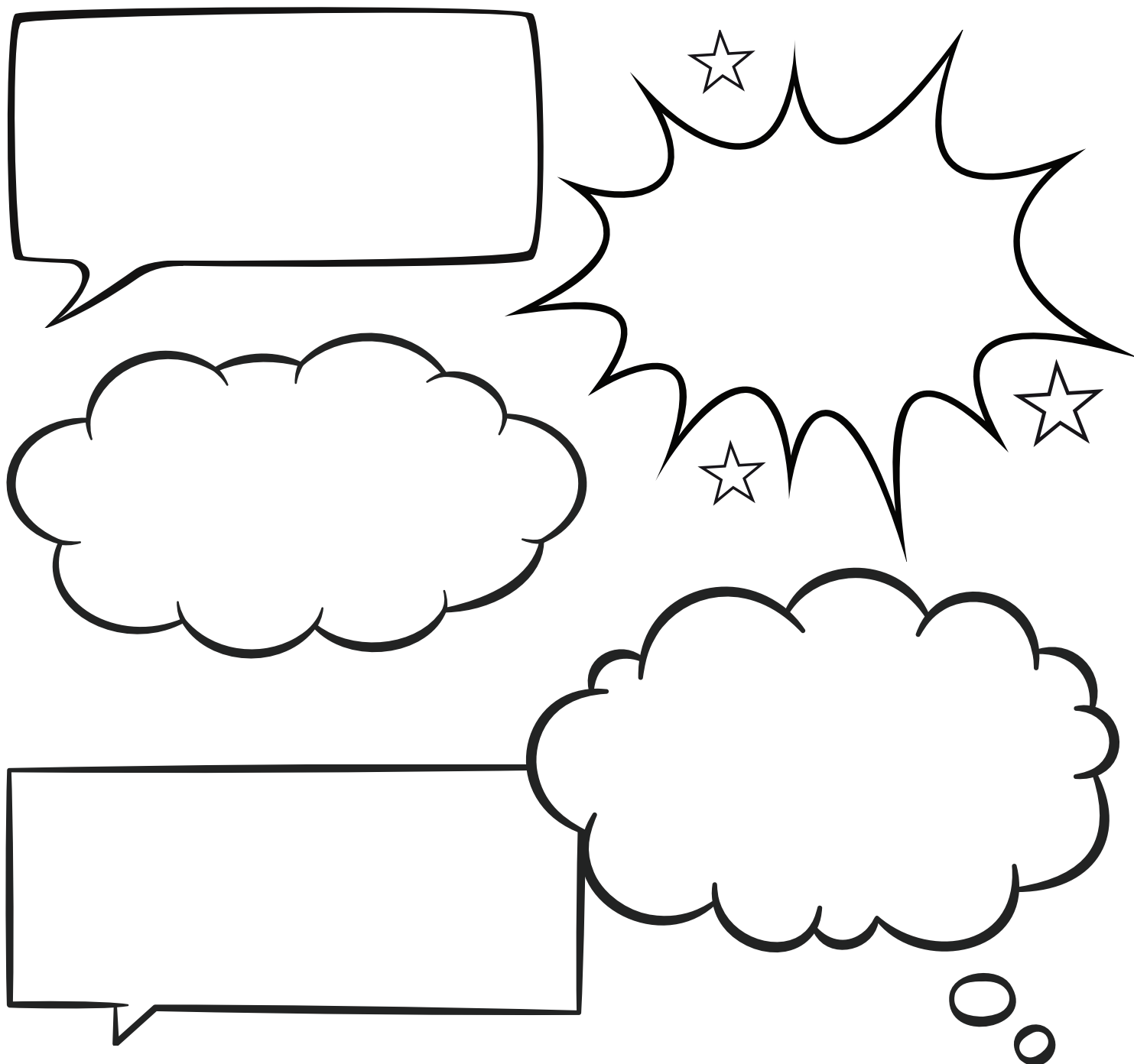
### 9. Make a **WISH**

Think of a wish to help solve your challenge. Then say your wish aloud: "I wish \_\_\_\_\_."

What could you do to solve your challenge if your wish came true?

# BRAINSTORM More Ideas!

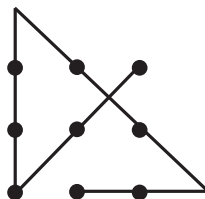
It's **5-MINUTE BRAINSTORM** time! Follow your **Curiosity Card** cue, and take five minutes to brainstorm ways to revise and improve your challenge ideas. Fill in your ideas below. If you think of totally new ideas, write them down, too!





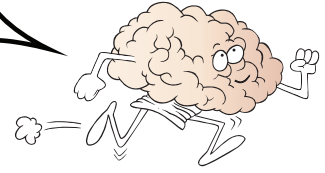
# **SHOW** your Revised Ideas!

Draw a **picture** or write a **poem** of how your revised ideas will help solve the challenge by meeting the needs of your community.



# Brain/Body Dominances

Learn how to  
“jump-start”  
your brain.



Let's explore which side of your body tends to take the lead, from your eyes to your feet! Understanding your dominant side can help you overcome mental blocks when attempting to generate ideas.

**Eyes**      Left ☐    Right ☐    No Dominance ☐

*Most people think we focus on an object with both of our eyes. Actually, we use just one eye to focus on what we're doing or reading.*

*To determine which eye is dominant, hold your thumb at arm's length out in front of you and use your thumb to block out a small object on a far wall, such as a light switch or corner of a picture frame.*

*Do this with both eyes open. When the light switch is blocked out, then close your right eye. If your thumb is still blocking out the light switch, your left eye that was dominant in focusing. If the light switch “moved,” you focused on it with your right eye. Mark down your dominance.*

**Wink**      Left ☐    Right ☐    No Dominance ☐

*Wink one eye, then the other. Does one feel more natural winking? If so, that's your dominant eye for winking. Mark down your dominance.*

**Smile**      Left ☐    Right ☐    No Dominance ☐

*Smile at yourself while looking in a mirror. Which side of your mouth goes higher? Mark down your dominance.*

**Arms**      Left ☐    Right ☐    No Dominance ☐

*Cross your arms with one arm on top of the other. Whichever arm is on top is your dominant arm. Mark down your dominance.*

**Thumbs**    Left ☐    Right ☐    No Dominance ☐

*Bring your hands together, interlocking your fingers, making sure you have one thumb on top of the other. Whichever thumb is on top is your dominant thumb. Mark down your dominance.*

**Hands**      Left ☐    Right ☐    No Dominance ☐

*Mark down which hand you use for writing. If you were switched in grade school from left to right, you are considered left-handed for this exercise.*

**Legs**      Left ☐    Right ☐    No Dominance ☐

*Cross your legs at the knee. Which leg feels more comfortable on top? That's your dominant leg—mark it down.*

**Feet**      Left ☐    Right ☐    No Dominance ☐

*If I rolled a ball to you, which foot would you use to kick it? That's your dominant foot—mark it down.*

## Becoming “Unstuck”

Recognizing which side usually dominates can help you overcome mental roadblocks when struggling to write a paper or make a challenging decision.



Engaging your non-dominant side acts as a reset button for your brain! It's like energizing your mind with fresh batteries.

Here are some effective techniques to “jump-start” your thinking:

1. Cross your arms or legs in the reverse manner.
2. Write or operate your mouse with your non-dominant hand.
3. When browsing a magazine, turn the pages right to left instead of left to right.
4. Choose a different seat than usual at school, work, or during meals.
5. Wear your watch on your opposite arm for the day. When you glance at the wrong arm to check the time, give yourself a big smile!

A smile is the ultimate “unsticker” for a stuck mind!

# The Tricky Twist!

Now, it's time to choose a **Tricky Twist Card** and get “**wild** and **wacky**” with your creativity and ideas!

You know the drill: Close your eyes and use your pencil to pick a number on this sheet. Then match your number to a **Tricky Twist Card** on the next page.



Fill in page 76  
with your new ideas.

**1**

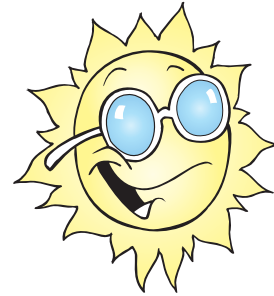
## Add a Cat

Revise and improve your ideas by adding a cat to your solution.

**2**

## Add Music

Add a song or other music to improve your idea solution.

**3**

## Add the Sun

Add sunlight or solar power to improve your idea solution.

**4**

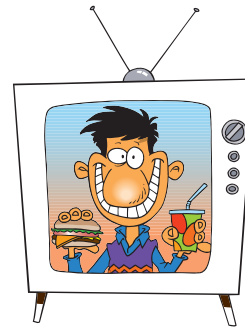
## Borrow an Idea

Check out another team's ideas and pick one to help solve your team's challenge.

**5**

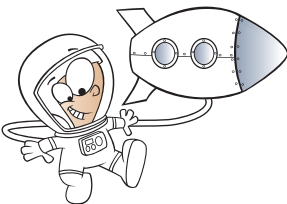
## Make it Wearable

Brainstorm ways you might wear a part of your solution.

**6**

## Sell it on TV

Sell your idea on TV as a commercial or as an interview on a local TV show.

**7**

## View from Space

View your challenge from outer space. What can you learn from this view that could help make your idea a success?

**8**

## Use Found Objects

Use four objects from your home or classroom in your idea solution.

**9**

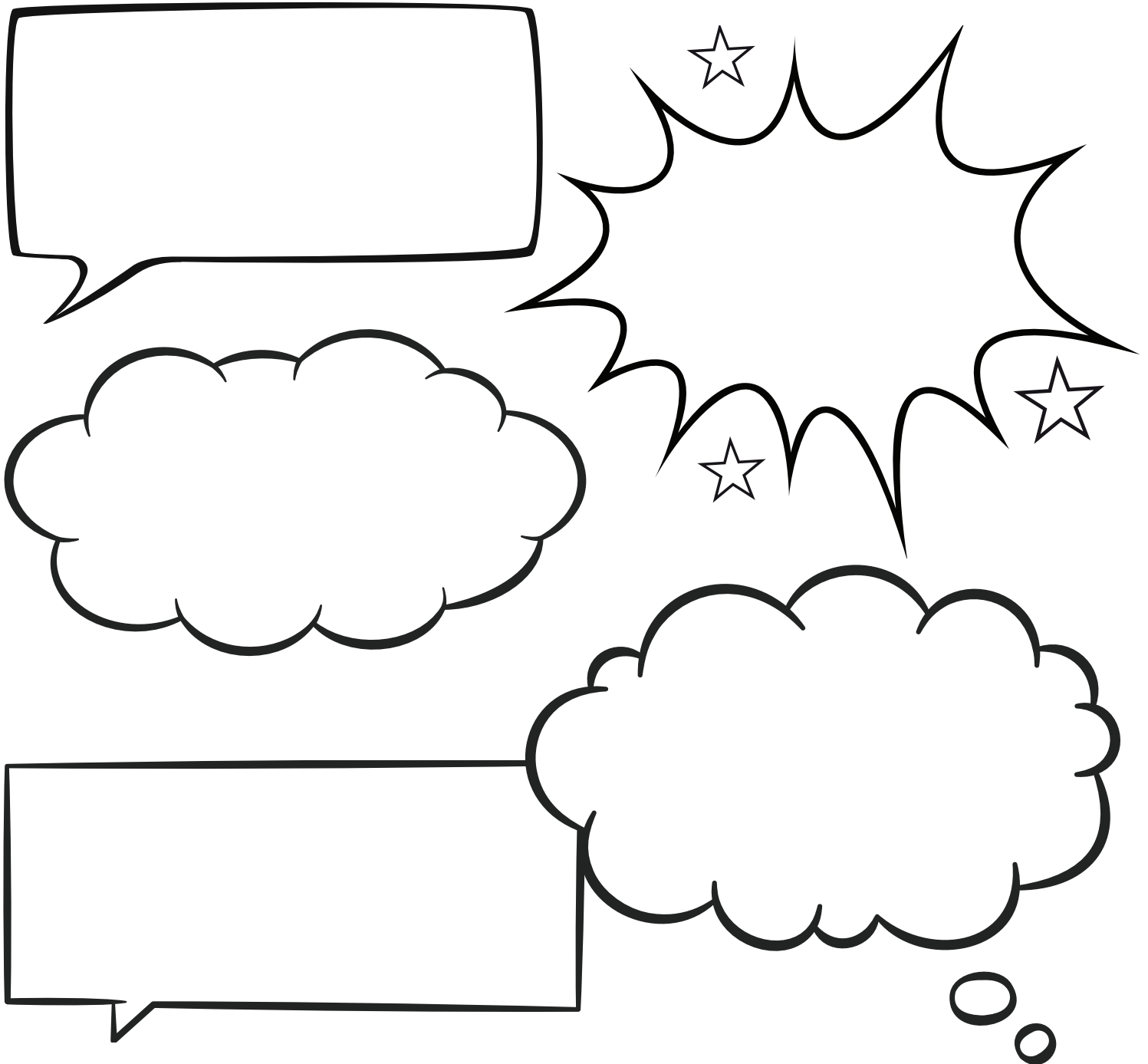
## Take an UnSelfie

Take or find pictures of people who are affected by the challenge. Use the details you see to improve your solution.

# **BRAINSTORM** more Ideas!

Based on the **Tricky Twist Card** you picked, do a **5-MINUTE BRAINSTORM** to develop more ideas to revise and improve your challenge solution.

Fill in your ideas below.



## **SHOW** your Revised Ideas!

Draw a **picture** or write **lyrics** and “**sing**” how your ideas will help solve the challenge by meeting the needs of your community.

# Just Do It!

Every Kidpreneur needs the courage to pursue their ideas. The **Courage Cards** on the next page will inspire you to be strong as you revise and improve your solution ideas. Fill in page 78 with your new ideas.

To select a **Courage Card**, ask someone else to spin your pencil to pick a number on the **WAGiWheel!** If no one else is nearby, close your eyes, imagine that you are someone else, and give that pencil a spin!





1



**Believe you can**  
and you are halfway there!  
Be your own  
cheerleader by saying...

I can do it!

2



**"Courage** originally meant to  
speak one's mind by telling  
all that was in one's heart."  
— Brene Brown

Have the courage to be  
honest about the strengths  
and weaknesses of your  
idea.

3

"The people who are

**Crazy**

enough to think they can  
change the world, are the  
ones who **DO!**"

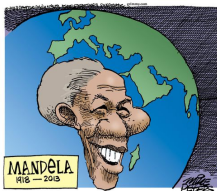
—Steve Jobs



How can  
your idea  
**change the  
world?**



4



*"I learned that **courage** was  
not the absence of fear, but the  
triumph over it."*

—Nelson Mandela

Does any part of your  
challenge make you feel  
afraid? Do a Mindfulness  
exercise. Then, calmly think  
of ways to overcome your  
fears and move ahead.

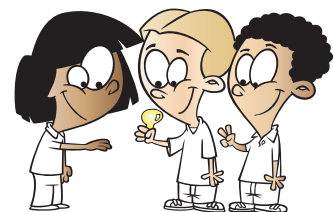
5



**Courage** doesn't always  
roar. Sometimes courage  
is the quiet voice at the  
end of the day saying "I  
will try again tomorrow."

What other words  
can you quietly say to  
yourself to give you  
courage?

6



*"It takes a lot of **courage**  
to show your ideas to  
someone."*

—Walt Disney

It also takes practice sharing  
your ideas with others. Show  
your idea to other people  
and listen to their feedback.

7



*"What good are wings  
without the **courage** to fly?"*  
—Atticus

Write down your **strengths**.  
Then ask, how can I use  
these strengths to make  
my idea successful?

8



**JUST DO IT.**

Think of something you  
accomplished in your life  
that, at first, scared you.

What can you learn from  
that experience that can  
help make your new idea  
a success?

9



Think of someone in your  
life that has **courage**.

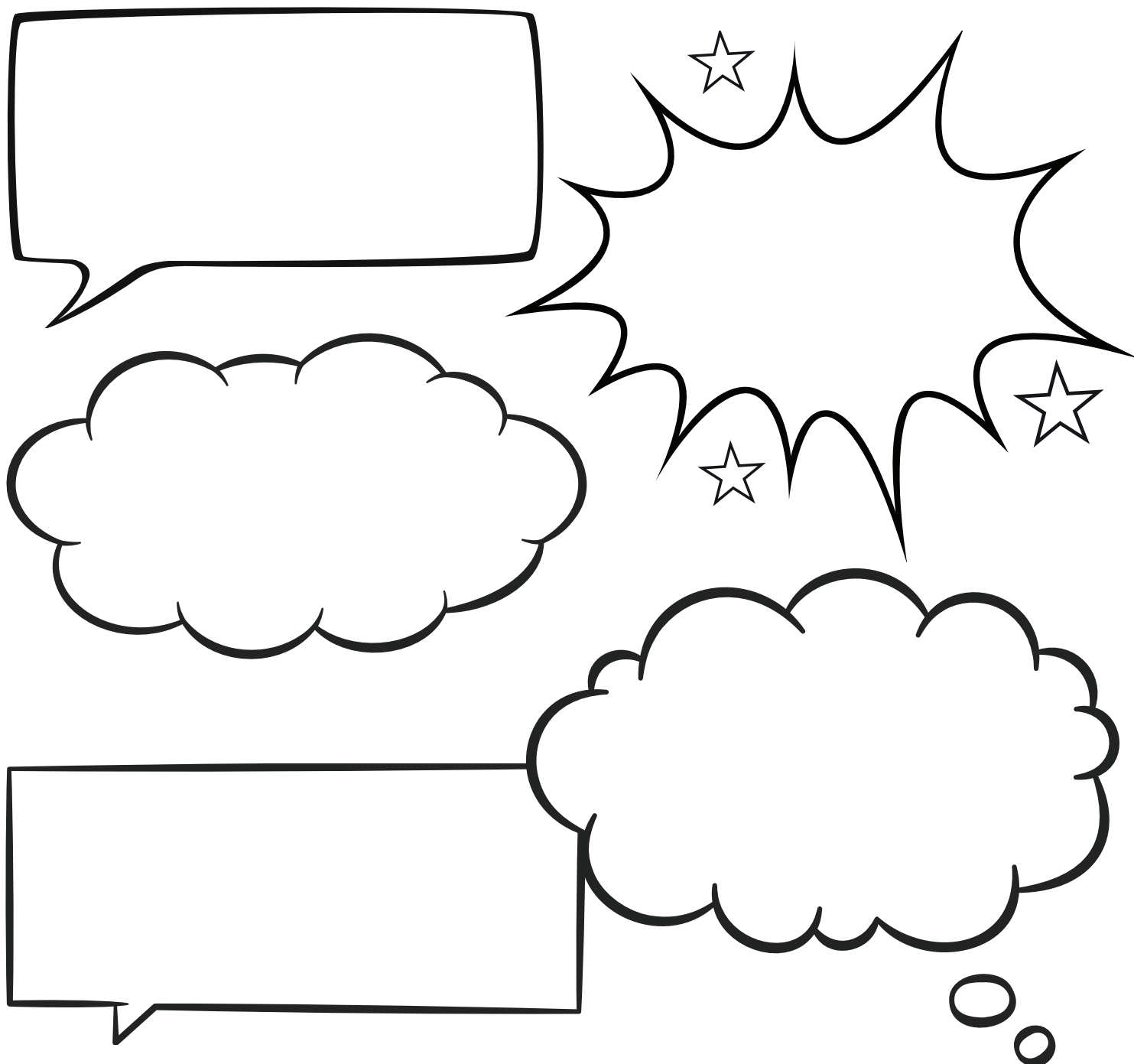
What would that person do  
to help your idea succeed?

Be brave. Try it!

# BRAINSTORM more Ideas!

It's time for your last **5-MINUTE BRAINSTORM!** Based on the **Courage Card** you picked, brainstorm more ideas to help revise and improve your challenge solution.

Fill in your ideas below.

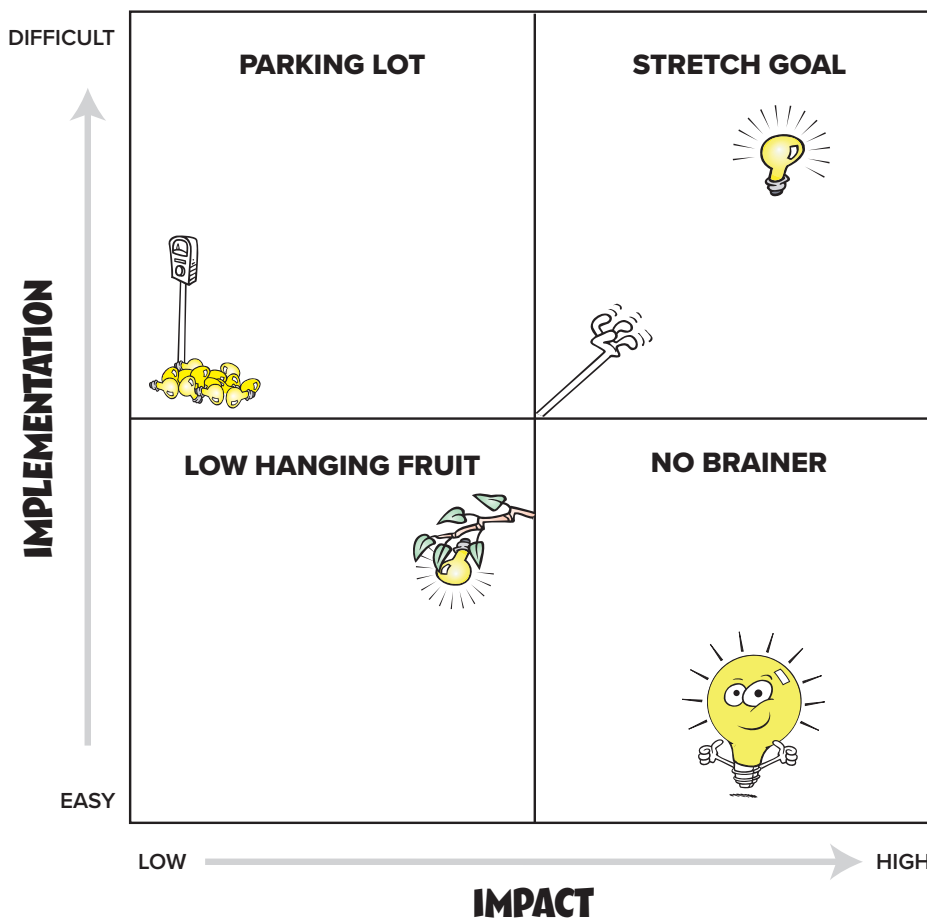


## **SHOW** your Revised Ideas!

Draw a **picture** or take/find **photos** to show how your revised ideas will solve the challenge by meeting the needs of your community.

# Now, pick your **BEST** Ideas!

1. Categorize your ideas into the four “idea buckets” based on their level of difficulty and potential community impact.



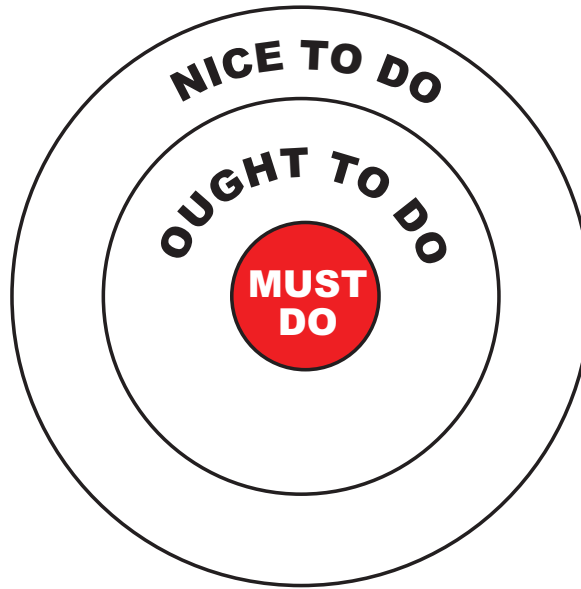
**“Low hanging fruit”** ideas: These quick wins will boost your confidence in creative problem-solving!

**“No-brainer”** ideas: They require more effort, but they’re undeniably worthwhile!.

**“Parking lot”** ideas: Set these aside for future reference - they may spark solutions to challenges down the line!

**“Stretch-goal”** ideas: These ideas can change the world!!!

2. Next, sort your ideas into the three **Priority Rings**.

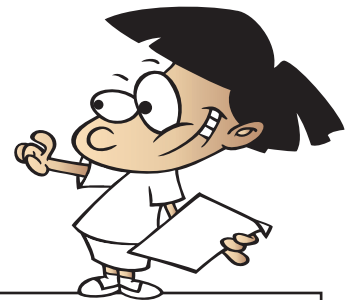


The outer “**Nice To Do**” ring: Important ideas that have a low impact on the outcomes you want to achieve.

The middle “**Ought To Do**” ring: Ideas with the potential for higher impact.

The central, all-important “**Must Do**” bull’s-eye: Ideas that deserve your immediate attention.

Now that you have sorted your ideas by the degree of difficulty, priority, and impact on your community. It’s time to pick the best idea to prototype and eventually pitch.



**Our BEST Ideas!**



# Get Feedback!



When we brainstormed, we learned how to walk in the shoes of a Brainstormer and compassionately create ideas.

Today, we will get feedback from others to learn what they think about our ideas. Sharing your ideas is important because when you put your heart into creating an idea, it can be hard to judge whether the idea is good, great, or just OK.



So, Team One, you're up first! Describe your idea and show any pictures you've made. Talk about the challenge in your community and how your idea will solve the problem.

After presenting your idea, have team members take turns asking the following questions.

## Feedback Questions:

1. Do you understand our idea? Is there anything you don't understand? If so, how can we make our idea clearer?
2. What do you like most about our idea?
3. Do you think our idea will work? If not, what could we do to make it work? If this idea was yours, how would you change it?

After Team One gets feedback, have the other teams present their ideas and take feedback notes.

## So, How Did It Go?

Did you get positive comments? Did some comments sound critical or negative? Take them all in! Remember, the comments are about the ideas, not about YOU!

If the feedback makes you feel frustrated, you know what to do. **STOP** and Smile!

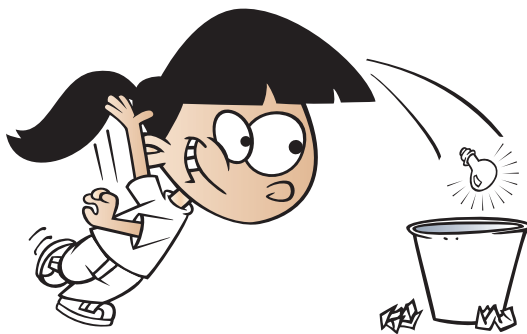


Most importantly, you are in charge. If your team disagrees with a comment, you don't have to use it. You can keep your idea just the way it is.

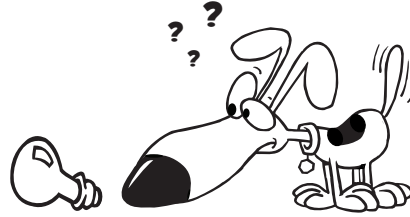
## WAGiInventor Tip:

Sometimes, feedback helps you realize that some of your ideas won't work.

If so, now's the time to let go of the ideas and create something new! In the idea world, letting go of an idea is called "**pivoting**."



# “Sniff Test”



When WAGi goes for a treat, he always gives a quick sniff with his snout. Why? He wants to make sure it is safe to eat. He does what we call the “Sniff Test.”

It’s based on the Golden Rule?

**“Do unto others as you would have them do unto you.”**

The rule is a guideline for understanding what is right or wrong. Here’s a “Sniff Test” checklist to apply to your new idea so you can be sure you have done your best to make everything right.

If you answer “No” to any question, talk to your teammates and brainstorm ways to improve your idea so you can answer, “Yes!”

1. Do I believe in our idea? Yes ☐ No ☐
2. Would I use it or buy it? Yes ☐ No ☐
3. Is our idea fair to everyone? Yes ☐ No ☐
4. Will our idea help solve the problem we found? Yes ☐ No ☐
5. Is our idea safe for humans, animals and the environment? Yes ☐ No ☐
6. Did everyone on my team get a chance to contribute to the idea? Yes ☐ No ☐



7. Is everyone who contributed to our idea getting recognition? Yes ☐ No ☐
8. Did we listen to feedback and make our idea better? Yes ☐ No ☐
9. Would I want to explain everything about our idea to my friends? Yes ☐ No ☐
10. Would I be proud to show our idea on the news and share it on social media? Yes ☐ No ☐

## **Necessary Improvements:**

Improvements: \_\_\_\_\_

\_\_\_\_\_

Improvements: \_\_\_\_\_

\_\_\_\_\_

Improvements: \_\_\_\_\_

\_\_\_\_\_

Improvements: \_\_\_\_\_

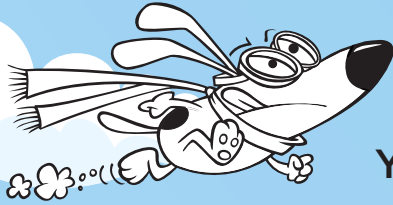
\_\_\_\_\_

Improvements: \_\_\_\_\_

\_\_\_\_\_

# Your Journal

Quietly reflect on your activities today. What did you discover about yourself? Write. Draw. Doodle.



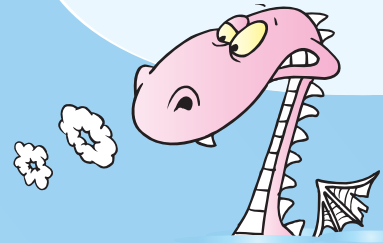
You are now entering the

# Ocean of **Courage!**

Your mission will be to:

## ☐ **Build Your Prototypes**

Now that we have ideas, it is time to experiment with possible solutions. Let's build prototypes and share them with others.



## ☐ **Plan Your Pitch**

What's the best way to present our ideas? A perfect pitch, of course! Let's learn how to tell a story that makes our ideas irresistible!

## ☐ **Create a Music Video**

Writing a song can help you tell your story.

## ☐ **Present Your Pitch**

It's show time — time to present our ideas to the panel of coaches, who will help us make our ideas a reality.

**courage**

**cour·age**

Acting without the fear of failure.



Suggested Time: 40 minutes  
(Optional)

# Marshmallow/Spaghetti Challenge

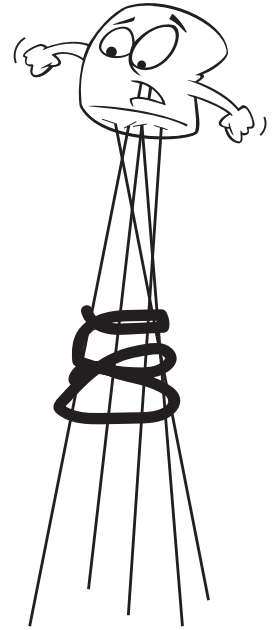
Here's a fun exercise to warm up your brain and build your teamwork skills before you build your prototype.

## Design Challenge:

Build the tallest free-standing structure with a marshmallow on top using no more than twenty sticks of spaghetti, three feet of tape, three feet of string, and one marshmallow.

## The Rules:

1. The structure is measured from the tabletop surface to the top of the marshmallow. That means the structure cannot be suspended from a higher structure, like a chandelier.
2. The entire marshmallow needs to be on the top of the structure. No cutting or eating part of the marshmallow.
3. Teams can use as many or as few of the twenty spaghetti sticks, as much or as little of the string or tape.
4. Teams can break the spaghetti and cut the tape and string.
5. Teams cannot hold on to the structure after time runs out.



## Experiment (One):

Build the structure in just **ten minutes**.

After building, measure the height of your structure and test if it will support the weight of one marshmallow. The marshmallow must sit firmly on top of your structure.

Take photos of your structure and debrief the success or failure of your design and building process.

Then come up with three ideas for building a more successful structure in the future.

- 1.
- 2.
- 3.

## **Experiment (Two):**

Using your new ideas, build another free-standing structure with a marshmallow on top in just **ten minutes**.

After building, measure the height of your structure and test if it will support the weight of one marshmallow. The marshmallow must sit firmly on top of your structure.

Take photos of your structure.

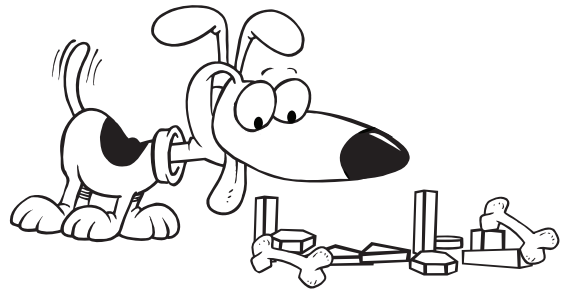
## **Analyze:**

1. Were both building attempts successful?
2. Which building attempt was taller?
3. Which building attempt used fewer materials?
4. What building techniques made the tower stronger?
5. Does the size of the base alter the strength of the tower?
6. How do you think you worked as a group?

## **Share:**

What did you learn in this exercise to help you build a prototype of your idea?

# Build Your Prototypes!



It takes courage to make your ideas visible for the world to see. Let's experiment with our ideas and build prototypes of our proposed solutions.

Some prototypes, such as sketches or storyboards, show what your idea looks like. Others, like mock-ups or models, demonstrate how your idea works. Best of all, once you make a prototype, you can show it to others to get feedback and keep improving your idea.

Here are examples of prototypes designed to reduce spreading cold germs among school kids — a big uncovered need!!!

## Prototype Examples:

What are prototypes like? Here are some examples. When kids tried to think of ways to help their friends stop spreading cold germs in school, they came up with these prototype ideas.



1. We could design a fun face mask for children to wear when they have a cold.

2. We could create a cartoon or comic that shows how you spread germs when you sneeze or don't wash your hands.



3. We could create a cool way to carry sanitary wipes, so it's easy to hand out wipes when kids need them.

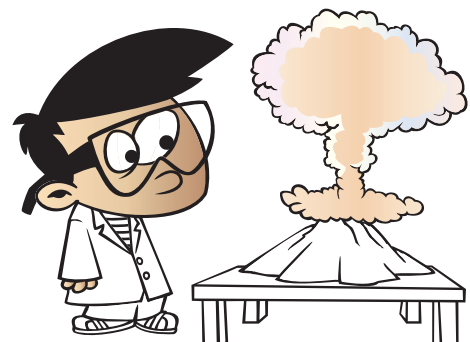
4. We could teach kids to sing a song while washing their hands, so they know when they have washed long enough to kill the germs.



A face mask, a comic, a wipe container, and a song — each of these prototypes are very different, yet they all solve the same problem! Now it's time for each team to design and build a prototype to show off their ideas.

## The Steps to Design a Prototype:

1. Draw a detailed sketch of your idea. Plan carefully. Include all of the parts that make it work.
2. When your sketch is finished, check out the materials you have in your WAGiLab. What can you use to build each part? Make a list of the materials you will need.
3. Finally, list the assignments your team members will need to do to build the prototype. Decide who will do each job. You can work together on jobs, too!
4. Gather the materials you are going to use. Keep them organized so you can find each one when you need it.
5. Build your prototype. If you are going to draw your final prototype, start drawing.
6. If you are unhappy with your prototype, change it! If some of your pieces don't work, try different pieces or ways to make each part.
7. If your prototype doesn't work, you might have to change your idea or make a new prototype.  
**Don't give up!** It's all part of the invention process!



## Presenting your Prototypes:

We started by getting feedback about our ideas. Now it's time to show each other our prototypes and get more feedback. Just like when you presented your ideas, try not to be disappointed if some feedback sounds critical or negative. Even these comments can help you make your idea better.



Team One, you're up first! Tell everyone about your prototype. Then, ask at least two of the following questions to get feedback from your friends:

1. Do you understand our idea? Is there anything you don't understand? If so, how can we make our idea clearer?
2. Do you think our idea will work? If not, what can we do to make it work?
3. What do you like most about our idea?
4. If this idea were yours, how would you change it?



Write down every suggestion and thank your WAGiMates for their feedback. After Team One gets feedback, give each team a chance to present and take notes.

## **Review the Feedback:**

Now take ten minutes to talk about the feedback and see if you can use it to improve your prototype and idea.

Feedback: \_\_\_\_\_

\_\_\_\_\_

Improvements: \_\_\_\_\_

\_\_\_\_\_

Feedback: \_\_\_\_\_

\_\_\_\_\_

Feedback: \_\_\_\_\_

\_\_\_\_\_

Improvements: \_\_\_\_\_

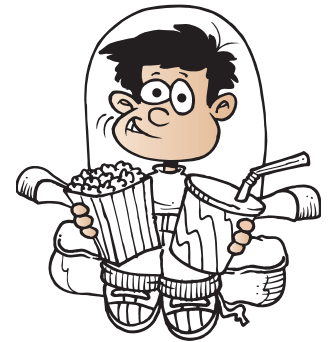
\_\_\_\_\_

# Plan Your Pitch!

What's best way to present your ideas to your classmates, parents, teachers, and community? A pitch, of course!

A pitch is a story to get people excited about your idea. It tells why your solution is needed and makes people want to support your idea. We will be turning our pitch into a movie script, a highway billboard and then a music video.

## Let's Create a Movie Script



### 1. **Start the Story:** Grab Everyone's Attention!

Tell about the challenge and where it happens. Start with the words "Every day ..." or "Every time ..." Be dramatic!

### 2. **Add Plot Details:** Make Everyone Care!

Tell more about how the challenge affects people. Show how the challenge keeps happening, and no one has fixed it yet.

### 3. **Be the Hero:** Share Your Idea!

Tell everyone your solution to the problem, how you thought of it, and why it's such a great idea!

### 4. **Save the Day:** Tell How It Works!

Now tell how your idea solves the challenge.

### 5. **Have a Happy Ending:** End with a Bang!

Tell how people can help and what life will be like after the challenge is solved.

# Your 3-Minute Movie Pitch!

Follow the movie script format and fill in each step.

**1. Start the Story:** Grab Everyone's Attention!

**2. Add Plot Details:** Make Everyone Care!

**3. Be the Hero:** Share Your Idea!

**4. Save the Day:** Tell How It Works!

**5. Have a Happy Ending:** End with a Bang!



# Let's Create an Idea Pitch Billboard!

Imagine you see a big sign next to the road or a giant poster on a building.



Can you read the message in thirty seconds and know what it is saying? You bet!

That's because billboards have big, bold pictures and very few words. They capture your attention in a "flash" before you pass.

Billboards have four main parts:

**Slogan:** "A Shelter Pet Wants to Meet You."

**Call to Action:** Adopt logo with pawprint inside of hand

**Picture:** an adorable cat

**Contact Information:** TheShelterPetProject.org

To create a billboard that tells the world about your idea, follow the above guidelines and draw your billboard on page 98.



## 1. Use Eight Words or Less for your Slogan!

A slogan is a “catchy” saying that tells about your idea.

**JUST DO IT.**



Come up with a “catchy” slogan for selling your idea.

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## 2. Create a Call to Action!

What is one-way people can make your idea happen?

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## 3. Use a Great Picture to Show Off Your Idea!

Make a drawing, cut out pictures, or use a photograph.

## 4. Add Contact Information

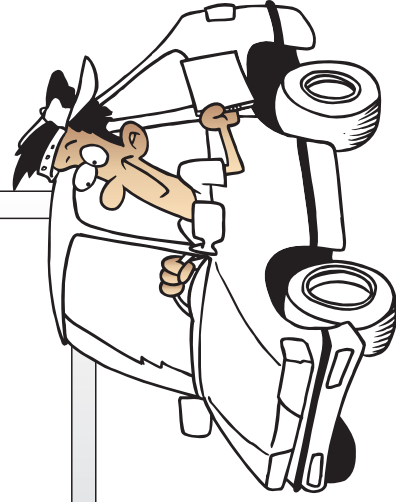
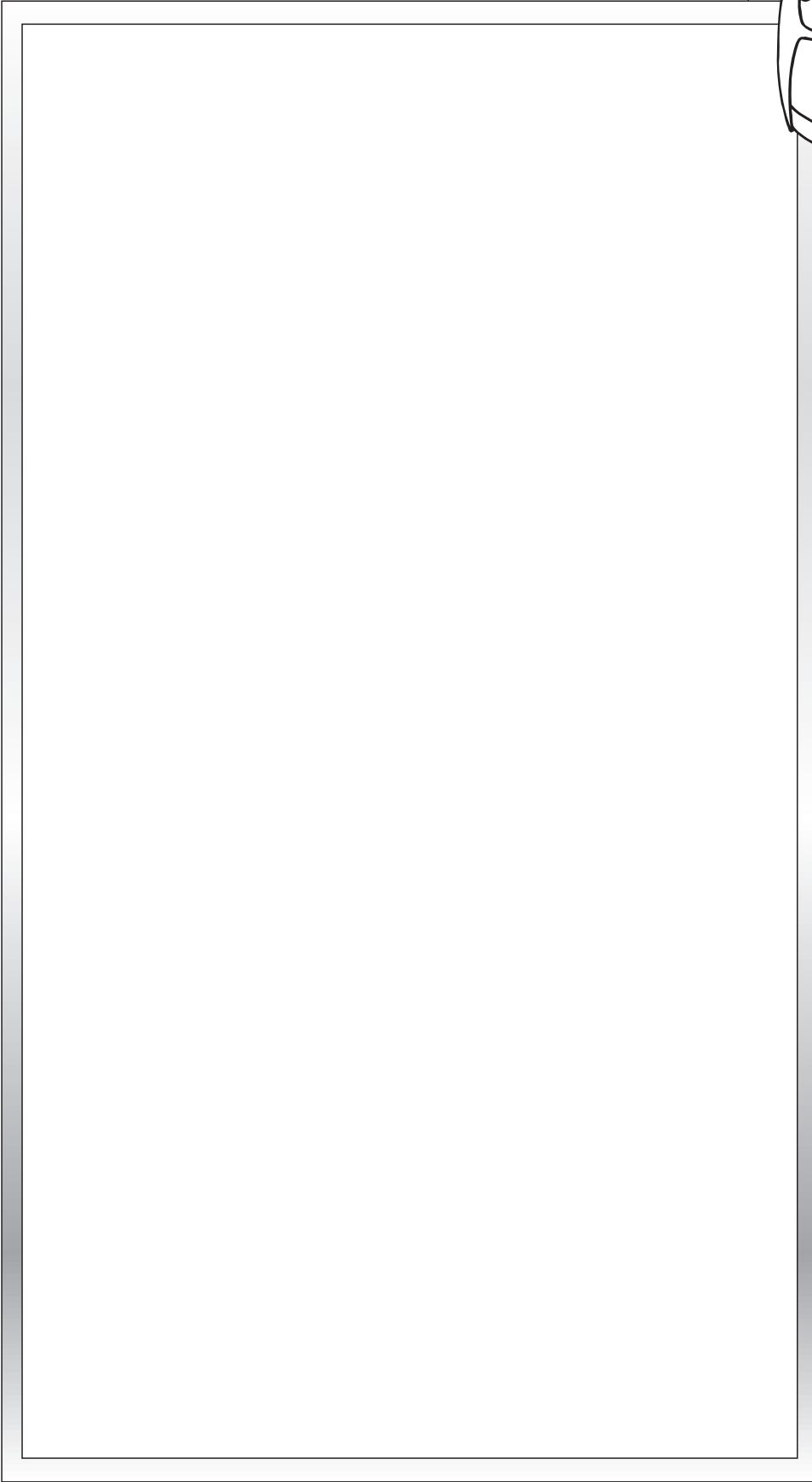
Add your website address and a phone number.

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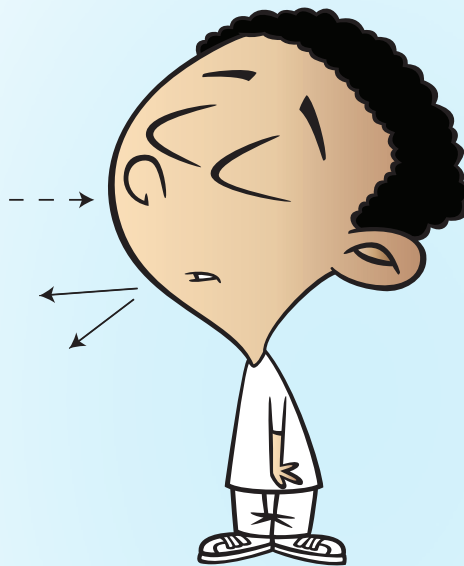
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## 5. Share Your Billboard with Others

Did it grab their attention? Did it make them want to act?



**Create Your Idea Pitch Billboard**



You've had so many ideas swirling around in your brain that it can be hard to slow down your mind.

You can use a special breath to let your brain know it's time to calm down. It's called the ocean breath.

Let's try it. Take a slow, deep breath in and let your belly get big. When you breathe out, make an "**HAAAA**" sound with your breath, like you're trying to fog up a mirror.

When you breathe this way, you sound like the ocean. After you've taken three or four "ocean" breaths, your body will feel calmer, and your brain will slow down so you can focus on one idea at a time.

# Your Journal

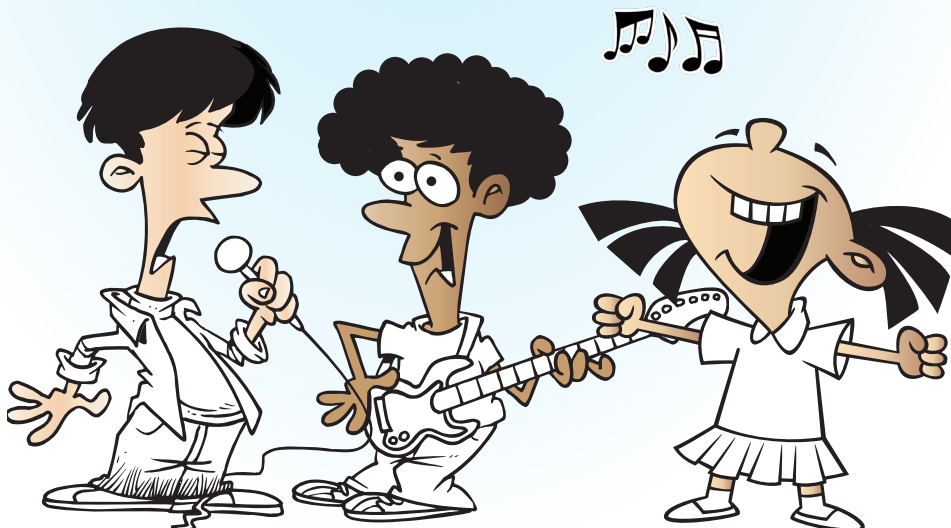
Quietly reflect on your activities today. What did you discover about yourself? Write. Draw. Doodle.





# Let's Create a Music Video!

Where Words Paired with Music  
Can Change the World!



# Why Do We Write Songs?



As one musician recently said, “When talking just isn’t enough!” What makes a song different from talking? The music, of course!

When you put words to music, it’s easier for other people to connect with them! They can feel the beat in their bodies. They can hear your emotions when the notes and rhythms change.

Writing a song can be one of the best ways to tell a story about how you feel. Sometimes, singing makes it easier to share sad feelings. A song can also be a fantastic way to celebrate happy feelings.

Writing a song can also help you tell a story about something important to you. That’s just what you’re going to do at WAGiLabs!



## GOALS:

1. Write a song about your identified community challenge.
2. Tell others about the challenge, and share your ideas for hopeful solutions.
3. Make listeners excited, so they want to get involved.

## The Lyrics Tell the Story

The words of a song are called lyrics. There are two big rules to follow when you write the lyrics of any song.

1. Good lyrics paint a picture for the listeners so they can see

the people, places, and problems in the story.

2. Great lyrics also help listeners put themselves in your shoes and feel your emotions! Every songwriter's goal is to write lyrics that bring the story to life.

## **The Music Makes a Song More Memorable**

While the words of a song tell the story, the music can help set the mood and draw in listeners. Most important, the music allows others to remember the story because they can sing along.

Think of your favorite songs. Can you hum the melody for each one? Do the words and music stick in your head? Good music can make a song unforgettable!

## **Listen Up!**

A group of WAGiKids in Ghana wrote a song called “Everyday Wash” about healthy hand washing. The first part is sung in English, and the second is sung in Twi, one of the languages spoken in Ghana. Watch the kids from Ghana Cocoa 360 sing:



<https://tinyurl.com/everydaywash>

## **What Did You Hear?**

1. Can you hear the story in the lyrics?
2. Can you see the story in the video?
3. Can you feel the beat?
4. How does the music make you feel?

## Look at Lyrics

1. Circle your favorite lyrics. What message are they telling?
2. Circle words that repeat. What makes it memorable?
3. Circle words that rhyme.

Bath, bath, bath.  
Every day bath!  
Wash, wash, wash.  
Every day wash!  
Bath every day.  
Wash twice a day!  
Washroom, wash your hands.  
After playtime ends!  
Shake hands with friends.  
Stay happy, healthy, and **STRONG!**  
Bath, bath, bath.  
Every day bath!  
Wash, wash, wash.  
Every day wash!  
Bath every day.  
Wash twice a day!  
Washroom, wash your hands.  
After playtime ends!  
Shake hands with friends.  
Stay happy, healthy, and strong!  
Bath, bath, bath.  
Every day bath!

## Think Like a Detective...

1. What's the story in the song? Remember, one of the two rules of writing a song is that it tells a story. What story do you think the kids are trying to tell?
2. Why is it important to wash every day?
3. How do you think the “Everyday Wash” song will help people in the kids’ community? What will they do differently?
4. How do you think the kids from Ghana will feel if their song helps people in their community stay healthy?
5. Do you think this song can help kids and adults in communities outside of Ghana?

Here’s a roadside billboard the community created to promote the song. See the power of a billboard!!!



# The Four Parts of a Song

Songs including “Everyday Wash” consist of four parts: verses, a chorus, a bridge, and a coda.

You can choose some or all of these parts to tell your story.



## **VERSES:**

The verses of a song usually describe the situation or challenge and tell the details: “what, why, who, when, and where” of your story.

## **CHORUS:**

The chorus tells the main message of your story in such a catchy way, so people can’t help singing along.

## **BRIDGE:**

The bridge is usually halfway through the song and has the highest and most intense singing. It adds more meaning to your song before bringing the listener back to the chorus.

## **CODA/RAP:**

The word “coda” means tail or ending. The coda is a short, extra ending for a song. It’s a way to make sure listeners remember your message!

Now it’s time to write your song!



# WAGiMusic Songsheet

Music Group Name: \_\_\_\_\_

Song Title: \_\_\_\_\_

## Your Community Challenge:

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## Key Words that Describe the Challenge:

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## Key Words that Describe Your Solution:

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## Now Focus on Your Feelings!

How do you want listeners to feel when they hear your song? List their emotions.

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## Write Your Lyrics:

If you choose a song first, play the music and write your words to match the rhythm and beat.

### Verse 1:

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### **Chorus 1:**

---

---

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---

---

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### **Verse 2 (Optional):**

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### **Bridge (Optional):**

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### **Coda (Optional):**

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### **Now Come Up with a Title:**

Brainstorm five titles for your song. Is there a word or phrase that tells the whole message? Is there a line you really like, or one that repeats a lot? Write the potential song titles below.

---

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---

---

### **Compose Your Music:**

1. If you wrote your song lyrics first, write your music now.
2. Start singing your lyrics and make up the melody as you go.
3. Sing one line at a time or sing a whole section.

4. Tap the rhythm of the lyrics on a drum or table.
5. Then, begin singing notes that you think match.
6. If you have a keyboard, piano, or another instrument, use it to experiment with different melodies.
7. Use the online Chrome Music Labs: Song Maker tool for inspiration. Try this link to explore Song Maker!

<https://bit.ly/2oJglWV>

8. Be sure to use an audio recorder to record each melody you compose! Then you won't forget your tunes. You can listen and sing along to see which one you like best.

## **Edit Your Music:**

1. Come up with different melodies. Combine them. Keep parts you like and throw others out.
2. Keep experimenting until you have written music for each part of the song. Play it back. Sing along.
3. When you're done, CELEBRATE!!! Your song will raise awareness of your community challenge.

## **Sing Your Music:**

1. Now open both your mouths AND your hearts and SING!
2. Record your singing so you can play it back.
3. Listen closely. Is everyone singing the right words and notes?
4. Does the rhythm feel right?
5. Practice your song until you know it and love it!

# WAGiMusic Video

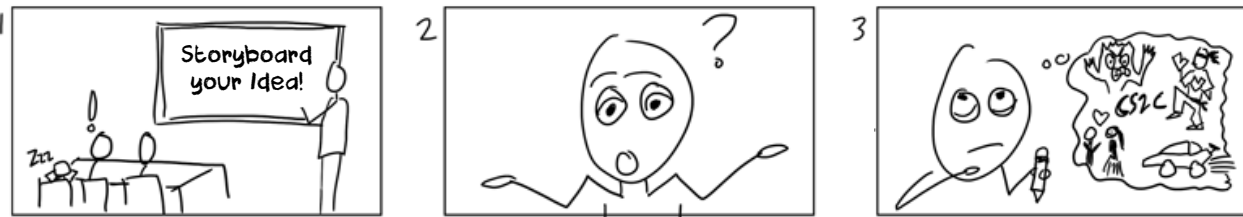
When you tell your story using **pictures** and **songs**, you make it easier for people to see the challenge and your solution.

## Think Visually:

Imagine your challenge coming to life!

1. What are people doing in the first scene?
2. Where are they?
3. Are they holding things or using props?
4. How does the action change in the next scene?
5. How do the actors solve the challenge?
6. Write your ideas in the **Visual Worksheet**.

## Then Make a Storyboard:



Draw pictures to show what happens in each scene of your music video. Use your song lyrics to help you think of ideas. Write the matching song lyrics under each picture.

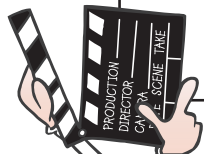
Finally, line up the pictures in order, to show your whole movie from the first scene to the last.

You can use the **WAGiStoryboard** on page 116.

# Visual Worksheet

[illegible]

# WagiStoryBoard



Title:

Date:

Description:

Action:  
Dialog:  
F/X:

Description:

Action:  
Dialog:  
F/X:

Description:

Action:  
Dialog:  
F/X:

Description:

Action:

Description:

Action:

Description:

Action:

## Film Your Video:

Use your storyboard to help you decide what to shoot. Be sure to record the scenes you drew on your sticky notes.

### Production Tips

1. Record the audio many times in different ways; listen to and sing your song and listen to it until you know the words and rhythms by heart.
2. Record each scene multiple times from different angles and in other ways; you might even want to record the same action in other places.
3. Shoot more video than you think you need; you can always discard the clips you don't use.
4. When you are done shooting your video, review your clips together, and save your favorites in a "BEST VIDEOS" folder.

## Edit Your Video:

Once you have selected the videos and added your song to the editing application, it's time to begin editing.

### Production Tips

Line up each video clip with the audio that matches, so it feels like the actors are singing the song.

Match the **rhythm of the action** to the **rhythm of your music**; match the **images in the video** with the **emotions of your song**.

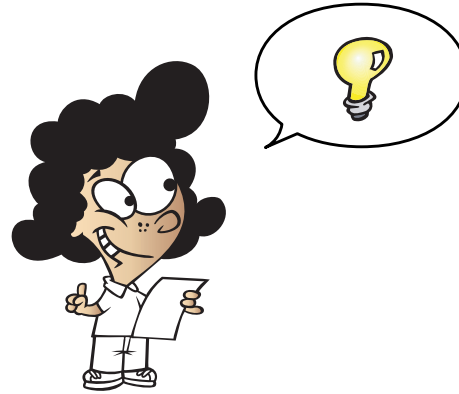
Combine the video clips. You don't have to use a whole clip. Choose pieces of the best videos and stitch them together. Some will be short, and some will be longer. Feel free to shorten clips and move them around until the flow seems perfect!

# Your Journal

Quietly reflect on your activities today. What did you discover about yourself? Write. Draw. Doodle.



# Present Your Pitch!



## It's GuppyTank Day!

Today, we are celebrating the hard work of our WAGiLabs teams. You have used your detective skills to uncover needs in our community and your brainstorming skills to come up with ideas to help solve those needs.

Now it's time to present your ideas to the WAGiLabs coaches and mentors who have helped you on your missions. Perhaps, people from the community will be invited, too.

## Go, Go, Show, Show!

Here's how the GuppyTank works. Each team gets **three minutes** to pitch their idea and **five minutes** to receive feedback from the audience.



## Hints for the Teams:

1. Follow the storyboarding outline and act out your pitch.
2. Show your prototype and use your billboard and (slogan or song) so everyone remembers your idea.
3. Be energetic, and don't read the words — **tell the story**.
4. Cheer for each other!
5. When the coaches answer your questions, be sure that one of your team members takes notes.

Now, practice a **Mindful Moment** to relax and center your thoughts before your presentation.



1. Close your eyes and imagine floating on the ocean.
2. Make a smile with each breath and notice how your face changes.
3. Do your cheeks move up? Do your lips open?
4. Does your jaw relax? Keep breathing and smiling.
5. Relax and imagine you are floating for sixty seconds.
6. Now take your smile with you for the rest of the day.

## **After Your Pitch:**

After you do your pitch, ask some of the following questions to get feedback from your coaches and others in the audience:

1. Did you understand our idea? Is there anything you didn't understand? If so, how can we make our idea clearer?
2. What things do you like the most about our idea?
3. If this was your idea, how would you change it?
4. Do you think we can make this idea happen?
5. What ideas do you have to help us make it happen?
6. How did our idea make you feel?

## **Responses to Feedback Questions:**

1. How can we make our idea clearer?
2. What things do you like most about our idea?
3. If this was your idea, how would you change it?
4. Do you think we can make this idea happen? Why or why not? If not, what can we do to make it happen?

## **How Do You Feel About Your GuppyTank Pitch?**

Were you nervous? Excited? What was the best part?

1.

2.

3.

4.

## **What Did You Learn?**

1.

2.

3.

4.

## **What Changes Will You Make?**

How will you change your pitch the next time you present?

1.

2.

























3.


4.

# What is Your Score?

Now that all the WAGiTeams have made their pitches, the GuppyTank coaches will get together to discuss each team's ideas. Here's a copy of the **Idea ScoreCard** that shows how the coaches will evaluate your ideas.

## Idea ScoreCard

     	     	     	     
Dreamed Big	Showed Empathy	Explored: Go! Messy	Used Feedback



**Total**

# GuppyTank Checklist



## Preparation

- ☐ Schedule the event and reserve event space
- ☐ Promote the event and encourage participation
- ☐ Recruit judges (teachers, administrators, community)
- ☐ Prepare judging criteria and scoresheets
- ☐ Gather necessary equipment (microphones, timers, etc.)

## Student Preparation

- ☐ Introduce the GuppyTank concept to students
- ☐ Present the selected challenge question and explanation
- ☐ Discuss social issues related to the challenge
- ☐ Guide students in refining ideas and developing pitches
- ☐ Assist students in creating visual aids for their presentations
- ☐ Hold practice pitch sessions and provide feedback

## Event Day

- ☐ Set up the event space and test equipment
- ☐ Welcome students, judges, and audience members
- ☐ Introduce the event and explain the judging criteria
- ☐ Facilitate student pitches and manage time
- ☐ Encourage audience participation and questions
- ☐ Oversee the judging process and tally scores
- ☐ Announce winners and provide feedback to all participants

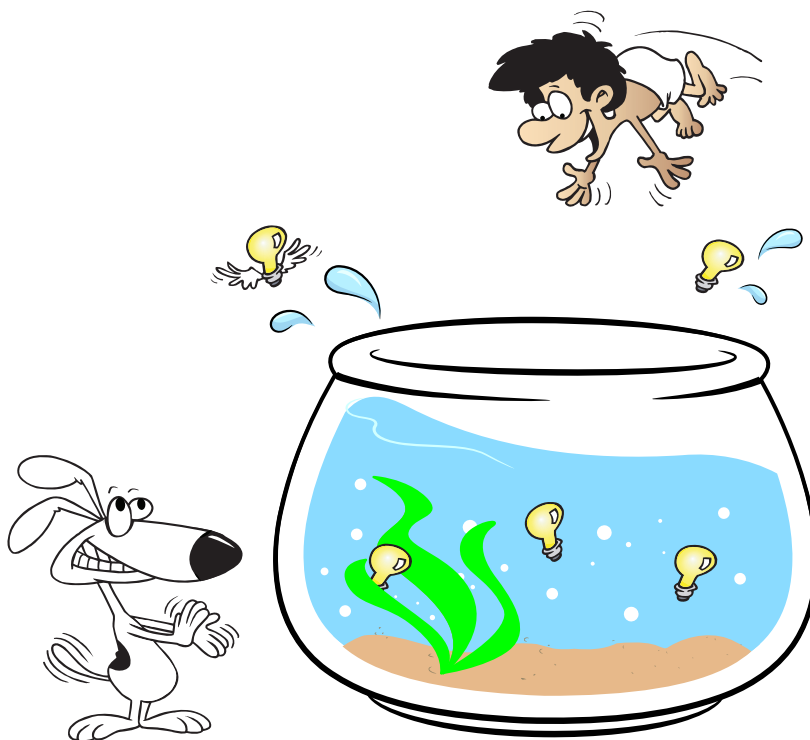
## Post-Event

- ☐ Debrief with students and gather feedback
- ☐ Discuss the next steps for implementing winning ideas
- ☐ Connect teams with resources to support their ideas
- ☐ Celebrate student participation and achievements
- ☐ Evaluate the event and make notes for future improvements
- ☐ Share the results and success stories with the community



# GuppyTanks

Empowering Kids to **"Make a Splash"** in their Communities and Meet Kids from Around the World!



# “Make Waves” and Change the World!



The **Global GuppyTank** is your ticket to an unforgettable adventure aboard the KidpreneurShip. This is your chance to unleash your creativity, transform your community, and make a real difference!

Every three months, WAGiLabs challenges you to dive into your imagination and develop groundbreaking solutions to real-world problems. You’ll explore your passions, build empathy, and create ideas that will blow everyone away!

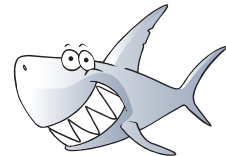


Your journey began in the **Sea of Curiosity**, where you discovered what drives your innovative spirit. Then you navigated the **Island of Compassion**, learned to see the world through the eyes of others, walked in their shoes and identified their needs.



You braved the **Ocean of Courage**, where no idea was too big or bold. You collaborated to refine your concepts, build jaw-dropping prototypes, and mastered the art of pitching.

The ultimate adventure now takes place at the **Global GuppyTank**, where you’ll have three minutes to wow a panel of coaches - think friendly sharks, without the bite!



They’ll ask tough questions, offer invaluable advice, and help you polish your ideas until they shine like diamonds.

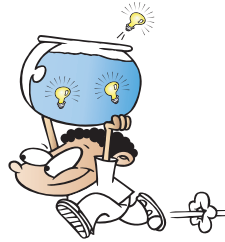
The top teams can be awarded up to \$1,000 to turn their dreams into reality and make a lasting impact on their communities.

Get ready to embark on an adventure like no other – sign up for the next Global GuppyTank today!

[www.wagilabs.org/guppytanks](http://www.wagilabs.org/guppytanks)



# Create Your Own GuppyTank!



Along with entering the WAGiLabs quarterly **Global GuppyTanks**, we hope you create programs of your own. They'd be great for a school competition, a summer program, or an "Ideathon" over a weekend.

Here are examples of some fun challenge questions:

1. Write and perform an original song that celebrates being a kidpreneur and encourages others to make a positive difference in their communities. Share your inspiration and the message you hope to convey through your lyrics.



2. Imagine you won a \$1,000 grant to improve your community. How would you use the money to make a positive impact? Develop a detailed plan and explain how your idea would benefit others.



3. Design a creative Rube Goldberg contraption that tells the story of a specific challenge your community faces and demonstrates a potential solution. Explain each step of your contraption and how it relates to the problem and solution.



4. Create a superhero character who helps solve a problem in your community. Describe their unique powers and how they would use them for good. Develop a short comic or story that shows your superhero in action.



5. Design a toy or game that teaches other children the importance of kindness and helping others. Explain how

your creation encourages positive social interactions and promotes empathy.

6. Imagine you could organize a special event to bring your community together and foster a sense of unity. What would the event be, and how would it help people connect and build relationships? Describe the activities, food, and entertainment you would include.
7. Create a video message to teach other kids worldwide about a unique tradition or custom in your community. Share why this tradition is important and how it brings people together.
8. If you could plant a garden to help feed people in your community, what would you grow, and why? Design your ideal community garden, and explain how you would organize volunteers to help maintain it and distribute the produce to those in need.
9. Design a campaign to encourage your community to support local small businesses. Propose creative ideas for promoting these businesses and educating people about the importance of shopping locally.
10. Imagine you are tasked with creating a time capsule that represents your community's unique history, culture, and values. What items would you include, and why? How would you ensure that future generations learn from and appreciate the content?



# Your Journal

Quietly reflect on your activities today. What did you discover about yourself? Write. Draw. Doodle.

# Make It Happen!



Great ideas are only great when we make them happen. Today, we're going to talk about how to get the help we need to turn our ideas into actual products and services! Check the box next to each step you have to do to make your product happen.

## Get More Feedback by:

- ☐ Meeting with mentors
- ☐ Showing idea/prototype to children and or adults
- ☐ Talking to people who will help manufacture our product
- ☐ Talking to people who will help distribute our product

## Research other Products/Services by:

- ☐ Looking in Stores
- ☐ Searching on the Internet

## Test and Improve Our Prototype by:

- ☐ Making a list of materials we need to make our product
- ☐ Scheduling time to work on the prototype or service
- ☐ Testing samples of real products and service

## Create Artwork or Pictures by:

- ☐ Searching for and for free Clip art and images on Internet
- ☐ Downloading free music

## **Raise Money for Manufacturing/Marketing by:**

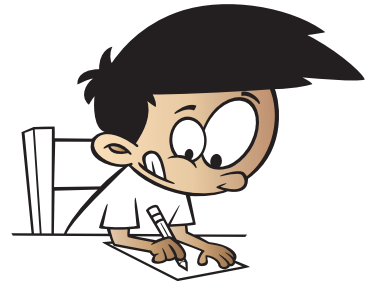
- ☐ Having a toy or bake sale
- ☐ Offering services such as dog walking and babysitting
- ☐ Conducting a crowdfunding campaign

## **Create a Brand by:**

- ☐ Coming up with a name for our product or service
- ☐ Designing a logo
- ☐ Writing a slogan
- ☐ Writing a mission statement that explains our goal

## **Create Instructions for Our Product by:**

- ☐ Writing instructions telling how to use our Product
- ☐ Writing descriptions to use on packaging
- ☐ Writing descriptions for our website



## **Market Our Product by:**

- ☐ Finding out how similar products/services are marketed
- ☐ Creating a website
- ☐ Creating a brochure or poster
- ☐ Creating a video
- ☐ Turning your storyboard into a social media campaign
- ☐ Creating an ad for a local flier, newspaper, or radio

# Build Trust!



As a kidpreneur, you want your customers to think of you as a trustworthy supplier, even if you are giving your product/service away for free.

So here's another checklist, like the earlier "Sniff Test" on page 84, to help you think about your new idea.

If you answer "**NO**" to any question, talk to your teammates and brainstorm ways to improve your idea.

## 1. Be Transparent (that means, be open and honest)

Have you revealed to your customer:

- All materials used in product/service? Yes ☐ No ☐
- Their total cost for the product/service? Yes ☐ No ☐
- Your return or refund policy? Yes ☐ No ☐
- How to contact you if any questions? Yes ☐ No ☐
- Will you give a receipt after purchase? Yes ☐ No ☐

## 2. Advertise Honestly (always tell the truth)

Are you giving any false impressions regarding:

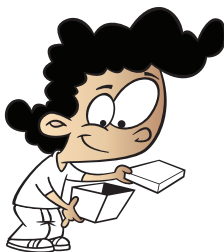
- Popularity of your product/service? Yes ☐ No ☐
- Recommendations for product/service? Yes ☐ No ☐
- Benefits of product/service? Yes ☐ No ☐
- Quality of product/service? Yes ☐ No ☐

## 3. Honor Promises (what you've said about your product)

Will you be responsive to customers about:

- Correcting any mistakes? Yes ☐ No ☐
- Resolving any complaints? Yes ☐ No ☐
- Handling returns? Yes ☐ No ☐
- Giving back refunds? Yes ☐ No ☐

## 4. Remember ...



**Your Product/Service is your promise of  
quality and reliability.**



1. Stand up straight. Breathe in and hold your breath.
2. Breathe out and shake out your arms and hands.  
Shake them high and then shake them low.
3. Breathe in and hold your breath.
4. Breathe out and shake out your legs and your feet.
5. Breathe in and hold your breath.
6. Breathe out and shake your whole body until it  
feels loose.
7. Now take three long, slow breaths, and return to  
your wonderful day.



# Play It Forward!



In our last session, you'll think about your WAGiLab experiences and plan a talk to tell other kids about them.

Sharing what you have learned in WAGiLabs is called “Playing It Forward.” It’s one way to spread the word about doing good – so more kids help more people!

## Share the WAGiWays:

You’ve grown since our first day in the WAGiLab, and so have your ideas! These eight WAGiWays have guided us as we worked together.



## Create Pen Pals and a Flat WAGi:

1. Trace or draw a picture of WAGi.
2. Paste your picture on cardboard, and then cut it out in the shape of WAGi’s body.

3. Be creative with coloring and accessorizing. WAGi loves to dress up and sometimes wear disguises!
4. Turn WAGi over and write your name, return address, and email on the backside.
5. Each time you send Flat WAGi to a friend, include a short letter describing your WAGiLabs experiences and the challenges you are trying to solve.
6. Maybe Flat WAGi's new friends will have ideas to help you and your team.



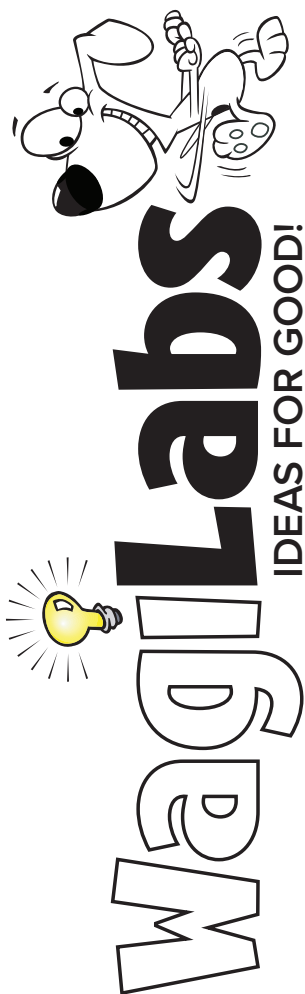
You can send your custom-made WAGi through the mail or email. Then keep track of and write about Flat WAGi's journey.

## It's Time to Celebrate:

You have identified community challenges, brainstormed ideas and pitched solutions while using your superpowers of curiosity, compassion and courage.

It's time now to receive your official kidpreneur certificate. A printable copy is on the next page.





## Certificate of Kidpreneurship

Proudly presented to:

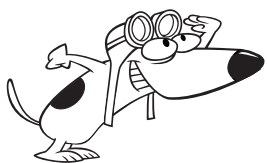
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Signed

Date

Together, we discovered our passions, uncovered social needs, came up with ideas, and are on our way to making them happen. We changed the world!





# Pre-Launch Guide

Here are questions to help you design the best Kidpreneurship experience for your kids.

1. What learning goals do you hope to accomplish with your kids? Be specific!
2. Why do you want to achieve these outcomes? Be passionate!
3. How can you best help your kids uncover community challenges to be solved? Be bold!



**“WAGiLabs provides a free open-source curriculum and train-the-teacher sessions for our kids in Nigeria to develop and implement their socially innovative ideas.”**

— Temitope Kalejaiye,  
Amnesty International Broadcast Journalist



## Logistics Questions:

1. How many hours will you have to accomplish your learning and activity outcomes? How many participants will you have? How will you conduct outreach to attract kids to participate?
2. What days and times work best for your sessions? Knowing the available hours, which sections of the PlayBook can you prioritize to meet your learning and activity goals?
3. If you are doing the GuppyTank, what time and place would be best for your kids to pitch their ideas?
4. What people could provide the best feedback to your kids on their idea pitch? What people could act as mentors for your kids to help them implement their exciting new ideas. What people could act as judges at the GuppyTank?

**“WAGiLabs are a perfect complement to YWCA Metropolitan Chicago’s programs because they encourage our girls to create innovative solutions to pervasive social problems while developing empathy in the process.”**

**— Shelley Bromberek-Lambert,  
Chief Reimagination Officer YWCA**



**“Our teachers love WAGiLabs and are learning as much as the kids. It is transforming how we teach.”**

**— Pamela Stepko, Assistant Principal  
Cumberland County Elementary School**



## **Prioritizing Playbook Activities**

<b>Program Length</b>	<b>Activity</b>	<b>Sharing Kids’ Ideas</b>
<b>5-10 hours</b>	Being a Detective Walking in Others’ Shoes Uncovering Needs Brainstorming Ideas	Post stories on social media Share with community Share with other kids Pen Pal opportunities
<b>11-20 hours</b>	Being a Detective Walking in Others’ Shoes Uncovering Needs Brainstorming Ideas Prototyping	Post stories on social media Share with community Share with other kids Pen Pal opportunities
<b>24+ hours</b>	Being a Detective Walking in Others’ Shoes Uncovering Needs Brainstorming Ideas Prototyping Pitching at GuppyTank Implementing Solutions Playing it Forward	Post stories on social media Share with community Share with other kids Pitch ideas and receive feedback Collaborate with other teams Global Pen Pal opportunities Partner with community



# Your PlayBook Activities Planner

ACTIVITY	PAGE	TIME, minutes	<input checked="" type="checkbox"/>
Welcome/Introduction	4	5	
What is WAGiLabs?	5	5	
What is a Kidpreneur?	6	5	
Who is Wagi?	7	5	
WAGiWays	8	15	
WAGi Achievement	9	5	
Create the Rules	10	10	
Create a Safe Space	11-12	10	
Stop and Pop	13-14	10	
Mindful Moment	15	5	
WAGiCheer	16	10	
<b>SEA of CURIOSITY</b>	17	5	
Discover our Passions	18-19	30	
Characteristics of a Kidpreneur	20-21	15	
Be a Detective	22-23	15	
Map It - Community	24-25	45	
Best Things vs. Challenges	26	15	
UnSelfie Challenge	27	Free Time	
WAGiJournal	28	5	
Uncover Needs	29	10	
Smash-Up	30-32	60	
Community Smash-Up	33-36	60	
Define the Challenge	37	15	
Wagi Theme Song	38	10	
Mindful Moment	39	5	
WAGiJournal	40	5	
<b>ISLAND of COMPASSION</b>	41	5	
Walk in Other's Shoes	42-43	45	
Day in the Life of Walter	44-47	40	
Day in the Life of Community	48-50	40	
WAGiJournal	51	5	
Counting Squares Exercise	52	10	
Brainstorming Introduction	53-56	15	
Brainstorming Exercise	57-59	40	
The Never Game	60-63	45	
Mindful Moment	64	5	
Getting out of the Box Exercise	65	10	

Advanced Brainstorming	66-69	10	
Brain Body Dominances	70-71	20	
Tricky Twist	72-75	30	
Just Do It!	76-79	30	
Picking your Best Ideas	80-81	30	
Get Feedback	82-83	15	
Sniff Test	84-85	15	
WAGiJournal	86	5	
<b>OCEAN of COURAGE</b>	87	5	
Marshmallow Challenge	88-89	40	
Build your Prototypes	90-93	60	
Plan Your Pitch - Movie Script	94-95	60	
Plan Your Pitch - Billboard	96-98	40	
Mindful Moment	99	5	
WAGiJournal	100	5	
Plan Your Pitch - Music Video	101-115	240	
WAGiJournal	116	5	
Present Your Pitch	117-121	90	
WAGiJournal	122	5	
Make it Happen	123-126	45	
Mindful Moment	127	5	
Play It Forward	128-129	30	

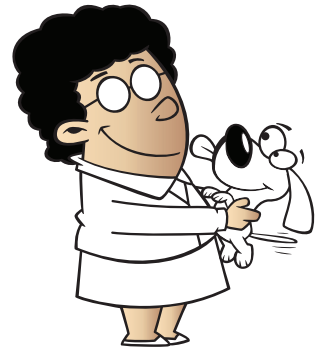
Check off the exercises you would like to include in your WAGiVoyage.

Then, add up the estimated times for all of the activities.

It's your class and your students, please customize WAGiLabs to meet and hopefully exceed your needs.



# WAGiPledge



We want to be best friends and to honor our loyalty we pledge the following:

## **FREE**

WAGiLabs will provide all teaching materials for free.  
Teachers will provide all WAGiLabs sessions for free.

## **SHARE**

WAGiLabs will provide a teaching curriculum that all are welcome to customize to create the best learning experience for kids.

Teachers will share their customized training sessions with other WAGiLabs teachers to help them learn from shared experiences.

## **CREDIT**

WAGiLabs will provide our copyrighted materials.  
Teachers will highlight the WAGiLabs logo in their teaching experience and social media posts.

## **FUNDING**

WAGiLabs is helping to fund some startup WAGiLabs programs. All WAGiLabs funding can only be spent on WAGiLabs activities and approved essential supplies.



# WAGiDictionary

**Basic Needs:**

Definition: things needed to live a happy and healthy life

Example sentence: Some of my basic needs include access to clean water, healthcare, and nutritious food.

**Billboard:**

Definition: a large, flat surface usually displayed on the side of the road to advertising something. A billboard usually includes a slogan, a call to action, a picture, and contact information.

Example sentence: I saw a billboard the other day advertising a new dog-washing business, and WAGi was on it!

**Brain/Body Dominances:**

Definition: Sometimes, a specific part of the brain or body will feel more assertive or dominant. Learning about brain/body dominances and doing activities experimenting with them will help you feel unstuck.

Example sentence: When I smile, the right side of my mouth goes a bit higher. This means that the right side of my mouth is dominant.

**Brainstorm:**

Definition: the act of coming up with new ideas or solutions, especially in a group setting

Example sentence: In my health club at school, we brainstormed new, fun ways to wash our hands.

**Challenge:**

Definition: a contest, struggle, or difficult task or problem

Example sentence: Finding clean water is a challenge in my community.

**Collaborative:**

Definition: a word used to describe something that is done together

Example sentence: A significant part of WAGiLabs is the opportunity to be collaborative with the community.

**Compassion:**

Definition: a feeling of concern for others and wanting to relieve others' suffering

Example sentence: I felt compassion when I saw an older woman carrying loads of groceries, so I helped her.

**Courage:**

Definition: facing fears and building creative strength

Example sentence: WAGi had courage when he met his fear of heights to save his friend WAGiCat from the tree.

**Crowdfunding:**

Definition: the act of raising money from a large number of people

Example sentence: Crowdfunding is a fantastic way to raise funds for local organizations and charities.

**Curiosity:**

Definition: the desire to learn new things

Example sentence: I have curiosity about space; I would love to learn more about it!

**Detective:**

Definition: people who look for information about someone or something

Example sentence: Detectives are good observers, ask good questions and take many notes.

**Do Good:**

Definition: this phrase encourages you to focus on brainstorming solutions that will help other people, animals, and the environment

Example sentence: I want to do good for my community by helping them find access to clean water.

**Dream Big:**

Definition: this phrase encourages you to believe that there are no limits to creativity

Example sentence: Don't be afraid to dream big - if you want to build a spaceship, do it!

**Empathy:**

Definition: the ability to understand how others think and feel, which can help us give others what they need

Example sentence: When you have empathy, you can "put yourself in someone else's shoes" to see what they see and feel.

**Entrepreneur:**

Definition: Someone who uses curiosity, compassion, and courage to come up with ideas to solve challenges in their community and the world.

Example sentence: Steve Jobs, the creator of the iPhone and the company Apple, was an entrepreneur.

**Feedback:**

Definition: information, thoughts, and opinions given about a product or idea

Example sentence: Feedback helps improve our ideas and builds our confidence to make our ideas a reality.

**Get Messy:**

Definition: this phrase encourages you not to be afraid of trying out new ideas

Example sentence: It's good to get messy by building prototypes and trying out new inventions.

**GuppyTank:**

Definition: an activity where kids pitch their ideas to a panel of judges and receive feedback

Example sentence: Countries worldwide like the United States, Ghana, Tanzania, and Nigeria use the GuppyTank activity with kidpreneurs in their communities.

**Idea:**

Definition: a thought or suggestion for a possible course of action

Example sentence: WAGi had an idea to build a ladder out of reusable plastic to help save his friend WAGiCat, and the environment.

**IDEAS Process:**

Definition: The IDEAS process includes five steps: 1. Imagine, 2. Define, 3. Explore, 4. Act, and 5. Share.

Example sentence: The IDEAS process helps me brainstorm new ideas to do good.

**Incubator:**

Definition: a place that provides a controlled environment for something

Example sentence: WAGiLabs are incubators for kids' ideas, which means they help kids brainstorm, test, and improve their ideas and inventions.

**Journal:**

Definition: a book holding written thoughts and ideas

Example sentence: It's always a good practice to write new ideas in a journal, so you don't forget them.

**Kidpreneur:**

Definition: A kid who uses curiosity, compassion, and courage to come up with ideas to solve challenges in their community and the world.

Example sentence: You can be a kidpreneur if you believe in yourself!

**Mindfulness:**

Definition: a process where you learn to recognize your feelings and calm your thoughts

Example sentence: Smiling, taking three slow deep breaths, observing your body and feelings, and removing negative thoughts is one way to practice mindfulness.

**Mindset:**

Definition: a state of mind or attitude

Example sentence: I have a growth mindset, which means I want to learn and grow from my mistakes to keep moving forward.

**Never Do:**

Definition: a phrase that usually is negative but can help expand your thinking

Example sentence: I usually would never want to do skydiving, but it could be an excellent opportunity for adventure.

**Obstacles:**

Definition: things that block progress

Example sentence: Saying "but" too much when brainstorming can be an obstacle.

**Out-of-the-Box Thinking:**

Definition: This is thinking that expands on typical solutions and ideas to come up with more creative, innovative ones

Example sentence: WAGiKids in Ghana thought out of the box when they created a billboard to promote safe, healthy hand-washing practices.

**Passion:**

Definition: something that excites you

Example sentence: WAGi is passionate about doing good and tennis balls.

**Persistence:**

Definition: the willingness to continue going even in the face of struggles or challenges

Example sentence: The best kidpreneurs are the ones that have persistence, even when their prototypes don't work at first.

**Play It Forward:**

Definition: when we leave footprints that become a pathway to invention for kids around the world

Example sentence: WAGiLabs helps play it forward by encouraging kids to become kidpreneurs.

**Prototypes:**

Definition: products of ideas that are used in the trial-and-error process

Example sentence: I made prototypes of my new invention to test it, learn from it, and improve it.

**Resilience:**

Definition: the quality of bouncing back and trying different solutions when your first try doesn't work.

Example sentence: When you put persistence and resilience together, you get "grit."

**Revisions:**

Definition: the process of learning from trying out your ideas and making them even better

Example sentence: I used feedback from my friends to make a few revisions to my billboard, and now it's better than ever!

**Safe Space:**

Definition: a kind, welcoming environment for everyone

Example sentence: One way to create a safe space is to avoid discouraging others' ideas and always use "yes, and" phrases.

**Self-Defeating:**

Definition: used to describe statements or attitudes that block you from being creative, trying new ideas, and believing in yourself

Example sentence: "I can't" is a self-defeating statement.

**Simon Says Game:**

Definition: a game where one player says "Simon says \_\_\_\_" and instructs the other players to do something

Example sentence: Yesterday, WAGi was the leader in the Simon Says Game and told us to pretend we had tails like him.

**Solutions:**

Definition: a way to solve a problem or deal with a difficult situation

Example sentence: The best way to solve a problem is to brainstorm possible solutions and try them out in real life.

**Storyboard:**

Definition: a series of pictures that depicts different things happening

Example sentence: Storyboards can help you visualize ideas for a music video.

**Stuck:**

Definition: unable to move from one's current position, whether physically or mentally

Example sentence: I felt a bit stuck when I had trouble brainstorming new ideas for my invention, but the WAGiLabs playbook helped me use fun games to get unstuck.

**Tricky Twist:**

Definition: an activity that will help you be even more creative with your ideas

Example sentence: Using the Tricky Twist card #1, I added a cat to my invention.

**WAGiLabs:**

Definition: incubators for kids' ideas

Example sentence: Every WAGiLabs in the U.S. is linked with an international one to promote empathy and a global perspective for kids.

**WAGiWays:**

Definition: inspirational messages and guidance used in the WAGiLabs playbook

Example sentence: One of the WAGiWays is "Dream Big!"

**Walk in others' shoes:**

Definition: this means to have empathy or see yourself as someone else to understand their feelings better

Example sentence: I try to walk in others' shoes, especially those suffering, to have compassion and empathy.

**What if...?**

Definition: this is a question used in the brainstorming process to come up with new possibilities for ideas

Example sentence: I love your idea about \_\_\_\_! What if we used it for \_\_\_\_ as well?

**Yes, AND...!**

Definition: this is a phrase used to expand on new ideas

Example sentence: I love your idea about the billboard (yes)! AND I think we could also use this idea as a music video!

**Yes, BUT...!**

Definition: this is a phrase used to stifle or delay new ideas

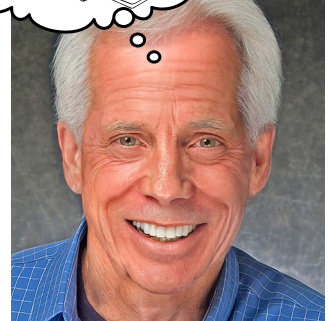
Example sentence: I love your idea about the billboard (yes)! **BUT** we don't have the money to build it!!

# Our WAGiTeam



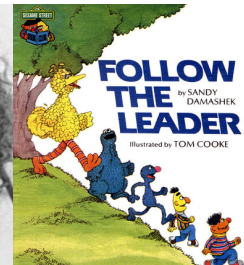
## Chic Thompson, Founder

Chic is a fellow at the University of Virginia's Darden Business School and adjunct faculty at the Brookings Institution. In 2001, Harvard Business School released a case study on the speaking career of Chic entitled "What a Great Idea!." Chic's first book, "What a Great Idea!," published by HarperCollins was a main selection of the Executive Book Club. His second book, "Yes, But..." is a guide to overcoming the bureaucratic language that stifles continuous innovation. Chic worked in new product development and marketing for W.L. Gore and Associates (Gore-Tex®), Johnson & Johnson, and Walt Disney.



## Sandy Damashek

A pioneer in children's interactive media, Sandy helped launch the Interactive Group at Sesame Workshop. Since then, she has been at the forefront of digital media, producing and writing the preschool channel of AT&T's interactive TV trial, producing interactive movies for The Amazing Space children's museum, collaborating on the Word World app for Play TV's mobile platform, and serving as Creative Producer for math-based Umigo appisodes. She has written more than 30 non-fiction and fiction children's books.



## Dr. Emmanuel Abebrese, M.D.

Emmanuel was born in Ghana, where he spent most of his teen years accompanying his parents on mission trips to rural communities. He developed a passion to serve the less privileged and has sought effective ways of helping those in need. Emmanuel established Citadel Foundation for Kids (CFK) as a non-profit organization in Ghana and the United States to collaborate their resources toward a better world for children.





## Emma Morris

Emma graduated from the University of Virginia with a major in Global Public Health. Her lifelong volunteer experiences with Operation Smile sparked her interest in public health and health education. Emma taught English in South Korea in 2023 as part of the Fulbright U.S. Student Program.



## Mary Power

Mary is a leadership coach and organizational consultant. She has served as CEO of three international associations and worked in both the nonprofit and corporate sector. She provides WAGiLabs with a clear connection to many international opportunities and helps us work with numerous nonprofit boards, foundations and leadership teams.



## James Orrigo

James works with kids battling cancer and is bridging the gap between the hospital room and the classroom through music, animation, and video storytelling.

[www.ladinabattle.com](http://www.ladinabattle.com)



## Julia Lin

Julia spent a year in rural Ghana volunteering at the community nonprofit Cocoa360. She started the Tarkwa Breman Girls' School WAGiLabs program, where the second graders became health champions in their community through songwriting (<https://tinyurl.com/everydaywash>) and peer education.



## Kathy Schubert

Kathy is the deputy director of the Space Flight Systems Directorate at NASA's Glenn Research Center in Cleveland. Kathy shares the leadership responsibility for space flight and technology development projects and programs, including space propulsion, space power, space communications, microgravity sciences, and materials development programs.



## Andrew Rummel

Andrew is a student at the University of Virginia, studying economics and social entrepreneurship. He strives to pursue a career in developing enterprises to catalyze impact around the world. Andrew has spent time starting a social enterprise and conducting research in East Africa and the Caribbean.



## Mary Porter Green

Mary is the founder and president of Curiosity Zone Science and co-founder of Ever Wonder Records. Mary wonders about everything and puts her child-like sensibility into all she does.



## Isabella Becchi

Isabella is a second-year student at the University of Virginia pursuing a business career. When not at school, Isabella dances and has trained at the Boston Ballet, Philadelphia Ballet, and the Royal Danish Ballet. She has also taught dance at numerous intensive ballet programs. In addition to ballet, Isabella is a volunteer coach for the Special Olympics tennis and basketball teams.



## Lucca Cidale

Lucca is passionate about human connection. He has facilitated this connection in his career as a musician, educator, and concert producer. During his undergraduate degree at USC, Lucca helped shape the Global Kidpreneur Day event.



## Allison Szvetitz

Allison is a student at the University of Virginia studying physics and public policy. Her experiences teaching and mentoring younger students led her to be a passionate advocate for accessible education.





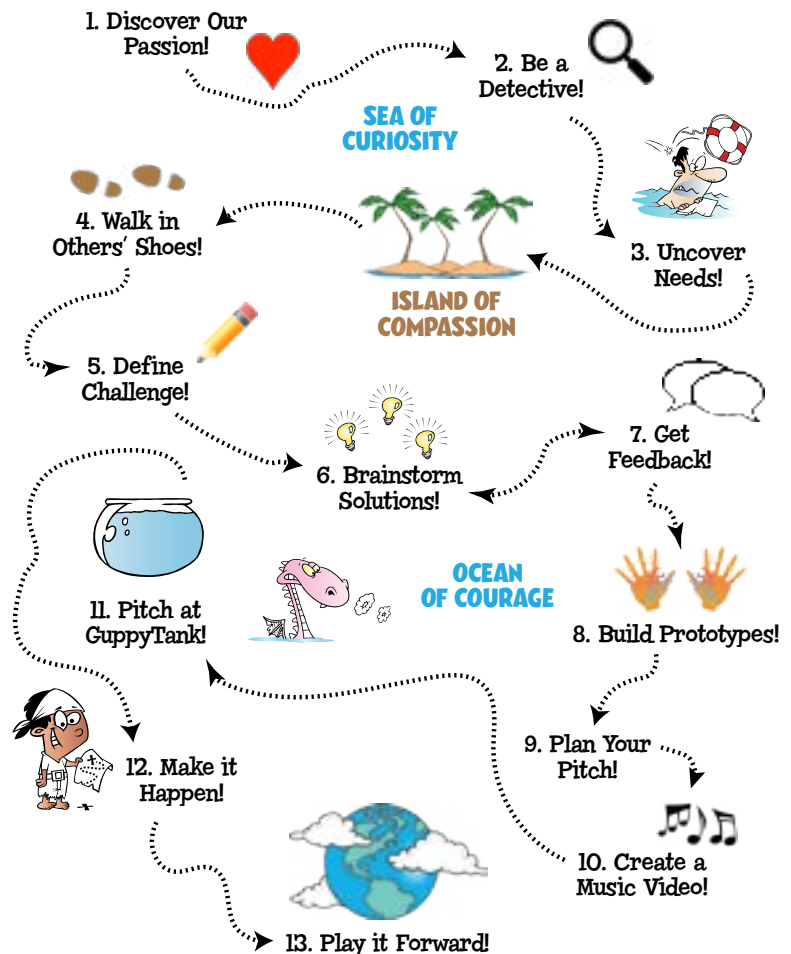
# Curiosity + Compassion + Courage = Change the World

## What is WAGiLabs?

WAGgiLabs are incubators for kids' ideas. They are all about play, ideas, and **doing good** to help people, animals, and the environment.

Kids gather at WAGiLabs worldwide, and when WAGiKids play together, their imaginations come together, and new ideas happen!

WAGiLabs are designed for kids in elementary schools and after-school programs.



## What is a Kidpreneur?

A kid who uses **curiosity**, **compassion**, and **courage** to come up with ideas to solve challenges in their community and the world.

Our mascot, WAGi, the dog, invites you to join the journey and become a Kidpreneur. He can't wait to see what **YOU** can create!

