

Change the Story – a Game to Alter Reality.

Linking Project-Based Learning to Service Learning to Solve 5 Major Injustices

“Ralph Singh has advanced a vital goal. He’s figured out an engaging way for young people to grapple with crucial issues of injustice. “Change the Story, A Game to Alter Reality” enables young people to examine many of the most pressing challenges of our times--including poverty, bullying, environmental degradation, and intolerance. And it gives young people the space to think about the challenges of change and to brainstorm actionable solutions.”

Dr. Richard Weissbourd, Senior Lecturer; Co-Director, Making Caring Common

Faculty Director, Human Development and Psychology Program

Harvard Graduate School of Education

Lead Author, “Turning the Tide, Inspiring Concern for Others and the Common Good through College Admissions”

http://mcc.gse.harvard.edu/files/gse-mcc/files/20160120_mcc_ttt_execsummary_interactive.pdf?m=1453303460

Author, “The Parents We Mean to Be”

Teacher's Instructions

Change the Story – A Game to Alter Reality.

Linking Project-Based Learning to Service Learning to Help Solve 5 Major Injustices

By Ralph Singh

wisdomthinkers
NETWORK

Prejudice and Hate



Elder Neglect



Bullying



Environmental Degradation



Poverty

Have you ever felt like you had no control over your life or the world around you? What if *you* could change the story of our world?

Wisdom Thinkers uses the power of stories, foundational wisdom stories you may have learned when you were younger, to change the way people think about a problem - to reveal hidden ways that we can change the world by changing the story.

Change the Story was conceived as a small group learning game for middle and secondary students, and adults, to take control of their lives and the world around them. In a “mission impossible” type dossier students are tasked to challenge their focus groups to solve one of 5 major injustices, including poverty, bullying, hatred and prejudice, environmental degradation and elder neglect.

Aligned with the inquiry model, students develop critical thinking and conflict resolution skills to create a service learning project that could solve the challenge. Then they are tasked to actualize it. Each Game contains 5 packets that can change the world.

“Students want their studies to be relevant to their lives and feel they can have an impact on the world around them. Using *Change the Story* they can link project-based learning to service learning to help solve some of the intractable problems of our times.” Ralph Singh

“*Change the Story* had our students asking for more. They didn’t want to stop!” Teacher/facilitator

“Over the course of the decade I have known Ralph Singh, his work as an educator has focused on changing the world by transforming the inner core of young people through the magic of stories. In his latest, perhaps most masterful endeavor— *Change the Story: A Game to Alter Reality*—Ralph urges middle and high school students to learn, to live, and to transform their world by seeking solutions to five enduring social problems through the collaborative magic of three powerful forces: the magic of foundational stories, the power of community service, and the beautiful (also well-documented) practice of students working with collaborative goal structures.” **Dr. David Streight, fmr. Executive Director, Center for Spiritual and Ethical Education**

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