

CHANGEIST

Inputs

- Diverse Middle School and High School participants
- Near-peer mentorship
- Culture of curiosity, gratitude, adventure, and teamwork
- External partners
- Youth-centered environment
- Intersectional justice-oriented values

22-Week Program Activities

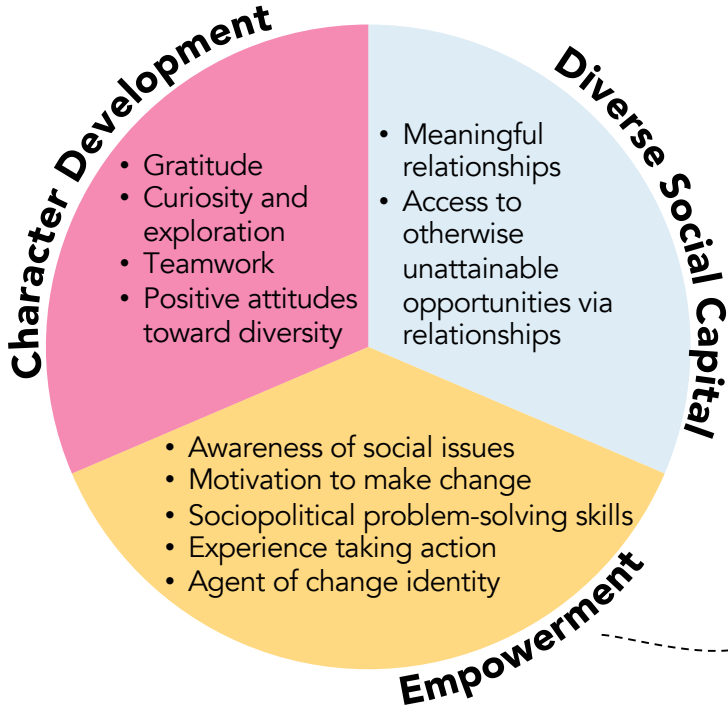
- Story of Self**
 - Explore sociopolitical identities
 - Explore and develop character strengths, assets, and motivations
 - Build teams
 - Build culture
- Story of Us**
 - Explore social justice issues and their intersections
 - Explore root causes of social issues
 - Learn sociopolitical problem-solving skills
 - Share across teams
- Story of Now**
 - Develop and implement service projects as teams
 - Apply sociopolitical problem-solving skills
 - Learn and apply civic leadership skills

Outputs

- Youth identify their assets, sociopolitical identities, and narratives.
- Youth participate in direct action, complete service projects, and attend informational site visits with external partners.
- Middle School teams lead civic projects. High School teams complete externships and projects with external partners.

80% of youth attend programming for 100+ hours

Outcomes



Intermediate Impact

Pathways for social changemaking

Long-Term Vision

A critical mass of people actualizing a more just society!

