**March 15 to October 2:**

1. Each student raise at least $1,000 to help pay for their trip to Spain. Total cost per student is about $3,000.

2. Students prepare presentations that will answer the following questions:

a. What wild means to me?

b. Nature Needs Half: How do we share with nature as human beings?

c. How can I make the world a wilder place?

To convey this students will use whatever media they would like to work with, i.e. storytelling (can be acting), poetry, photography, video, short essay, or a combination thereof. This presentation will be brought to the Congress and displayed in a poster session and/or presented to the Congress as a whole. Storytelling or video not to be more than 10 minutes long.

**October 4 and 5: Travel to Spain**

**Students will be out of their home classrooms for 6 days.**

**At World Wilderness Congress:** ***Track: The role of wilderness education and training in stewardship.*** Synopsis: There will be a youth-oriented series of workshops on their impact in changemaking globally for wilderness. In order to equip youth participants to succeed in becoming catalysts for wilderness conservation, there will be a variety of different activities to help them envision the social change they want to create and then they will be guided through building their own initiative that engages others once they return home. Once a person has identified an issue they are passionate about and has led others towards their vision they are forever changed.  Through the process,  youth begin to identify themselves as changemakers and it is this transformation that compels them to create change again and again throughout their lives. They gain the valuable skills of:  empathy, teamwork, leadership, entrepreneurship, and above all a strong belief in themselves and their ability to create change.  The objective is to give youth participants of the 10th World WIlderness Congress the opportunity to put their passion for wild into practice.  With these first few steps, they will surely begin to realize their power as changemakers.

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**October 6, Sunday**

* 09:00‐12:30 Introduction to Changemaking
* This session is an introduction to changemaking and is intended to help participants understand what it means to be a Changemaker, provide meaning and context to their life experiences, and develop a strong sense of self.  This session has 3 main parts:
* **a.     *What is a Changemaker?*** Identify the key qualities of a Changemaker, hear from young changemakers and identify the qualities they possess that make them successful at the work they do, identify the qualities they already possess as a Changemaker, identify the qualities they hope to gain through this experience.
* **b.     *Learn how to develop a narrative to communicate personal experiences with others.*** Stories are the primary currency that we use for communicating and connecting with one another. To be able to harness this tool and leverage it to its fullest, we need to understand what the components of a story are and what makes a compelling story, both in terms of content and delivery.
* **c.     *Promote self-awareness.*** One of the core attributes of a Changemaker is self-awareness, combined with a willingness to reflect on who they are and how their actions affect those around them. Through this session we seek to promote a deeper level of introspection that will contribute to self-examination, understanding/challenging preconceptions, exploring personal power and passions, and forming an identity as a changemaker.
* By thinking about and sharing their own story we enable a context within which participants develop a sense of self, a sense of their place in the world now, and a sense of what their place in the world could be. This is particularly important as we ask participants to imagine a better world - one in which their role positively impacts those around them.
* **October 7, Monday**
* **Field Excursion To be Announced**
* **October 8, Tuesday**
* **09:00‐10:45 Workshop 1 – “Challenges Fair”**
* In this session students will attend a “Challenges Fair.”  They will spend 2 hours traveling to various booths collecting information from and asking questions of the booths and posters addressing various issues.  They will also visit “virtual” booths that will represent other major issues the world is facing.  The atmosphere will be playful with each youth collecting data on their “Challenges Card” that will help them determine which issue they are most passionate about. This exercise not only allows the youth participants to collect information, but gives them the opportunity to ask questions of those who are experts in the fields they are most passionate about.
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* **11:00‐13:30 Workshop 2** – Idea Development and Team Formation
* Being a successful changemaker has everything to do with your ability to collaborate and think creatively with others.  Because of this, youth participants will form teams based on the issue they are most passionate about. They will return home to implement their ideas within their communities while still remaining in contact to support one another through their launch process.
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* After forming teams, youth participants will begin to develop their ideas for tackling their issue of choice.  They will identify passions they have, break down the issue they have chosen and try to link their passions with the problem they want to address to come up with their idea.  Finally, they will present their ideas to the larger group by coming up with a 1 minute commercial for their project idea.  After hearing ideas, we'll work with each team to ensure their ideas are attainable within the course of a year.  Most youth-led ventures have a revenue or business component to them that both creates social impact and sustains the venture.  We'll help each youth team develop the business component, including by offering a shelf of product and service ideas that create social impact.  It is entirely up to each youth team to design their venture and later launch and lead it.

**October 9, Wednesday**

* **9:00‐11:00 Workshop 3 – Project Plan and Further Idea Formation**
* Now that teams have their one overarching venture idea they are guided in coming up with three preliminary projects they can launch to accomplish their end goal.  To do this, teams will spend an hour brainstorming together about projects they can launch within their schools or communities.  There are three rules for idea formation:  they need to be fun for everyone involved, must raise awareness about the issue they have chosen, must have measurable and tangible outcomes.  This is a fun interactive session that allows the team to bond and think creatively together.
* **11:30‐1:30 Workshop 4 – How to Pitch Your Idea**
* In this session, teams will learn how to develop an elevator pitch for their idea.  They will compete with one another for the most compelling pitch and will be sent out into the broader Forum to pitch and receive feedback from at least 5 Forum participants.  Being able to tell your story is one of the most critical skills in becoming a Changemaker.  As a Changemaker you must be able to convince others of your idea to lead and mobilize them around the issue you are addressing.  This will be a great opportunity for youth participants to make their ideas public for the first time and engage the rest of the Forum in their work.
* **October 10, Thursday**

**09:00‐12:00 Workshops 5 – “Skill Fair”**

* The skill fair is an opportunity for participants to have their skill-specific questions answered by experts (WILD staff, Congress participants, community members, etc.) but also have the time to brainstorm solutions with their peers.
* Participants will have the chance to rotate 3 times, in 45-minute increments, around tables that will include experts in social media, crowd sourcing, marketing and branding, finance/fundraising, web development, and talk about how to apply these skills to their wilderness ventures.
* Note:  one hour of this session can also be used by participants to prepare for the Community Panel.
* **12:00‐13:30 Workshop 6 – Peer to Peer Community Panel**
* The purpose of this session is to utilize the collective creativity and wisdom of the participants to expand, challenge, troubleshoot, and strengthen their Venture ideas. Each participant will need to rely upon and trust their peers - as their strongest allies and supporters - in order to take their idea to the next level. In this session, participants will formally present their ideas, action plans, and major challenges they expect to encounter.  Panelists will consist of peers, community members, and potentially Congress participants.  Through the panel process, teams will formalize their ideas and pitch as well as come away with advice from their peers and experts to some of their most pressing problems.
* **13:30‐14:00 Lunch**
* **14:00‐15:00 Closing  WILD10 Changemaking Conserventurers**
* The closing is an opportunity for participants to reflect on their 4-day experience. We will sum-up the main ideas, challenges, spotlight main learning's, and provide advice to move forward. We will guide participants through a discussion about the core values of a conservation changemaker and how they can begin their changemaking journey when they return home.  Most importantly, we will help youth develop a team plan for how they will encourage and support one another through the venture launch once they have returned home.
* **15:00‐16:00 WILD10 ‐ Closing Session VI Peace Through Action**
* Chosen Ventures will present their plans to the broader Congress as a whole. A virtual global linkage with youth worldwide will be hosted at the conclusion of the Congress.
* At the conclusion of WILD10, we'll provide a session for Congress attendees on how to support and engage the young Conservation Venture Teams in their specific field or region after returning home. This session can be held pre-departure from Salamanca or by webinar sometime after.
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* *\*Pre Congress Google+hangouts will link the community before the Congress. This free online platform can accommodate up to 10 attendees per hangout. Please note that we are very interested in having non-youth WILD10 participants at Workshops 5 and 6 to assist with road blocks and generally offer their advice and support.  We also would welcome youth participants attending various WILD10  break-out sessions that may apply to launching their venture.  Once we have a more detailed view of the overall WILD10 schedule we can plan to have youth attend certain sessions and report back to the larger group on their learning's.  Our goal is to have this track overlap with and complement all other aspects of  WILD10.*

**October 11 Friday:** Fun field day exploring - to be announced

**October 12 and 13 Saturday and Sunday:** Return home

* **October 15, 2013-March 14, 2014**

Students will implement Changemaking actions by following the action plan they developed at the World Wilderness Congress.