**Youth Leadership Programme (YLP)**

**Framework 2022 - 2023**

**Appendix 1**

**Proposal Template**

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| **Year Group** | **9A** |
| **Cooperating Teacher(s)** | **Ms Tini** |
| **Mentor(s)** | **Haleemah Owais** |

**Project Idea/ Big Question**

Launch phase II of their YLP projects from last year that focused on sustainability; which was climate change

**Project Name**

METASARC (Metaverse of a Sustainable and Renewable Community)

**Project Summary (must not exceed 50-75 words)**

Our project aims to develop an interactive environment that enables students to develop a sustainable and clean community in the METAVERSE. It inspires students to use their imaginations and come up with alternative solutions for current sustainability issues. It enhances their critical thinking skills through different perspectives and views which encourages them to think deeper.

**Objectives**

* To build a sustainable and safer community
* To reduce the use of harmful non-renewable energy and focus more on renewable energy.

**Target**

Students and citizens of the community

**Time Duration, Structure and Flow**

|  |  |  |
| --- | --- | --- |
| **Timeline** | **Events/Activities** | **Description** |
| 15th-1st Feb  4thweek of January and 1st week of February (22nd – 2nd)  2nd week of February (5th-9th)  3rd week of February (12th-16th) | research  Working on the interactive minecraft game (Module1)  Working on the interactive minecraft game.(Module2)  Working on school board | Students will research on different topics related to climate change  Students will work on the minecraft game based on building a sustainable city  Students will conduct the activity in classes.  Students will work in the board |



**Community engagement:**

Poster to spread awareness

Interactive game with students on building a sustainable

Publish the game online

**Parent engagement**:

Surveys with parents about building sustainable communities