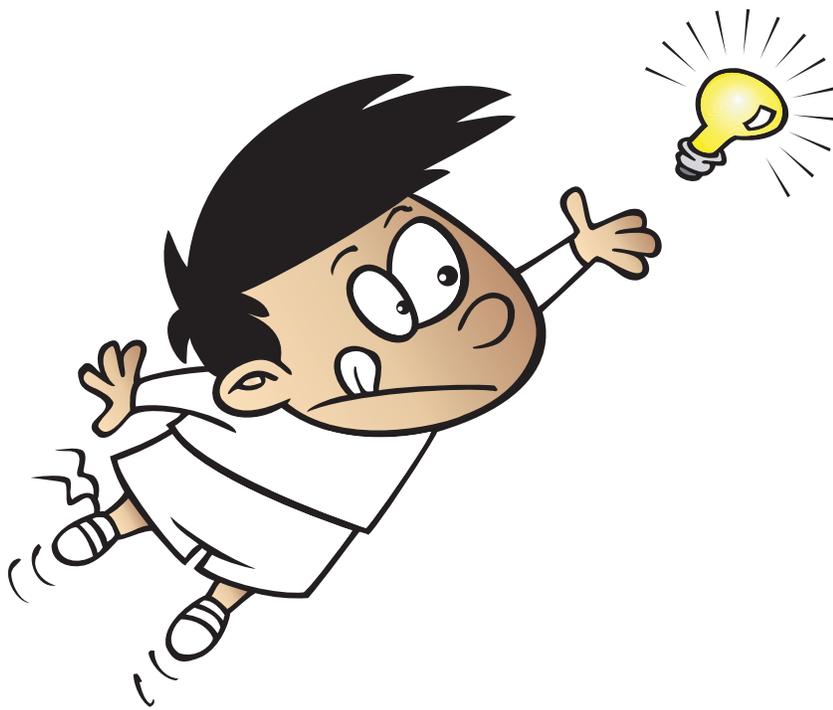




Wagilabs

IDEAS FOR GOOD!



Kids Changing the World,
One Idea at a Time!



KIDPRENEUR PLAYBOOK

Chic Thompson

with Sandy Damashek, Bethany Bogacki and Jennifer McKendree



This playbook belongs to:

If found, please return to this address:



Hi, Kids!



WagiLabs is endorsed by:

NATIONAL
AfterSchool
ASSOCIATION

WagiLabs Reviews

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



— Temitope Kalejaiye,
Amnesty International Broadcast Journalist

“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

“The Better Business Bureau is pleased to collaborate with WagiLabs to teach trust, ethics, and standards for good business to elementary school children around the world.”



— Mary Power, former CEO
Council of Better Business Bureaus

“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

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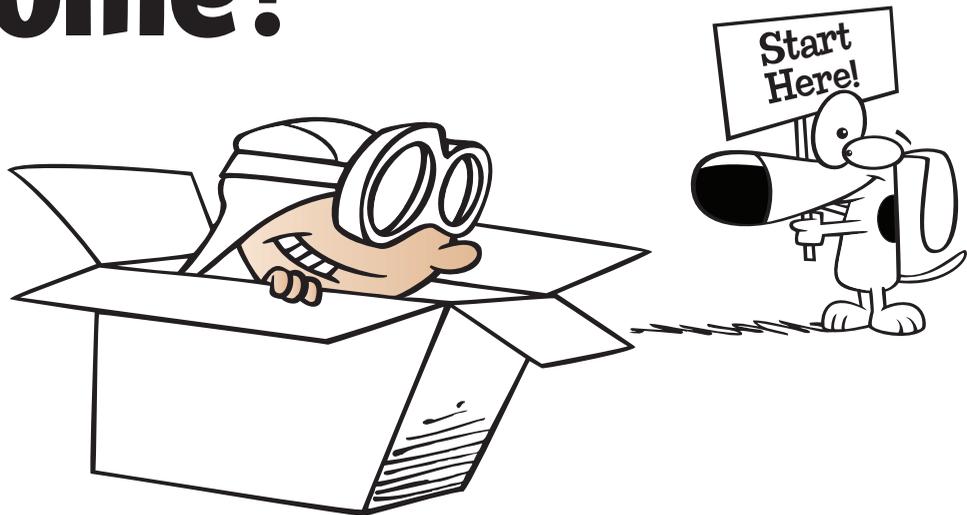


The KidpreneurSHIP

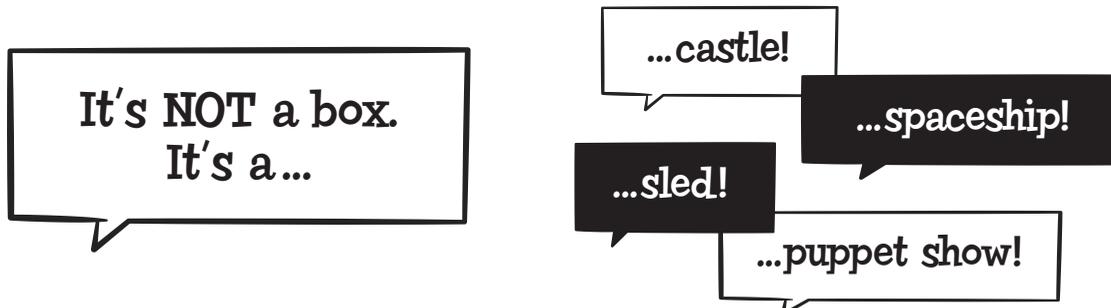


**Discover more
about yourself,
the world, and
the power
of ideas to
improve lives!**

Welcome!



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



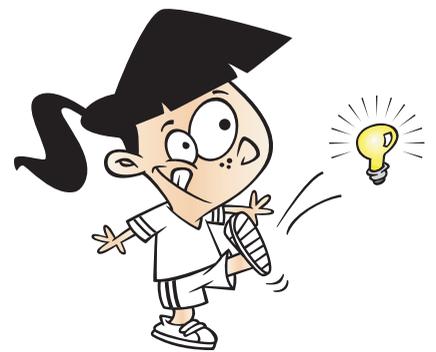
Wagi, our mascot, believes in this same world of endless possibilities. He invites children to unleash their wildly creative ideas in WagiLabs!



What do Kids do at WagiLabs?

WagiLabs are incubators for kids' ideas. They are all about play — and ideas. Most importantly, doing good to help people, animals, and the environment.

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



WagiLabs are designed especially for kids in elementary schools and in afterschool programs. Every WagiLabs in the U.S. is linked with an international lab. By pairing these “WagiWorlds,” we promote empathy and global perspective in our WagiKids.

Environment is no obstacle for us — we can build a WagiLabs at school, on a bus or in a tree. Sharing ideas, learning from each other and making people's lives better — that's the spirit of WagiLabs.

Watch the founder of WagiLabs, Chic Thompson's, TED Talk at:

<https://bit.ly/2w7Y8vH>

TEDx



What is a Kidpreneur?

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

(To the Power of Kids)

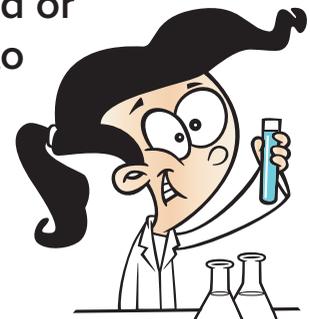
Curiosity + **Compassion** + **Courage**
= **Change the World**



The urge to invent is contagious, and the bug to become a kidpreneur is “**caught not taught**” when kids are young, especially between the ages of 8-11.

In today’s world, globalization increases competition. Competitive markets demand more and better ideas, and equally important, the skills to collaborate on these ideas.

Jobs that are disappearing today will be re-created or reinvented by kids tomorrow. We want WagiKids to lead the way!



What are the Rules at WagiLabs?



At WagiLabs, kids come together to share their ideas and make people’s lives better. What are the rules for working together? That is up to you! At each lab, the WagiKids 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 ideas on your list. What are the “opposite” things you could do? Write them here.

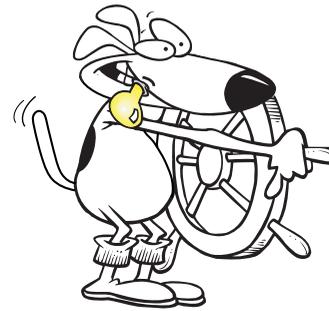
1. Share my ideas with everyone.
2. _____
3. _____
4. _____
5. _____

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



Who is Wagi?

Wagi, our mascot, comes from a long line of creative canines with a mission to do good things. The letters in “Wagi” stand for the words in the phrase, “**What a Great Idea!**”



What a GREAT Idea!

Wagi is on a journey to make the world better — and he needs our help!

Wagi loves great ideas, especially ideas from kids. That’s why he created WagiLabs. 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.”



The WagiWays!



- 1. Dream Big:** We brainstorm a lot of amazing ideas — there are no limits to our creativity!
- 2. 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!”
- 3. Walk in Others’ 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 empathy is how we understand the changes that are needed in the world.
- 4. Get Messy:** We build prototypes of our best and favorite ideas. Not all ideas work as planned. Some need a lot of work to become great and we leave others behind. It’s OK to get messy at WagiLabs.
- 5. Do Good:** We remember to focus on ideas that will make life better for our community and the world. We start by being kind to ourselves and each other.
- 6. Keep Going:** We never give up. We keep trying to build and sell our ideas even when we face obstacles. We bounce back and try different solutions when our first try doesn’t work.
- 7. Play It Forward:** We reflect on our experiences and become coaches to help other kids learn the WagiWays. We leave footprints that become a pathway to invention for kids around the world.



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 WagiKids’ promise that we’ll share our ideas, play and work together, and follow our passions to make our ideas happen!

Chant the cheer as you act out each step.

Wonder



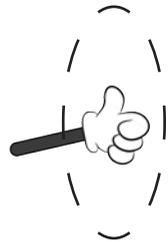
Yes, AND



Get Messy



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



I Can!



Wagi!

(Super hero pose)



“**Stop** and Pop!”

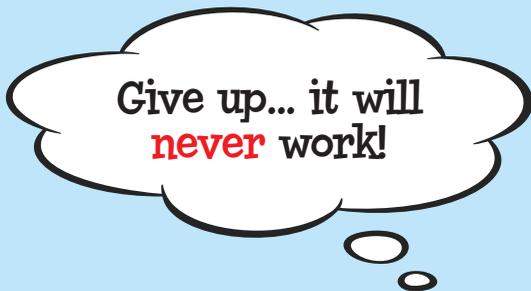
Hey, it’s Wagi here!

I bet you wonder why I end my WagiCheer with:



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

But, I have to admit that I can’t always control the thought balloons flying around my head. Sometimes, the negative ones get in my way. Like when I’m trying to solve a problem and nothing is working, my thought balloons can say ...



If I follow my bad thoughts and give up, I feel sad or frustrated because I don’t solve the problem. That’s called having a “self-fulfilling” thought. When I think something won’t work and give up — BLAMMO! It doesn’t work.

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

I “POP” the negative thought balloons using my smile and my breath. When my doubts disappear, I feel better, and then I come up with new ideas — and find out I can solve the problem after all!

Sounds weird, but it works! Try it for yourself.

Anytime a bad thought makes you doubt yourself or think about quitting ...

1. First, 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 hopefully, you’ll feel better, happier and ready to take the next steps forward!

Learning to recognize your feelings and calm your thoughts is called Mindfulness. It takes practice — a lot of practice. To help you remember my popping technique, I made this STOP sign.



S stands for: Smile

T stands for: Take three slow in and out breaths

O stands for: Observe your body and feelings

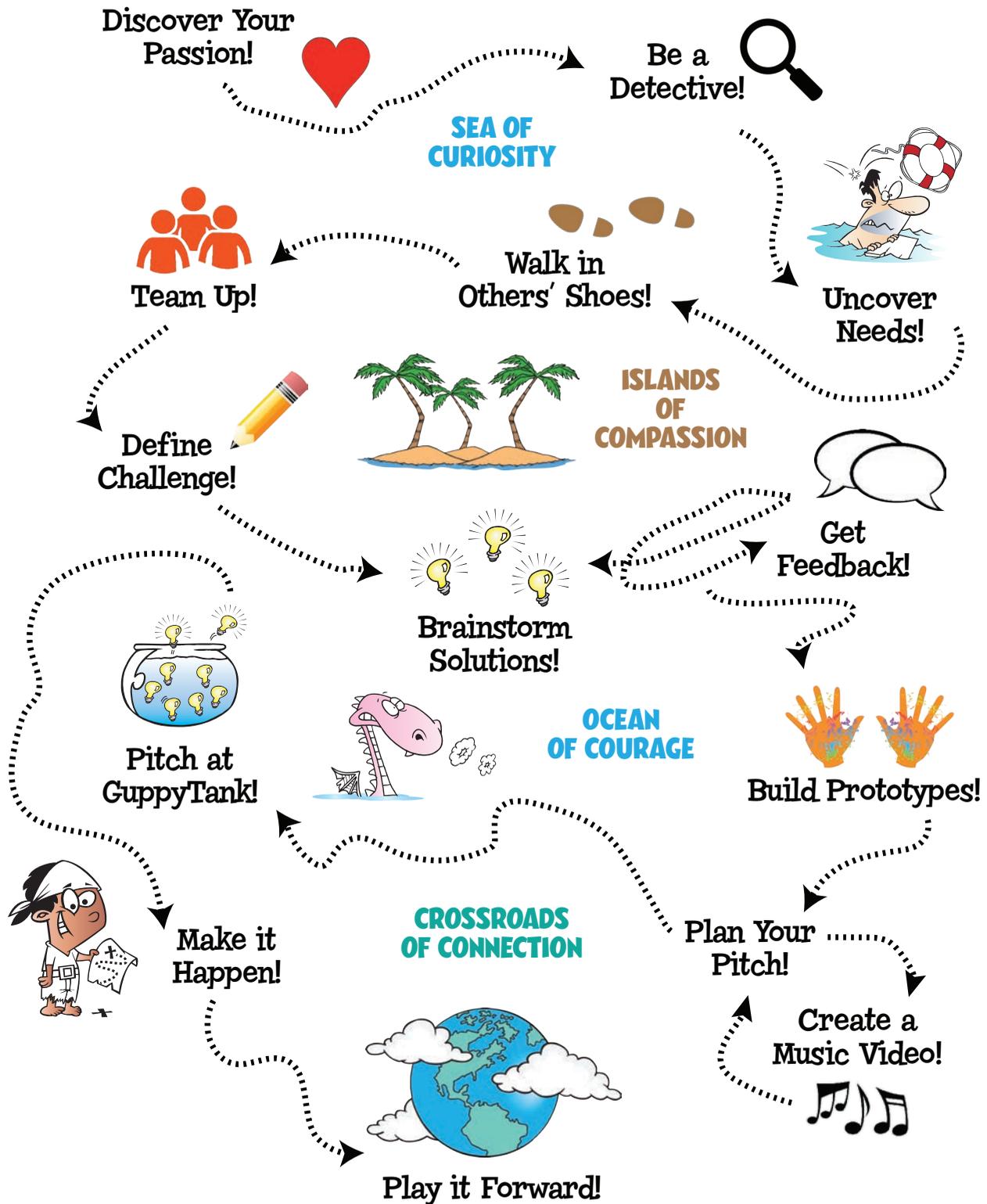
P stands for: Pop those negative thoughts

Now, 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!” just hold up that sign and STOP them!

Don’t worry, if you need help, I’ll always be by your side! So watch for my little Mindfulness Thought Balloons to help you stay focused on achieving big ideas for your community and the world!



Map of Our Wagivoyage





Pre-Launch Guide

Launch Questions:

1. What are the learning goals you hope to accomplish?
2. Why do you want to achieve these outcomes?
3. How can you help your kids uncover community challenges?
4. How many hours do you have to accomplish your learning?
5. What days and times work best for holding your sessions?
6. What sections of the playbook will you prioritize?
7. What time/place would be best for kids to pitch their ideas?

Prioritizing Playbook Activities:

Program Length	Activity	Sharing Kids' Ideas
5-10 hours	Being a Detective Walking in Others' Shoes Uncovering Needs Brainstorming Ideas	Post on social media Share with community Share with other kids
11-20 hours	Being a Detective Walking in Others' Shoes Uncovering Needs Brainstorming Ideas Prototyping Pitching Practice	Post on social media Share with community Share with other kids Pen pal opportunities
24+ hours	All 13 Sessions plus Pitching at GuppyTank Implementing Solutions Playing it Forward	Post on social media Share with community Share with other kids Pitch ideas Collaborate with other teams Global pen pal opportunities Ideas for Humanity Challenge

Using the Playbook:

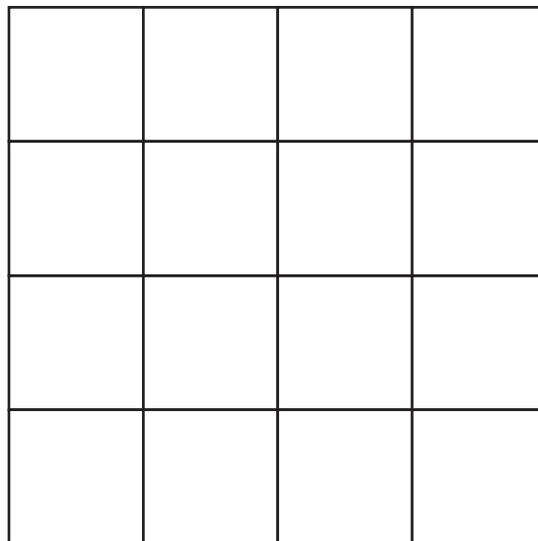
1. You can print and make copies of desired pages, depending on which sections you choose to facilitate.
2. Use the **WagiCheer** at the beginning or end of each of your sessions. The cheer builds excitement and ownership of the WagiKids experience.
3. The **WagiVoyage** poster can be printed, displayed and reviewed during each of your sessions to keep the kids focused, on track, and motivated to reach their end goal.
4. The **WagiLabs Certificate** can be printed and distributed to each child in your group to celebrate their commitment to creating ideas that make the world a better place!

Sharing Your Kids' Ideas:

1. A great way to have fun connecting with other kids is to print or draw your own "**FlatWagi**." You can take pictures of your FlatWagi in different places in your community, or you could mail it to other WagiLabs groups, along with a description of your ideas and request feedback.
2. You can set up a **GuppyTank** opportunity for your kids to pitch their ideas to a panel of judges that will provide feedback. You could offer a monetary prize, invite local press, provide mentorship, and guidance for making their project real.
3. Share kids' ideas on social media by tagging @wagilabs.
4. We are looking to fund kids' ideas with our **Ideas for Humanity Challenge**. To participate, your kids will need to complete the Prototype, Pitch, and GuppyTank sections of the playbook. Have the kids create a short video pitch about their idea and upload it to us.

Warm-Up Exercise

Count the number of squares you see in the graphic.
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: _____

**What did you learn from this exercise that will help
you create more ideas at WagiLabs?**

Exercise answer is on the bottom of page 20, and please don't peek.



The adventure begins.
You are now entering the

Sea of Curiosity!

Your mission will be to:

Discover Our 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.

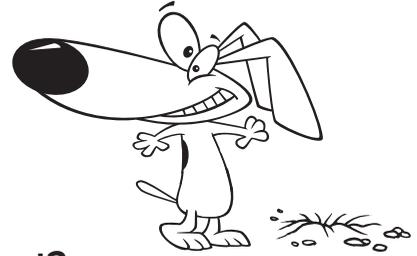
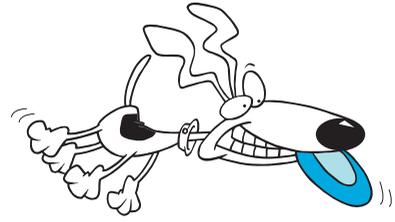
Be a Detective

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 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!

Discover Our Passions!



What is Wagi, our mascot, most excited about?

Playing with toys ... digging holes ... chasing cats. Name four more fun activities that Wagi enjoys:

Now, think about what excites you — your passions. Do you like sports, animals, music or drawing? How about helping others? What do you like to do more than anything else?

Write down three things that make you happy every time you do or think about them. These are your top three passions.



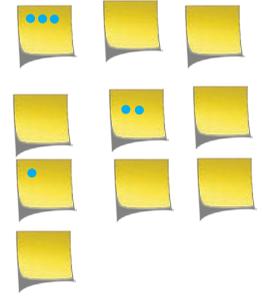
1. -----
2. -----
3. -----



Now write your passions on sticky notes, one on each note.



When everyone is ready, organize your sticky notes on the wall. Put together passions that are alike.



Look at all of the sticky notes. Which passions are your favorites? Have each person put three blue dots on their favorite passion, two blue dots on the second favorite, and one blue dot on the third favorite.

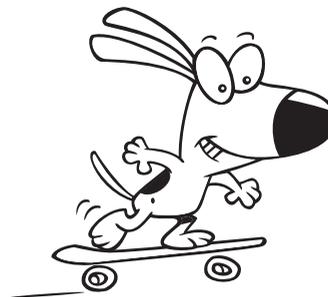
When everyone has voted, count up how many dots each passion has received. Then make a “Top Ten” list of kid passions, and read them out loud.

Our “Top Ten” Kid Passions

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
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!

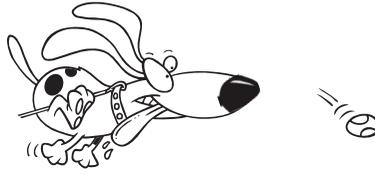


Chasing Your Dreams

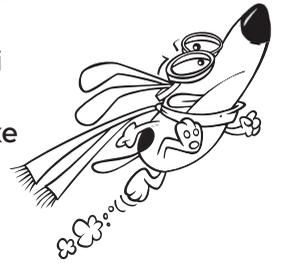
The Life of a Kidpreneur



Do you know what it's like to play fetch with our dog, Wagi?



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



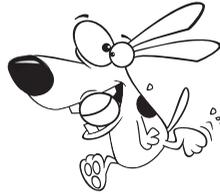
Wagi is **focused**.

Wagi is **determined**.

Wagi is **unstoppable**.



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



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

They are determined when they're solving an important challenge.



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



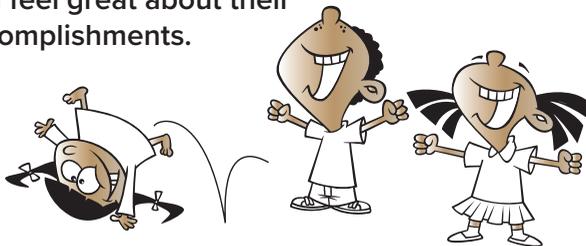
Kidpreneurs get **messy!**



Kidpreneurs keep going until they reach their goals.



Then they celebrate and feel great about their accomplishments.



It feels good to "wag" your tail!



WagiLabs
IDEAS FOR GOOD!
www.wagilabs.org

Exercise answer is (16 + 4 + 9 + 1 = 30).

Characteristics of a Kidpreneur:

Read “Chasing Your Dreams” comic strip on page 20. Can you identify the characteristics of a Kidpreneur? Write them in a list.

Top Characteristics of a Kidpreneur

- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____
- _____

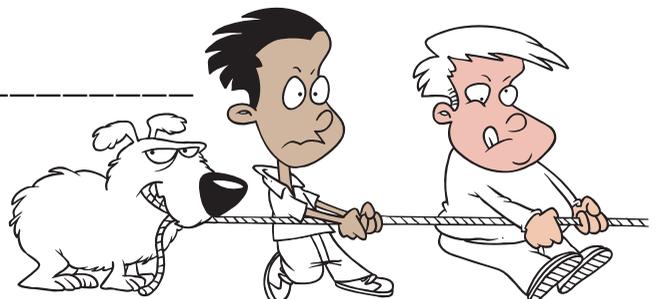
Make a check in the box next to each characteristic that matches you. Then, look at the unchecked boxes. They show important areas to work on at WagiLabs to become a successful Kidpreneur.

Your Favorites

Knowing what others like to listen to, or play with, or watch, or eat can help build our team. We all don't need to like the same things to be great teammates. In fact, liking different things can help us decide the roles we play as future detectives in the next mission.

Please list your favorite:

1. App _____
2. Animal _____
3. Athlete _____
4. Band _____
5. Book _____
6. Candy _____
7. Car _____
8. Celebrity _____
9. Cereal _____
10. Color _____
11. Drink _____
12. Hat _____



13. Junk Food _____

14. Movie _____

15. Musical Instrument _____

16. Restaurant _____

17. Shoe _____

18. Smell _____

19. Song _____

20. Sport _____

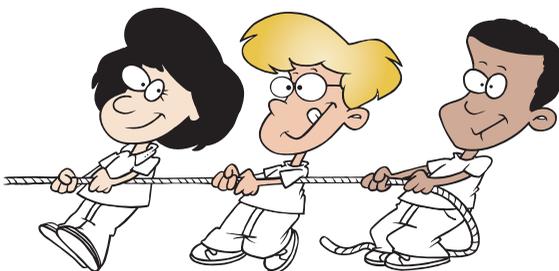
21. Sports Team _____

22. Subject in School _____

23. Super Hero _____

24. TV Show _____

25. Video Game _____



Your Journal

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

The WagiCheer!

Woohoo, what a day! We can't let it end without practicing the WagiCheer. It's our team promise that we'll share our ideas, play and work together, and follow our passions to make our ideas happen!

So, follow me!

Wonder

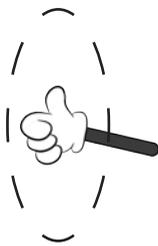


Yes, AND

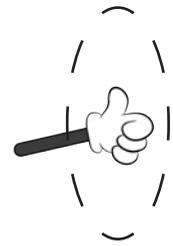


(High-five)

Get Messy



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



I Can!



(Fist pump)

Wagi!

(Super hero pose)



Be a Detective!

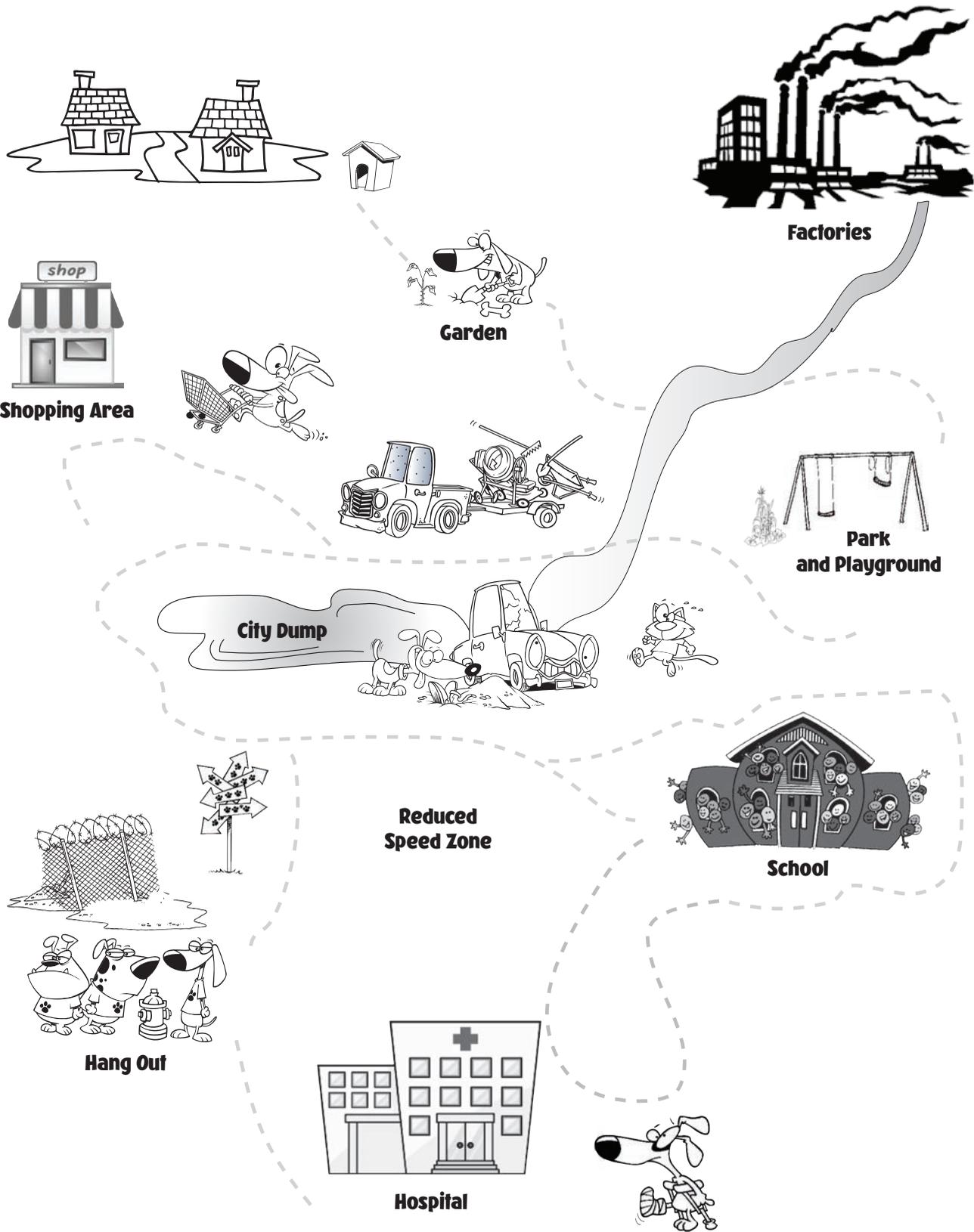


A detective's job is to find information about someone or something. Detectives do this by being good observers, asking good questions and taking a lot of notes.

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.

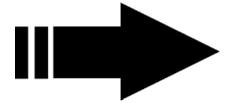
The map on the next page shows Wagi's community. Practice your detective skills by looking closely at the map, asking the following questions, and taking notes about your responses.

1. What do you think life is like in Wagi's community?
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 make a map that shows your house and the places you can visit, either by walking, riding or driving.



Take 15 minutes to make 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 to find a Google Maps view of your area.

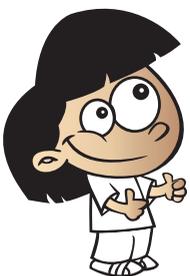
Detective Questions:

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?

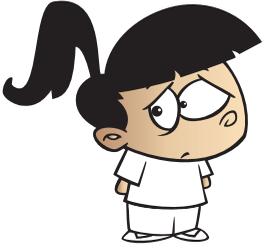
2. What is the best thing?



Draw a Map of your Community



3. What is the hardest thing? What obstacles do you see?



4. What would make life better?

5. What would you change?



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.

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, legs, all the way down to the tip of your toes.

If you find that any part of your body feels tense, take an extra breath and relax that part.

When your body scan is over, you will feel calmer, and your brain will be ready to focus again on your latest project.

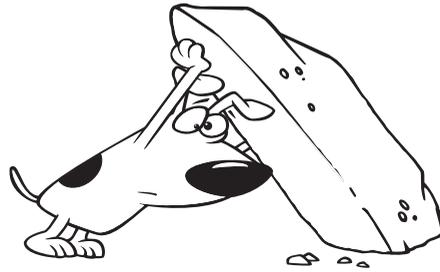
Your Journal

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

Now it's time for the
WagiCheer!
See page 10



Uncover Needs!



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

The best things make people happy. What makes people unhappy? In many places, people are unhappy 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!” Exercise:

Now that we have thought about basic needs, let’s play a game called “Smash-Up.” There are three categories — Places, Challenges, and Basic Needs — and six items in each category. Mixing and matching category items can help us think of new ideas and identify our community’s needs.

PLACES	CHALLENGES	BASIC NEEDS
1. School	1. Germs	1. Food
2. Home	2. Trash	2. Shelter
3. Park	3. Crime	3. Water
4. Market	4. Bullying	4. Clothing
5. Street	5. Accidents	5. Good Health
6. Hangout	6. Low Income	6. Safety

How to Play: Split your group into teams.

1. Have each team roll a die three times (or pick three numbers out of a box). 
2. Choose the **Place** that matches the first number, the **Challenge** that matches the second number, and the **Need** that matches the third number.
3. Write your picks in the blanks of the Challenge Sentence on the next page.
4. Then brainstorm situations that might be caused by your Smash-Up!

Here's an Example:

Let's say our numbers are: **4, 5, 1**. Our Smash-Up would be:

PLACE = Market
CHALLENGE = Accidents
NEED = Food

We'd write our three picks in the Challenge Sentence, like this:

In a Market, how can Accidents
(PLACE) (CHALLENGE)
cause problems with Food, or keep people
(NEEDS)
from getting the Food they need?
(NEEDS)

Then, as a group, we'd brainstorm some situations that might be caused by this Smash-Up. We might ask ourselves:

- Where in the market did the problem happen?
- What kind of accident might happen?
- What food might be involved?
- Who would be affected by the accident?

Here is one of our Smash-Up ideas:

If a delivery person left the milk cartons outside the store for many hours, the milk could go sour. Then if someone else put the containers in the refrigerator in the store, people could buy them, drink the milk, and get sick.



This situation shows the following community needs:

1. We need to be more careful with food delivered to the store.
2. When milk is delivered, it needs to get refrigerated immediately.
3. We need better communication between delivery people and people at the store to avoid accidents like this.

Your First Community Smash-Up!

Now, play Smash-Up using the Places, Challenges and Basic Needs you discovered doing detective work in your community. To start, add information to all three columns. To play, roll the die three times, and fill in the blanks.

PLACES	CHALLENGES	BASIC NEEDS
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.
6.	6.	6.

Your community Smash-Up is:

PLACE = _____

CHALLENGE = _____

NEED = _____

Write your three picks in the Challenge Sentence:

In a _____ , how can _____
(PLACE) (CHALLENGE)

cause problems with _____ , or keep people
(NEEDS)

from getting the _____ they need?
(NEEDS)

Together, brainstorm some situations that might be caused by your Smash-Up.

Imagine yourself in the place you picked. Think about the need and brainstorm how the problem might cause some challenging situations. To come up with ideas, fill in the blanks in these questions, and ask yourselves:

Where in the _____ did the problem happen?
(PLACE)

What kind of _____ might happen in this place?
(CHALLENGE)

What _____ might be involved?
(NEEDS)

Who would be affected by the _____?
(CHALLENGE)

Your Second Community Smash-Up!

Let's use your detective lists to play again! Roll the die three more times, and then fill in the blanks.

This time, your community Smash-Up is:

PLACE = _____

CHALLENGE = _____

NEED = _____

Add your three picks into the new sentence:

In a _____, how can _____
(PLACE) (CHALLENGE)

cause problems with _____, or keep people
(NEEDS)

from getting the _____ they need?
(NEEDS)

Together, brainstorm some situations that might be caused by your Smash-Up.

Imagine yourself in the place you picked. Think about the need and brainstorm how the problem might cause some challenging situations. To come up with ideas, fill in the blanks in these questions, and ask yourselves:

Where in the _____ did the problem happen?
(PLACE)

What kind of _____ might happen in this place?
(CHALLENGE)

What _____ might be involved?
(NEEDS)

Who would be affected by the _____?
(CHALLENGE)

Create a Community-Needs List:

After you finish brainstorming, create a list of the needs you discovered in our community.

Our Community Needs

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7. _____
- 8. _____

Now, have each team member decide which needs they think are most important; and put three dots on the most important need, two dots on second most important need, and one dot on the third most important need.

When everyone has voted, count the dots and select the top community need. Write this need in the below box.

Top Community Need

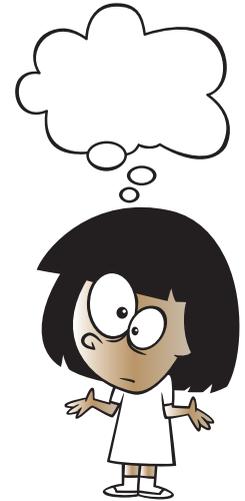


Now, ask yourselves: Which people in our community have this need?

Person _____

Person _____

Person _____



Imagine what it is like to be someone on your list, so you can better understand how they feel.

Take five minutes to talk with your teammates about how the person facing this situation would describe the need or tell others about it.

Write down your ideas.

1.

2.

3.

To give you more ideas about your community needs, pretend that you are another person on your list. How do you think that person feels about his or her situation?

We like to say that trying to imagine what other people feel is like walking in their shoes. At the next destination on our WagiJourney, the Island of Compassion, we are going to learn more about walking in others' shoes and having empathy. Having empathy is how we understand the changes needed in the world.

Your Journal

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

Now it's time for the
WagiCheer!
See page 10





Arriving at the **Islands of Compassion!**

Compassion

Your mission will be to:

Walk in Others' Shoes

By trying on and walking in other people's shoes, we can see life as they see it, and feel what they feel. That is called having empathy. Having empathy is how we understand the changes needed in the world.

Define the Challenge

Defining a challenge means thinking about problems and goals. How can we look at the community need we found as a challenge that we want to solve? Let's find out!

Brainstorm Solutions

Get ready to put on your thinking cap. Everyone gets to share lots and lots of ideas — and no one says "NO!" We stretch our minds to see what's good about our ideas, and that helps us come up with our wildest ideas yet!

Get Feedback

Feedback from others helps us improve our ideas and build the confidence to make them real. Let's reach out to others to learn what they think!

Walk in Others' 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 what they see and feel what they feel.

Have you ever hurt your foot and had to use crutches? Suddenly, your favorite shoe doesn't fit, and you have to wear a cast when you walk. 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 has a disability? This person 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 disabled or older might have any of the physical limits we just talked about. Can you imagine what it would be like to live their lives? How would you feel?

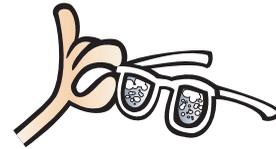
Use one of the props in the list to explore what life might be like when you are very old. Be careful have your team members help you.



- Walk with one foot in a bucket to simulate having an injured foot



- Wear jelly-covered glasses to simulate having poor vision



- Wear a sling to simulate having a non-functioning arm



- Wear a weighted backpack to simulate having a back or movement problem



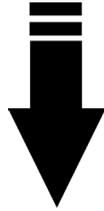
- Wear oversized gloves to simulate having problems with your hands and fingers



Wear the prop and try to do different things to help you imagine situations you might face each day.

A Day in the Life

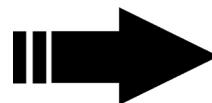
Waking Up



Instructions:

Meet our friend Walter. Certain challenges come with being 80 years old. What kind of challenges do you think Walter might face throughout the day and night? How would his life be different than ours?

1. Take 15 minutes to write down some of Walter's challenges in the boxes. Fill in the times he might wake up, go to sleep, and take a nap.
2. When time's up, choose the problems you think are most important and make a list.



Empty box for writing.

Empty box for writing.

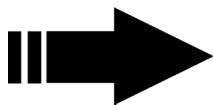
Empty box for writing.

Empty box for writing.

of Walter!

Going to Bed

Sleeping



Mid-Day

Part 3: From First Steps to Next Steps

Look at your “Day in the Life” ideas and make a list of the top five challenges people like Walter face.

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

Part 4: Let's Get Creative!!!

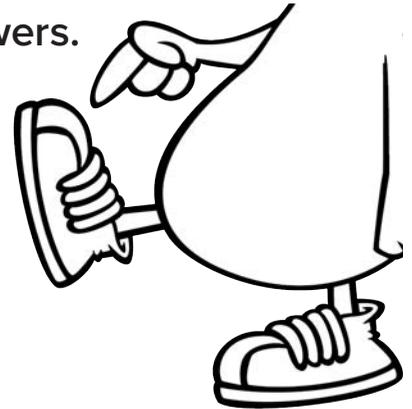
Athletes have special shoes to help them move easily and do their best. Why don't we invent a WagiShoe to help elderly people move easily? What would the shoe allow them to do? How would our WagiShoe be different from sneakers, boots, flip-flops, high-heel shoes, foot casts and bare feet?

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

Could it have superhero powers?

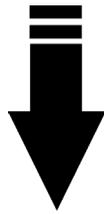
Part 5: Draw a Picture of Your WagiShoe

Label the parts that have special features or powers.

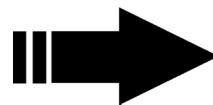


A Day in the Life of

Waking Up



Top Community Need

An illustration of two houses, one yellow and one blue, with a path leading between them, located at the bottom right corner of the 'Top Community Need' box.

Instructions:

Fill in your top community need.

Then ask how does your community need change throughout the day and night?

What challenges do people face? Are the challenges in the morning different from those at night? What are the hardest times?

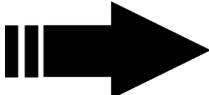
Write down some of the changes in the boxes.

After 15 minutes, make a list of the changes you think are most important.

Your Top Community Need!

Going to Bed

Sleeping



Mid-Day

Part 6: Insights From Day in the Life

List five important things you learned from your “Day in the Life” exercise about your community needs.

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



Your Journal

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

Now it's time for the
WagiCheer!
See page 10



Define the Challenge!



To find solutions for our top community need, we have first to define the challenge.



Begin with the End in Mind!

To build a home, a carpenter begins with blueprints. To make a cake, a baker starts with a recipe.

When you are trying to solve a problem, thinking about your goal helps you create a plan. These five “W” questions will help you picture the future and write your challenge definition:

“**WHAT** results do we want to achieve by solving our community challenge? **WHAT** is our goal, **WHAT** do people need?”

- 1.
- 2.
- 3.

“Why?” is the question kids most often ask. Kids ask “Why?” 65 times per day. Now, here’s a “Why” question for YOU to answer:

“**WHY** do we want to achieve the goal or result you just described for the first question? In what ways will life get better?”

- 1.
- 2.
- 3.

Then follow up with these questions:

“**WHO** has the need or is facing the challenge?”

- 1.
- 2.
- 3.

“**WHEN** does the challenge occur?”

- 1.
- 2.
- 3.

“WHERE does the challenge occur?”

- 1.
- 2.
- 3.

Now you can define your community challenge.

What + Why + Who + When + Where = Your Challenge Definition

Turn your answers to the “W” questions into a two to three sentence definition of your community challenge.

Community Challenge Definition



Now that we have a definition of our challenge, we are ready to brainstorm solutions.

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 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!





Mindful
Moment



Wink & Snap



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.

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

Your Journal

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

Now it's time for the
WagiCheer!
See page 10



Brainstorm Solutions!



Last time, we learned how to describe a challenge and used What and Why questions to learn more about the challenges we chose.

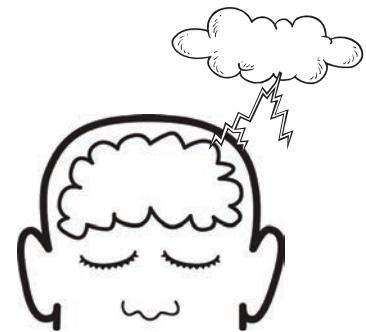
We've been detectives uncovering needs and learned more about needs by walking in other people's shoes.

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 out, 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 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 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 appreciate different ideas and opinions.
4. The answers still aren't on the ceiling, but if you look with creative eyes, the questions might be.

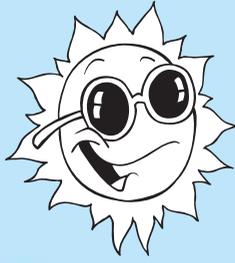
Questions Brainstormers Ask:



We will ask these three questions in our brainstorms to find solutions 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.

Check out Wagi's story called “The Power of **AND** ...” on the next page.



The Power of **AND...**



We don't know where ideas come from.

Maybe they're invisible and bounce around the world until they pop into your head.

Maybe your brain plays around with your thoughts like clay until they form into a perfectly shaped idea.

Who knows?

When you get an idea you like, you play with it.

What if this? What if that?

What if ... What if ...

Ideas need lots of attention. They also need lots of room and feedback to grow.

It takes courage to share your idea with someone. And when you do, most people really want to help, so they say "That's a cool idea!"

Then they add one little word ... "**BUUUUUT** ..." And that's the kicker. 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!

But ... we don't have time to do that!

Sometimes, that little word “but” can stop you right in your tracks and make you shut down your brain or say, “You’re right, what a silly idea.”

Really, it might not be a silly idea because you’re just getting started and. It has great potential, and with a little work, it might become a great 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.

So, when I hear a new idea, I might say:

Cool idea! “**AND**” it might help us solve this problem.

Saying “**AND**” lets you keep the door open and the ideas flowing.

“**AND**” is a building block. It suggests that there are more ideas and possibilities out there. “**AND**” can also help you build bridges to get over problems with your idea.

Awesome idea, “**AND**” it will make it less expensive.

Great idea, “**AND**” we only have an hour to do it, so let’s divide up the tasks.

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



Say “Yes, AND ...” to all ideas.



Don’t judge ideas.



Come up with as many ideas as you can.



Quantity counts!



Build on the ideas of others.



Encourage “wild” even impossible ideas.

Start Storming...



Step 1: Agree on Your Challenge

Turn back to page 56 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.

Step 2: Think of Five "What if...?" Questions

What if ...? questions can help you come up with ideas to solve your challenge.

1. What if we did this ...
2. What if we changed this ...
3. What if everyone could ...
4. What if we had ...
5. What if we were given all of the money in the world ...

Make up your own What if ...? questions. It's fun to brainstorm!

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.

Now, let’s play the **Never Game** to see if it will help us come up with even more new ideas.

The **Never** Game!

A **never** idea starts out 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 each question, then flip each answer.

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!

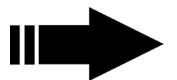
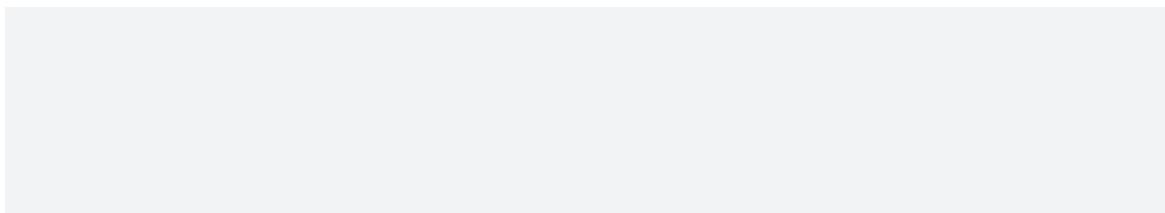
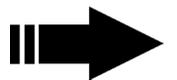
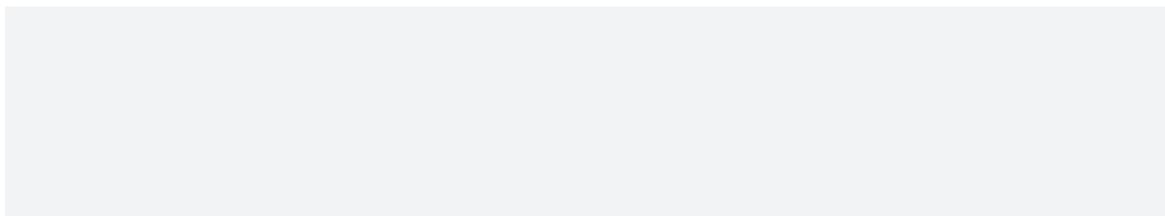
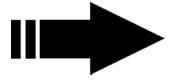
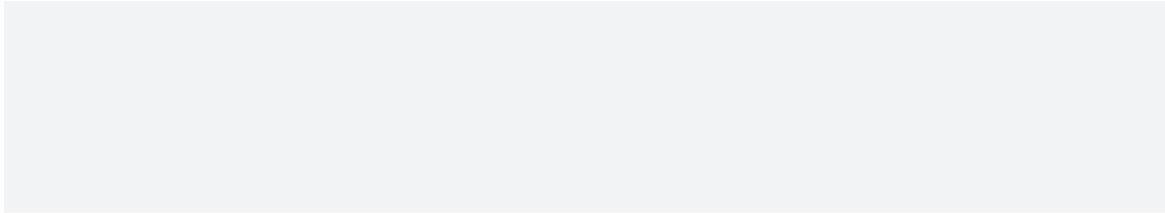
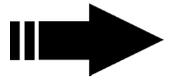
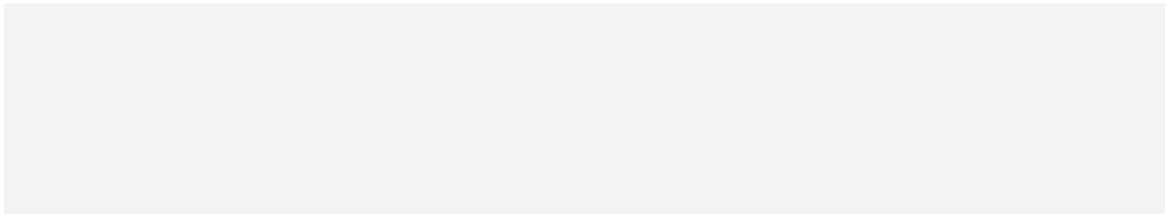
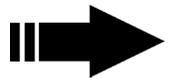
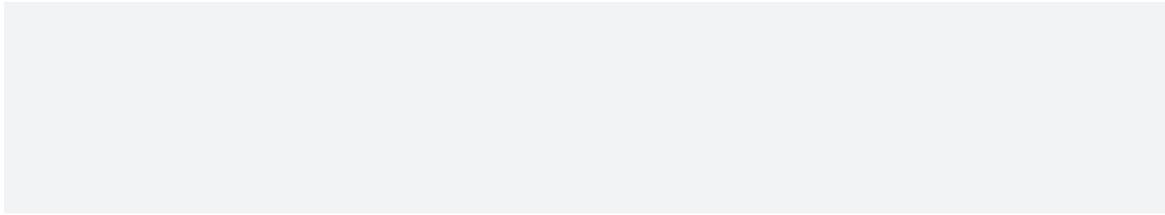


Did “flipping” your ideas generate any cool ideas? Was it fun? Let's see if playing the **Never** Game can help us think of some unusual ways to solve our our community challenge.

Step 5. **NeverNever** Land

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

Never Do...



Be silly! Be wacky!!!

Now, look at each one of your **never** ideas, and find a way to FLIP it ... TWIST it ... TURN it ... and COMBINE it with another idea!

CHANGE it to make it a great idea that can help solve our community challenge.

Idea Possibilities ...



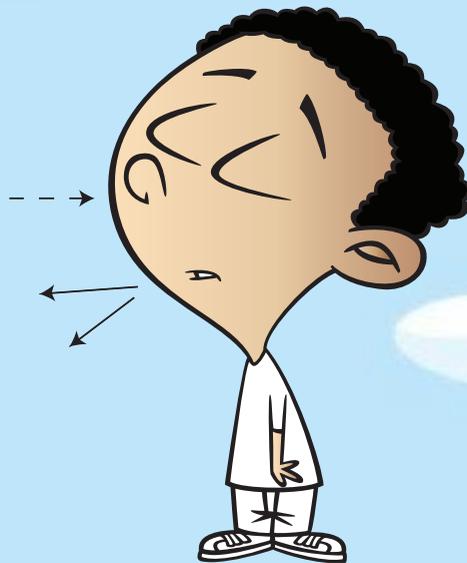
Congratulations, you completed your first brainstorm. Next, you'll show your ideas to other people to get their thoughts to help you decide which ideas you'll develop to reach your goal.



Mindful
Moment



Breathe & Smile



Before tackling a big brainstorm, you can use mindfulness to get your brain ready for the challenge.

You can use both your breath and your smile to show gratitude for your smart, adaptable brain.

When you take a breath in, say to yourself,

“I am calming my body with a smile.”

When you breathe out, say to yourself,

“I am calming my brain with a smile.”

Your Journal

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

Now it's time for the
WagiCheer!
See page 10



Get Feedback!



When we brainstormed, we learned how to walk in the shoes of a Brainstormer and create exciting ideas by asking three questions:

1. “What if?”
2. “Why is it good?”
3. “What would we **never** do?”

Today, we are going to 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 for you to judge whether the idea is good, great, or just OK.



Getting comments from other people can help you think about your idea and make it better. Their thoughts and suggestions can also give you the confidence to keep going and make your idea a reality.

When you show your idea to your friends and family, it’s easy for them to simply say that they like it. The best way to get more honest and helpful feedback is to ask specific questions to help others give the information you need.

So, Team 1, 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?
Write down feedback.
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? Would you help us create our idea?
4. If this idea was yours, how would you change it?
5. If the price of our product or service was \$_____, would you buy it? If yes, great. If no, what's stopping you from buying?

After Team 1 gets feedback, have the other teams present their ideas and take feedback notes.

So, How Did It Go?

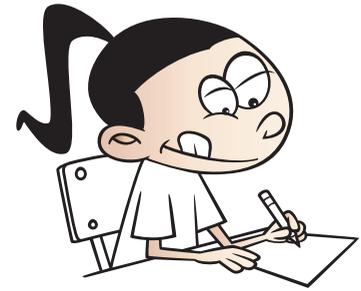
Did you get positive comments?

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.



Review the Feedback:

As all inventors know, both positive and negative feedback can help your team improve your ideas. Try it and see!

Take 15 minutes with your team to discuss the feedback and see how you can use the advice to improve your idea. Fill out the feedback sheet on the next page.

WagilInventor 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."



Feedback Sheet

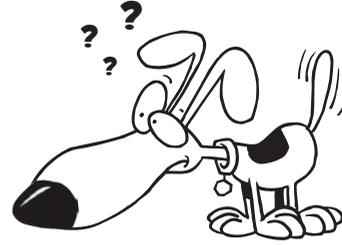


Use the feedback you got to help you think of ways to improve your idea. Write your new ideas below.

Feedback: _____

Improvements: _____

“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: _____

Playbook Autographs

We're a great WagiLabs team, so let's collect the autographs of all of our team members and coaches.

Anyone who wants to can write an inspirational message — that's the best kind of feedback!

Wagi

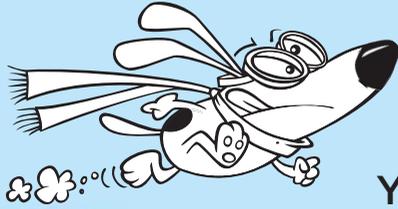


Your Journal

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

Now it's time for the
WagiCheer!
See page 10





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 models or prototypes and share them with others.

Do our prototypes work? Are there challenges? Do we have to make changes? Let's keep trying and never give up!

Plan Your Pitch

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

Practice Your Pitch

Practice, practice, practice — and more practice.

Present Your Pitch

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

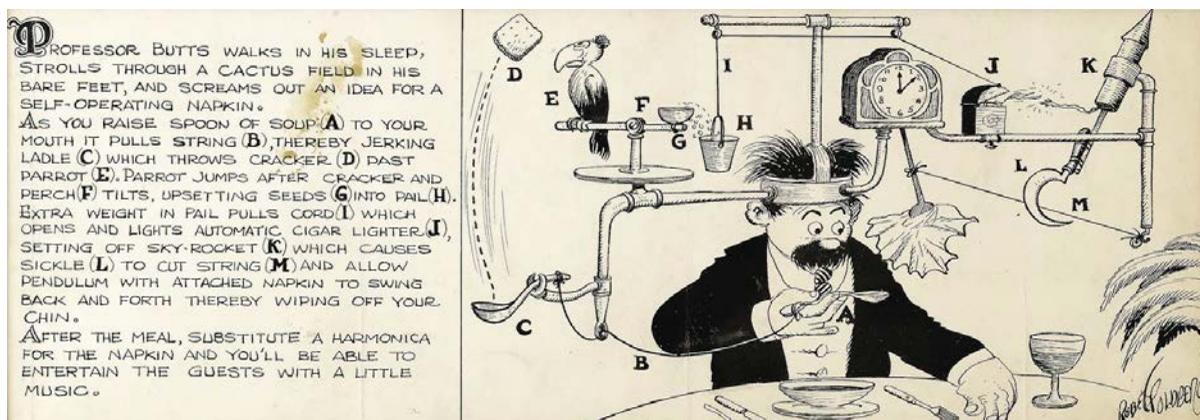


courage

Let's Build a Contraption First!

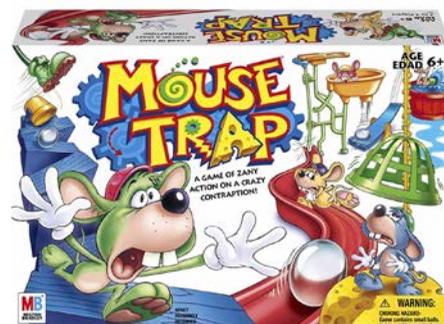
I want you to be inspired by my neighbor and mentor, Rube Goldberg. He was a cartoonist, sculptor, engineer, inventor when I was growing up. Rube created wacky, complicated contraptions that performed simple tasks such as opening an umbrella, scratching someone's back, or sharpening a pencil.

A “Rube Goldberg” contraption consists of a series of simple devices, or simple machines; that are linked together to produce a domino effect, in which each device triggers the next one, and the original goal is achieved only after many steps. Look how Rube used a napkin.



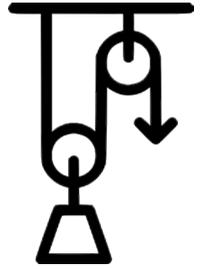
His cartoons include multiple chain reactions where energy is transferred between items.

The popular “Mouse Trap” board game was inspired by Rube’s creations.



Describe Six Simple Machines:

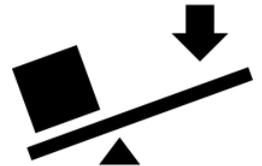
1. What is a pulley, and how does it help us?



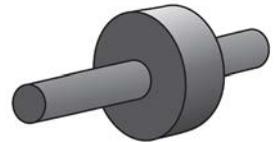
2. What is an inclined plane, and how does it help us?



3. What is a lever, and how does it help us?



4. What is a wheel and axle, and how do they help us?

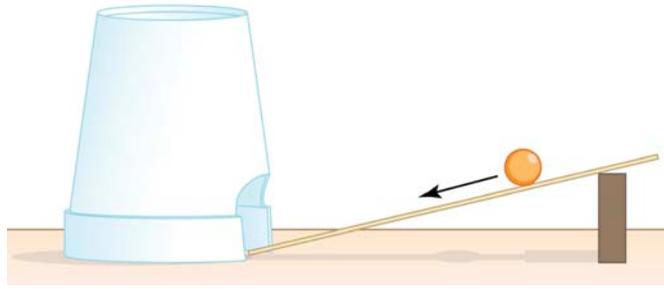


5. What is a wedge, and how does it help us?



6. What is a screw, and how does it help us?





Your Goal:

You will design and build a Rube Goldberg-like contraption with the goal of putting a marble into a paper cup.

Your Design Requirements:

1. The contraption places a marble into a cup.
2. The contraption is made of found, recycled materials.
3. The contraption includes at least four simple machines.
4. The contraption includes at least eight steps.

A definition of a step is a single action or movement, for example, a marble rolling down an incline would be one step and putting the marble in the cup is another step.

Here are links to some Rube Goldberg videos on YouTube that might give you ideas. It's OK to "borrow" some of the ideas.

<https://bit.ly/1TGHCKQ>

<https://bit.ly/2hsq18h>

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

Your Materials:

Your team will be provided with a marble and a paper cup, and will need to bring in the rest of the materials you use. Consider bringing in pieces of cardboard, toilet paper rolls, egg cartons, Legos, cleaned food containers, toy cars, aluminum foil, duct tape, tape and have fun with your selections!

DO NOT go out and buy materials — the fun of building a contraption is the challenge of repurposing everyday items.

Your Design Plan:

1. Each team member will work on their own contraption for 30 minutes. Everyone must create a first draft of a contraption.
2. Next, share your design with your team members.
3. Decide which components you like from each design.
4. Combine your best ideas to design your team’s machine.
5. Start building your contraption. Label each step and each simple machine used.
6. Be creative. Label parts of your contraption with hazards and challenges. Also celebrate success with sounds, flags, and billboards — whatever you can dream up.

The Judging Criteria:

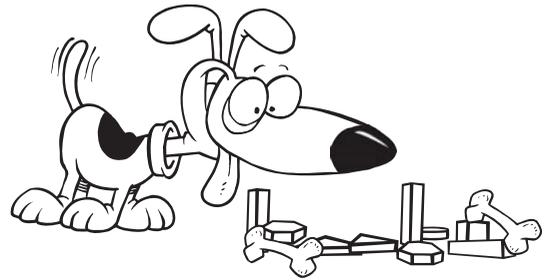
Review the judging criteria so that you design your contraption to be awarded the most number of points on your final run.

These points will be awarded based on the final challenge run that’s scheduled by your class, and no points will be awarded on any practice runs.

simple machines used _____ x 15 points = _____
steps used _____ x 15 points = _____
different materials used _____ x 15 points = _____
fixes to complete run _____ x -15 points = _____

TOTAL _____

Build Your Prototypes!



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

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 second graders 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 really fun facemask 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.

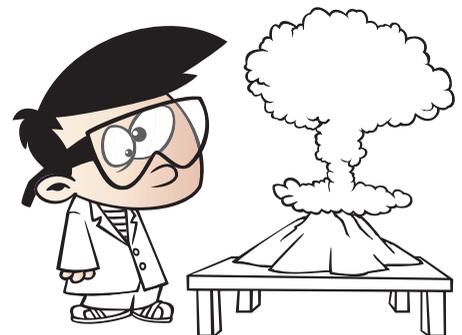
4. We could teach kids to sing a song while washing their hands so they know when they have washed long enough to kill the germs.



A facemask, a comic, a wipe container, and a song — each of these prototypes is very different, yet all of them try to 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, make a list of the jobs 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. At any time, if you are not happy with your prototype, change it! If some of your pieces don't work, try different pieces, or different 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 1, 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 1 gets feedback, give each of the other teams a chance to present and take notes.

Review the Feedback:

Now take 10 minutes to talk about the feedback and see if you can use it to improve your prototype and idea.

Feedback: _____

Improvements: _____

Feedback: _____

Improvements: _____

Feedback: _____

Improvements: _____

Feedback: _____

Improvements: _____

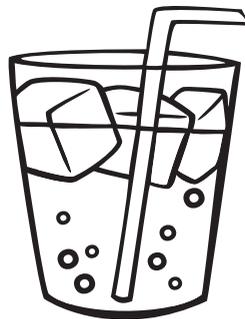
WagiLabs Lunch!



Building prototypes has made me hungry. Let's create our own WagiLabs energy-packed, healthy drink and sandwich to spark more ideas.

WagiDrink

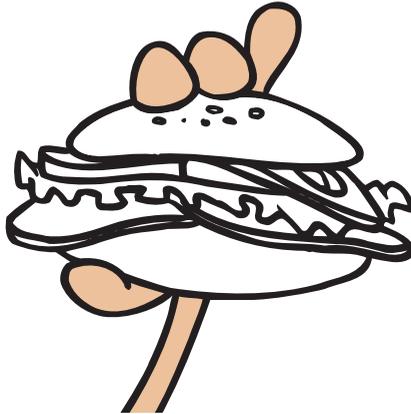
What should be in our drink? How should we make it? How can we be sure that kids will like it?



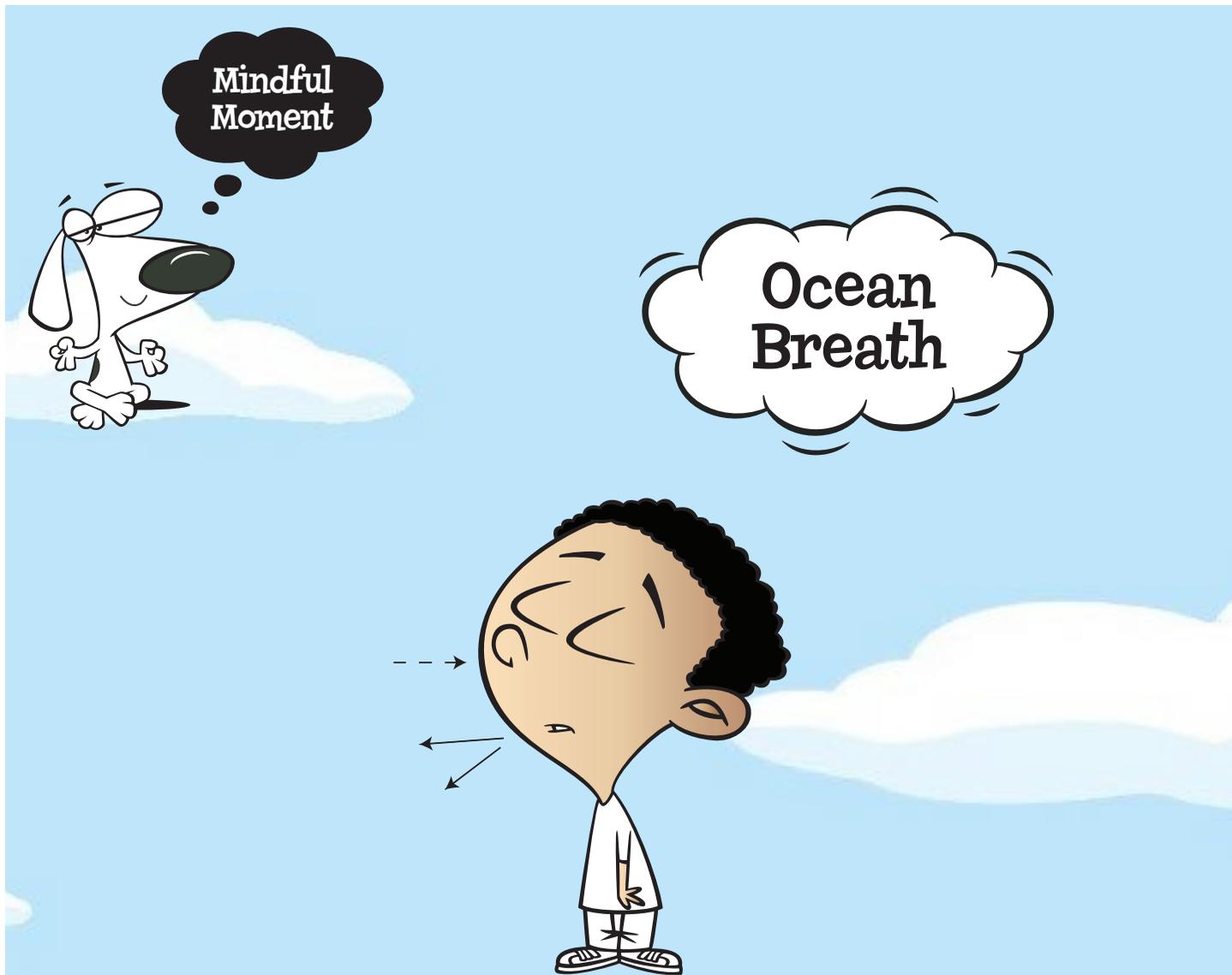
Label the ingredients, show the colors, and share the nutritional benefits and why kids will have fun drinking it!

WagiSandwich

What should be in our sandwich? How can we be sure that kids will like it?



Label the ingredients, show the colors, and share the nutritional benefits and why kids will have fun eating it!



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 kind of breath to let your brain know that 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 makes a sound like the ocean or Darth Vader! 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.

Now it's time for the
WagiCheer!
See page 10



Plan Your Pitch!



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

A pitch is a story to get people excited about your idea or solution. It's kind of like a TV commercial or an ad in a magazine.

Together, look at a variety of magazine ads. Ask everyone to choose the ones they like best.

Why do you like each one?

1.

2.

3.

Which ads don't you like? Why?

1.

2.

3.



A good ad or TV commercial makes you want to buy something (like a video game) or do something (like go to the movies).

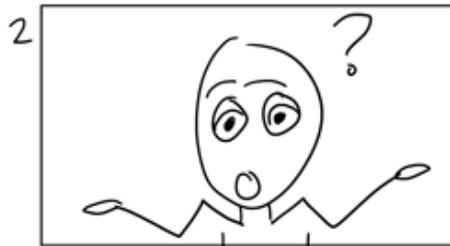
A good pitch does the same thing. It tells a story about why your solution is great and makes people want to support your idea.

Let's learn how to tell a story that makes our ideas shine!

Let's Create a Storyboard!



1 We have an idea for Wagilabs. We want to build a prototype and show it to other Wagikids to get feedback.



2 We can pitch our idea by telling a story about it, and then act out the story like a play.



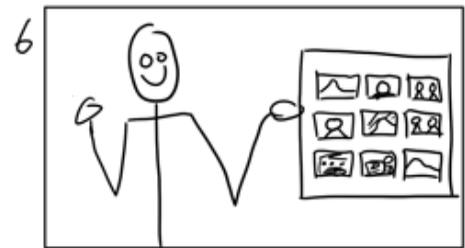
3 To prepare for the pitch, we're going to make a storyboard that shows each part of our story.



4 First, we'll talk about the challenge we found in our community. Then, we will show how our idea solves the challenge and helps people.



5 We can draw or paste pictures on sticky notes and write down what to say in our story. When we finish our sticky notes, we can move them around until we like the story.



6 THEN we will act out the story.
"Hi, Wagimates! I want to tell you a story about our idea!"

Storyboard Steps



What to Include:

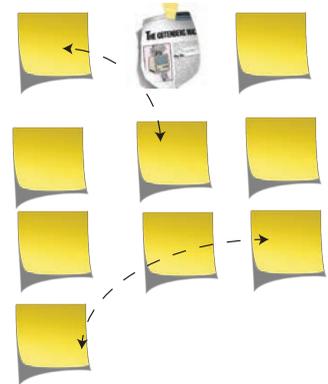
Drawings and words that explain:

- The challenge you are trying to solve
- Your idea and how it works
- Why your idea is a good solution for your challenge
- How your solution will help people

Steps to Follow:

Decide what comes first, next, and last in your story:

- 1.** Think about how your ideas would be shown in a TV commercial or in a movie. What would the first scene of your story be?
- 2.** Sketch it out on sticky notes. You can draw stick figures or cut out pictures from magazines and write words to tell the story.
- 3.** Then move on to the next scene. You can show drawings, photos, anything that will help people understand your idea.
- 4.** After you have 7-10 scenes, organize your drawings into an order you think will work. Talk about how the story flows, and see if everyone likes it.
- 5.** Try moving the sticky notes into a different order. Does that make a better story?

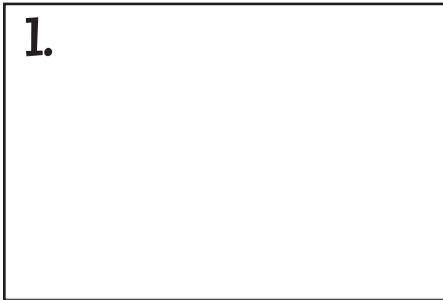


When you like the order and think the storyboard presents your idea in a way that will help everyone understand it, you're done!

Fill in Your Pitch Storyboard:

Now it's time to make a storyboard to plan your pitch. A storyboard has pictures and words that tell the story of your idea. You decide what comes first, next, and at every step!

1.

A large empty rectangular box for drawing and writing the first step of the pitch.

2.

A large empty rectangular box for drawing and writing the second step of the pitch.

3.

A large empty rectangular box for drawing and writing the third step of the pitch.

4.

A large empty rectangular box for drawing and writing the fourth step of the pitch.

5.

A large empty rectangular box for drawing and writing the fifth step of the pitch.

6.

A large empty rectangular box for drawing and writing the sixth step of the pitch.

7.

A large empty rectangular box for drawing and writing the seventh step of the pitch.

8.

A large empty rectangular box for drawing and writing the eighth step of the pitch.

9.

A large empty rectangular box for drawing and writing the ninth step of the pitch.

Practice Your Story Pitch:

OK, teams, it's time to practice your story pitches by sharing them with your WagiMates. Take turns. Which team will go first this time?

Using your storyboard, share the story of your idea. Be enthusiastic — and don't forget to talk about your prototype!

After your team presents, ask questions and get feedback to help you improve your idea and your pitch.

Feedback: _____

Improvements: _____

Feedback: _____

Improvements: _____

Feedback: _____

Improvements: _____

Feedback: _____

Now, who wants to go next?
You did your first storyboard pitch and got lots of feedback. Now take some time to improve your idea.



If your pitch helped you realize that some parts of your idea don't work, **now is the time** to let go of those parts.

Improvements: _____

Improvements: _____

Improvements: _____

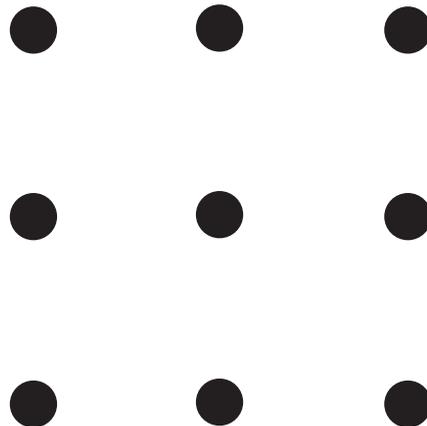
Improvements: _____

Next time we get together, you'll get a chance to expand your storyboard and get ready to pitch your idea to new people at the GuppyTank.

“Nine Dots” Puzzle

Can you connect these nine dots by drawing four straight lines? Once you start drawing the first line, you cannot lift your pencil or pen off the paper. You can draw across another line, but you can not retrace the same line.

Once you discover the solution, ask yourself: What did I learn by doing this exercise that will help me with my GuppyTank Pitch?



Here's a Hint:

You can draw lines that go past the dots to solve the puzzle.

Warning:

This exercise can get a little frustrating. If you need a break, you know what to do to calm yourself down!



Puzzle answer is on the bottom of page 110. Please don't peek.

Your Journal

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

Now it's time for the
WagiCheer!
See page 10



Practice Your Pitch!



Once Upon a Time ...

Remember when we said pitches could be like TV commercials?

For the upcoming GuppyTank, you'll pitch your ideas to adults. Before you do, you'll get a chance to improve your storyboard stories — by thinking of them as movies!

Have you seen the movies “Toy Story” or “Finding Nemo?” Stories like these — especially fairy tales — often start out with these three words: “Once upon a time...”



“Once upon a time, there were three bears who lived in the forest: Papa Bear, Mama Bear and Baby Bear.”

You can use other words to start a story, too, for example: “Every day ...” or “I’m going to tell you about a big problem ...”

Now it’s your turn. Work with your teammates to write the introduction to your pitch storyboard for your challenge.

Who has the challenge in a way that makes us really care about them. The more exciting your pitch is, the more people will get into it — just like an exciting movie.

Imagine acting out your pitch as you write. Tell about the community challenge you are trying to solve and how you found out about it.

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

Tell about the challenge and where it happens. Start with the words “Every day ...” or, if the challenge only happens sometimes, you might use the words “Every time ...” Be dramatic!



2. Add Plot Details: Make Everyone Care!

Tell more about how the challenge affects people. Expand on Step 1 by showing how the challenge keeps happening and no one has fixed it yet.

3. Be the Hero: Share Your Idea!

Here comes the best part of your story — the big idea! Tell everyone your solution to the problem, how you thought of it, and why it's such a great idea! You might start with the words “Until one day...” or “We know what to do!”

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 everyone will live happily ever after!

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



BONUS Points!

To add impact to your pitch, share prototypes you've made and tell how you used feedback to make your idea better.

This shows that you are working hard to design the best solution.

Sell It with a Slogan or a Song!

A slogan is a catchy saying that tells about your idea. The shorter, the better. A slogan can help you sell your idea — and help people remember it.

Take 20 minutes to come up with a short slogan for your idea.



Or, work on a simple song or jingle instead of a slogan. Or, come up with a hashtag. Make it fun and catchy so people will remember it.

Share your slogan or song with WagiKids on other teams. Ask them: Does our slogan/song help sell our idea? Will you remember it? If so, congratulations! If not, ask for feedback about ways you might improve the slogan or song.

A detailed **WagiMusic Song Worksheet** starts on pages 118-130. You might even create a music video to sell your idea.



Sell It with an Idea Billboard!



Imagine that you're riding in a car and see a giant billboard next to the road or giant poster on a building.

“Can you read it in 30 seconds and know what it is about?”

You bet! That's because billboards have big, bold pictures and very few words. They're designed to capture your attention in a flash before you pass.

It's time to create a billboard sign that tells the world about your idea. Follow these four guidelines:

1. Create a Call to Action!

Offer up one direct way people can help make your idea happen.

2. Use 10 Words or Less!

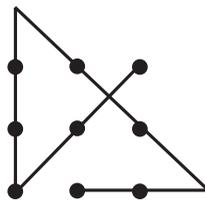
Use your slogan. Edit your words. Remember the power of Nike's "Just do it!TM" slogan.

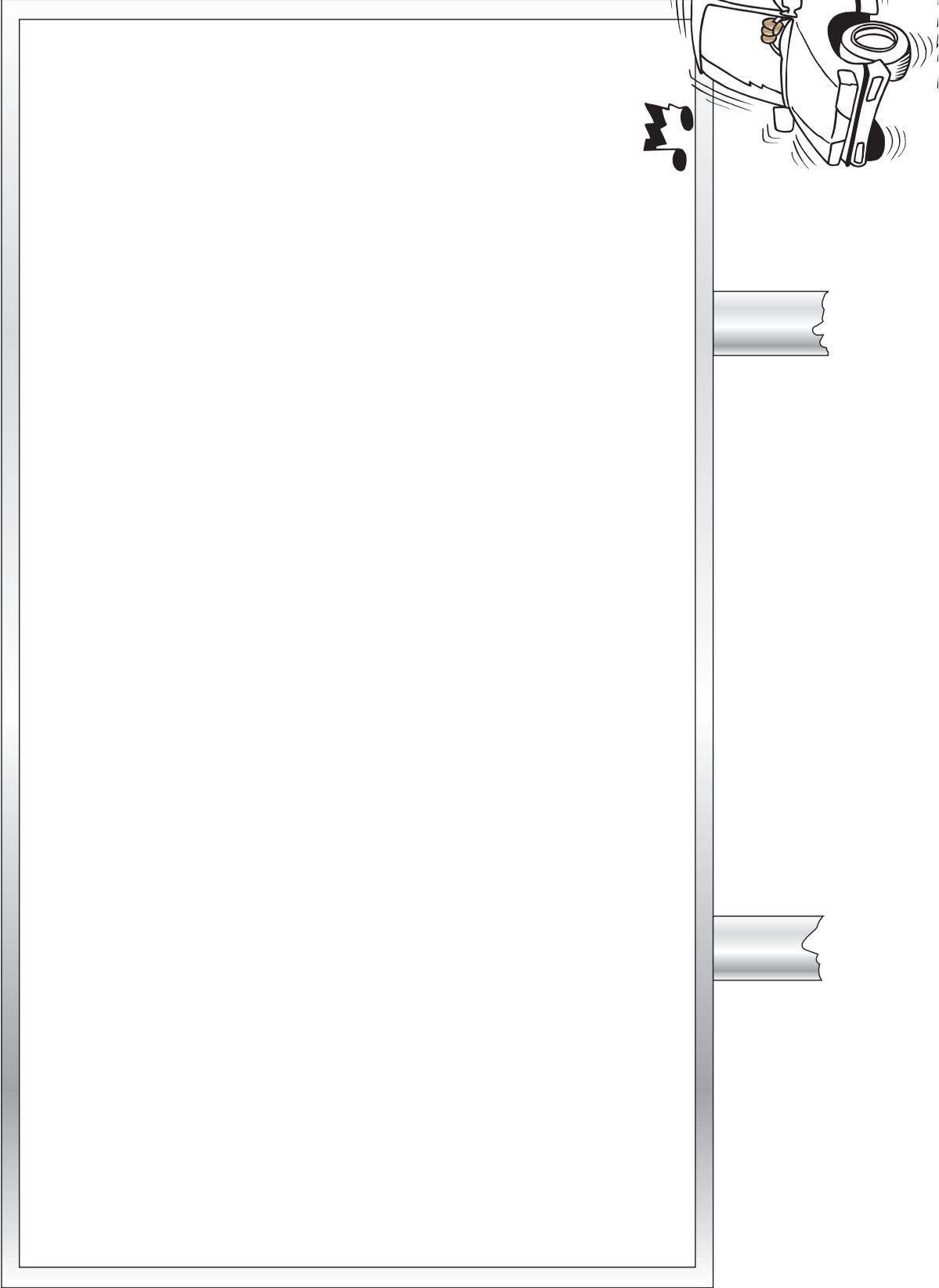
3. Use a Simple Picture to Show Off Your Idea!

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

4. Break the Rules!!!

Show something surprising or unexpected to draw attention to the billboard. (Check out paw print inside the human handprint on the pet billboard. Now, that's unexpected!)





Create Your Billboard

5. Share Your Billboards with Other Teams:

1. Did they understand your slogan?
2. Did they like your picture?
3. Did it grab their attention?
4. Did it make them want to act?
5. What feedback do they have to improve your billboard?

Feedback: _____

Improvements: _____

Feedback: _____

Improvements: _____

Feedback: _____

Improvements: _____

Time for Practice!



Now that you have the draft of your pitch, it's time for practice — and more practice!

Practice doing your pitch for your friends and your family basically, anyone who will listen over the next couple days.

Be creative: pitch to your pet, a mirror and, of course, a video camera so you can play it back and make it better. Here are a few suggestions:

1. Pretend you're telling your best friends your idea.
2. Don't just read your notes; tell a story.
3. Get excited when you demonstrate your prototype. If you're excited, the audience will be excited!
4. Learn something from each presentation. Get feedback. Take notes and revise your pitch.

Your Journal

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

Now it's time for the
WagiCheer!
See page 10



WagiMusic Songsheet

Student Name: _____ Team: _____

Song Title: _____

Your Community Challenge:

Key Words that Describe the Challenge:

Key Words that Describe Your Solution:



Draw It!

Draw a picture of the challenge and your solution on this page. Use the picture to help you answer the five “W” questions on the next page.



Answer the Five “W” Questions:

Use the picture you drew on the previous page to help you answer these questions.



WHAT is our goal? **WHAT** do people need?

WHY do we want to achieve the goal or result described in the first question?

WHO has the need or is facing the challenge?

Verse 2 (Optional):

Handwriting practice lines for Verse 2, consisting of 15 horizontal lines.



Bridge (Optional):

Handwriting practice lines for Bridge, consisting of 15 horizontal lines.

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 along.
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 other instrument, use it to experiment with different melodies.
7. Use the online Chrome Music Labs: Song Maker tool for inspiration. Type this link into your browser to explore Song Maker!

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

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

Edit Your Music:

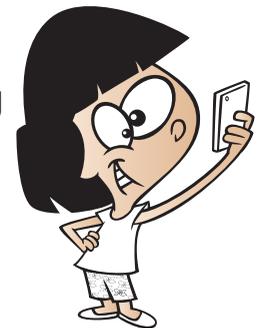
1. Come up with different melodies. Combine them. Keep parts you like, and throw others out.
2. Keep experimenting until you have written music for each part of the song. Play it back. Sing along.
3. When you're done, **CELEBRATE!!!** Your song will raise awareness of your community challenge.

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! Then, share it! Sing loudly and proudly for everyone you know.

WagiMusic Video

When you tell your story using pictures and songs, you make it easier for people to see the community challenge and your solution. A music video lets you sing about your ideas and show them to the world!



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 chart on the next page.

Make a Storyboard:

Draw pictures to show what happens in each scene of your music video (draw simple figures or cut out people and objects). Use your song lyrics to help you think of ideas.

Write the matching song lyrics under each picture, and add video tips to help the videographer know how to shoot the scene.

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

You can use the storyboard form on the next page.

Shoot Your Video:

Use your storyboard to help you decide what to shoot. Be sure to record all of the scenes that 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 different ways; you might even want to record the same action in different 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. Be sure a few people review the clips to be sure you didn't overlook some great shots!

WagistoryBoard



Title:

Date:

Blank rectangular area for the first storyboard panel, featuring a circle in the top-left corner and a triangle in the top-right corner.

Description:

Action:
Dialog:
F/X:

Blank rectangular area for the second storyboard panel, featuring a circle in the top-left corner and a triangle in the top-right corner.

Description:

Action:
Dialog:
F/X:

Blank rectangular area for the third storyboard panel, featuring a circle in the top-left corner and a triangle in the top-right corner.

Description:

Action:
Dialog:
F/X:

Blank rectangular area for the fourth storyboard panel, featuring a circle in the top-left corner and a triangle in the top-right corner.

Description:

Action:

Blank rectangular area for the fifth storyboard panel, featuring a circle in the top-left corner and a triangle in the top-right corner.

Description:

Action:

Blank rectangular area for the sixth storyboard panel, featuring a circle in the top-left corner and a triangle in the top-right corner.

Description:

Action:

Edit Your Video:

You'll need to choose which editing app you'll use to put your video together.

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

Production Tips

As edit, 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.

Play your video after you make a change whether it's finish a section, add a clip, so on. Feel free to shorten clips, and move them around until the flow seems perfect!

Play It and Share It!

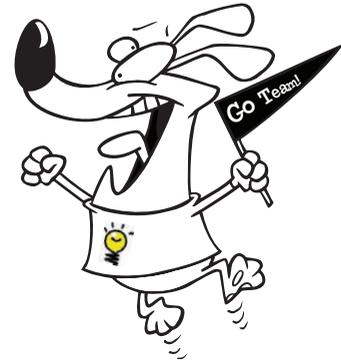
When you finish your music video — **CELEBRATE!!!**

Play it and watch it as many times as you like. Congratulate each other for all your hard work.

Then share it with everyone you know — especially people who can learn from it.



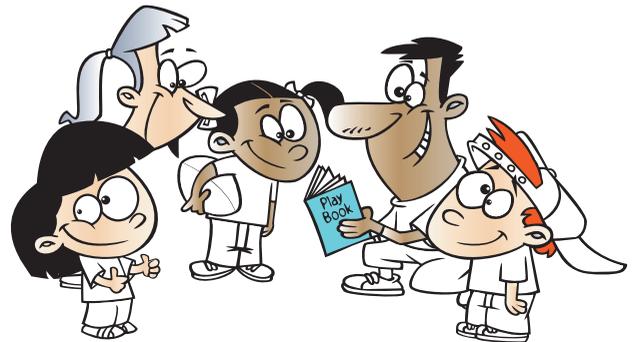
Present Your Pitch!



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 for you 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 get feedback.





Hints for the Teams:

1. Follow 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 are answering your questions, be sure that one of your team members takes notes.

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. If not, 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?
5. If not, what can we do to make it happen?
6. How did our idea make you feel?

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?

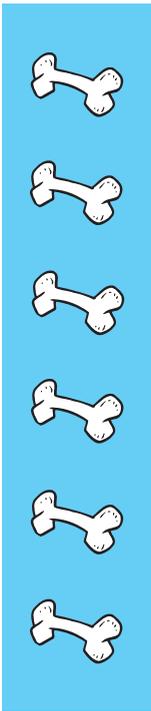
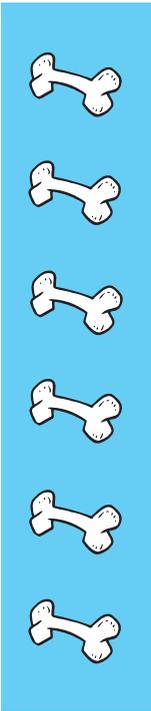
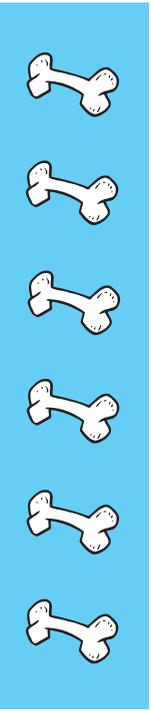
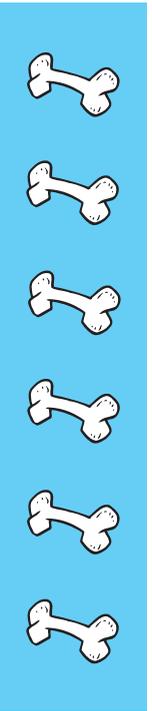
- 1.
- 2.
- 3.
- 4.

What is Your Score?

Now that all of the WagiTeams have made their pitches, the GuppyTank coaches will get together to discuss each team's idea.

Here's how the coaches will be scoring your ideas.

Idea ScoreCard

			
Dreamed Big	Showed Empathy	Explored: Got Messy	Used Feedback



Total

Your Journal

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

Now it's time for the
WagiCheer!
See page 10





You are now arriving at the

Crossroads of Connection!

Your mission will be to:

Make It Happen

Great ideas are only great when we make them happen. Let's look at the steps we need to take to make our ideas real and take a big step forward by writing to mentors. We're on our way!

Play It Forward

In our last session, we'll take time to reflect on our experiences with our WagiLabs teammates, and become coaches to help other kids learn the Wagi Ways.

Start Again

Uncover a new community need. Define a new community challenge. Brainstorm solutions. Build a prototype and pitch your idea to change the world — again!

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 real products and services!

Gurus and You:

Anytime you start something new, you have a lot to learn. This is especially true when you are working on a new idea or starting a new business or service.

Working with the right advisors or mentors can help you save time, improve your idea, and avoid making mistakes.

Together, take time to brainstorm mentors who might help each team develop their product or service.

Possibilities include:

1. Relative/friend
2. Community member
3. Teacher
4. Business person
5. Someone who provides or sells a similar product/service
6. Expert who knows how to make the product/service

Come up with a list of three possible mentors for each team.

1. _____
2. _____
3. _____

Now, with your team, pick one mentor from your list to write to for help and guidance.

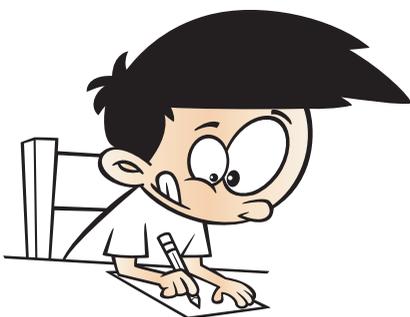
Make It Write:

Now that you've chosen a mentor you want to contact, what should you write? What do you want to tell your potential adviser about your idea?

Brainstorm what you might want to say in your letter. Be sure to explain what your idea is and how people will use it. Also include a drawing or photo of the prototype.



- 1.
- 2.
- 3.



OK, let's write our mentor letters. Come up with your own letter, or use the letter on the next page as a guide.

Mentor Letter Example

(DATE)

Hi Mr./Ms./Dr. _____,

My name is _____, and I am _____ years old.

I am working with my Wagilabs team to come up with ideas that help make life better for people in our neighborhood — and, we hope, around the world.

We are trying to solve the problem of:

My team is very interested in this problem because:

To solve the problem, we came up with this idea:

We have attached a picture (or pictures) that shows our _____. (IDEA)

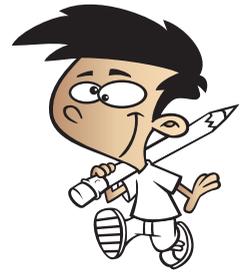
We are really excited to move forward with our idea, but we need help learning more about what to do. We think you would be a good person to talk to because:

We hope that you will be interested in talking to us and helping us make our idea better.

Best wishes,

P.S. To learn more about Wagilabs, go to: www.wagilabs.org and @wagilabs on Instagram and Twitter.

Step-by-Step Checklist



What do you have to do to turn your idea into a real product, project or service? 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 Google
- 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

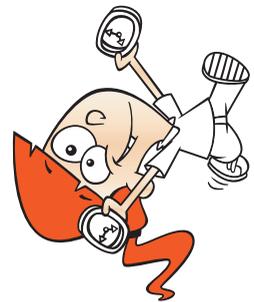
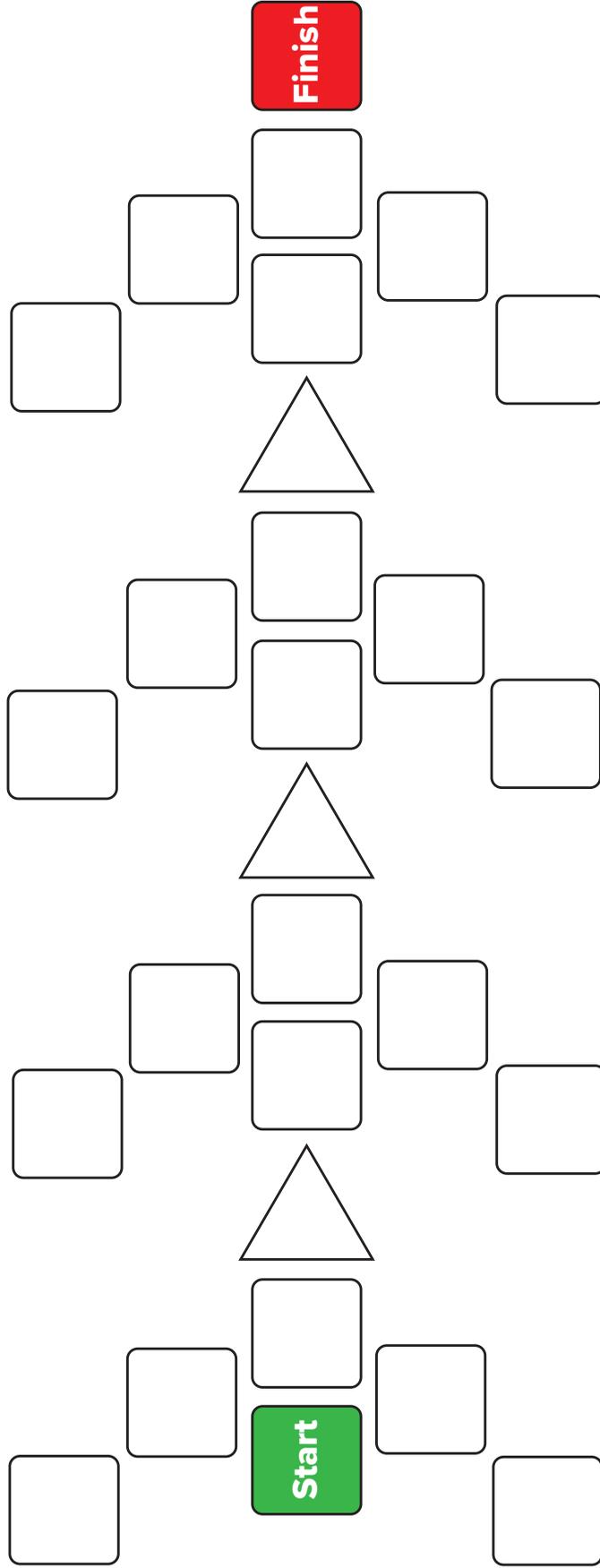
Create Instructions for Our Product by:

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

Market Our Product by:

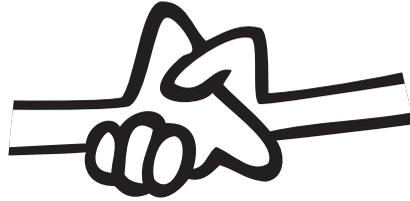
- Finding out how similar products/services are marketed
- Creating a website
- Creating a brochure or poster
- Creating a video
- Turning your storyboard into a social media campaign
- Creating an ad for a local flier, newspaper or radio

Timeline for Your Idea!



You'll have to do many steps to make your ideas happen. A timeline can help you plan which steps to do first and which come later. Fill in the squares with the steps you need to do. Start with the most important steps first!

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 78, 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.**



Mindful
Moment



Shake It
Out!

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.

Your Journal

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

Now it's time for the
WagiCheer!
See page 10



Play It Forward!

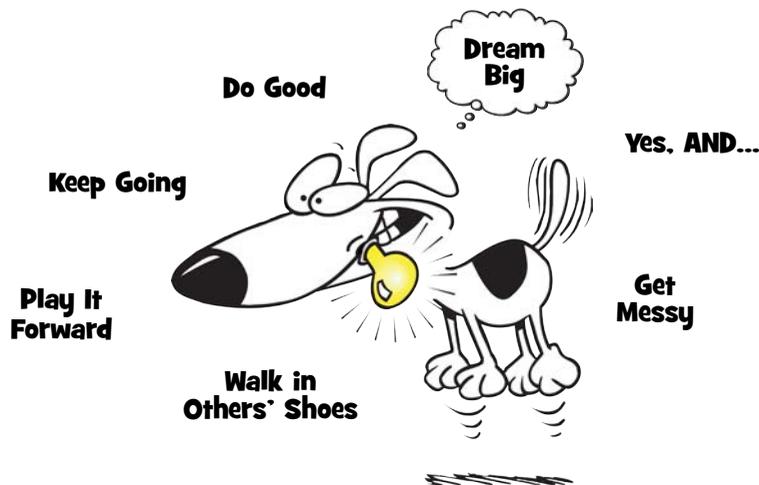


In our very last session, you'll think about your WagiLab experiences and plan a talk to tell other kids about them.

Sharing what you have learned in the WagiLab is called "Playing It Forward." It's one way to spread the word about doing good – so more people help more people!

Share the WagiWays:

You've grown since our first day in the WagiLab, and so have your ideas! These seven WagiWays have guided us as we worked together.

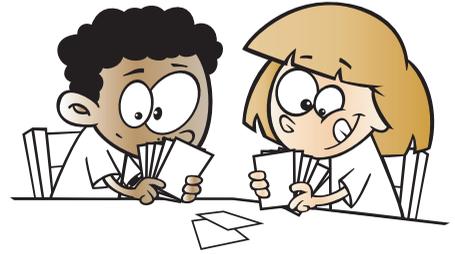


Create WagiWays Cards:

Make copies of the WagiWays cards starting on page 150. Then cut each page in half (on the dotted line), and fold the cards so the name is on one side and the description is on the other.

Play with the WagiWays:

Spread out the WagiWay cards face down and choose a card. Take time to read the description on the back of your card.



Today, you're going to help other kids learn what it's like to be a kidpreneur by talking about the WagiWay on the card you picked.

- Start by telling what you were like or how you looked at things before coming to the WagiLabs.
- Then tell how using the WagiWay helped you learn or change, what you learned, and why you want other kids to know about it.

Before:

- 1.
- 2.
- 3.

After:

- 1.
- 2.
- 3.

By sharing your WagiLabs thoughts and experiences, and telling how you have grown, you can help other kids “walk in **YOUR** shoes,” and see how they might grow, too.

GOOD! DO

Do Good!

At Wagilabs, doing good means coming up with ideas to help people and make the world a better place. We focus on giving rather than receiving, and acting on our ideas instead of just thinking about them. What did you learn at Wagilabs to help you do good?

Big! DREAM

Dream Big!

To live life to the fullest, dream big. At Wagilabs, we try to think of ideas that are innovative and can help many people. Dreaming big helps us do things that can change the world. What did you learn at Wagilabs to help you dream big?

Messy! Get

Get Messy!

At Wagilabs, getting messy means experimenting with ideas, models, and prototypes to come up with the best solution for a problem. Getting messy also includes getting feedback about our ideas and prototypes so we can improve them, and sometimes, letting go of ideas that don't work. What did you learn at Wagilabs to help you build a prototype and get messy?

Shoes! Others' Walk in!

Walk in Others' Shoes!

At Wagilabs, other people inspire us to come up with ideas. When we put ourselves in other people's shoes, we see what they see or feel what they feel. Understanding others in this way is called having "empathy." What did you learn at Wagilabs to help you walk in others' shoes?

Keep going!

Keep Going!

At Wagilabs, we talked about how many steps it takes to make our ideas happen. Remembering to keep going means ‘not giving up’ even if an idea or prototype doesn’t work at first, or if you have to make changes or work hard to make your idea happen. What did you learn at Wagilabs to help you keep going?

**...and...
Say YES**

Say “YES, and...”

Wagilabs is all about being positive. “YES, and...” means “I accept your idea... AND I’m ready for more!” Being open to ideas helps us learn from each other and come up with new and better ideas together. How did saying “YES, and...” help you work on ideas at Wagilabs?

Keep Going and Going:

Wagi here! It's hard to believe we've come so far! Think about your WagiLabs experiences.



1. Was it always easy to try new things?
2. Were there times when you or your team had trouble doing something?
3. Did you give up, or did you stick with it until you made it happen?

I'd say that you have both "persistence" and "resilience."

Persistence means you keep trying to reach your goal even when you face obstacles.

Resilience means you bounce back and try different solutions when your first try doesn't work. When you put persistence and resilience together, you get "grit."

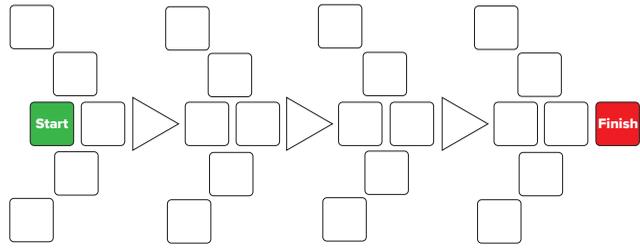
Persistence + Resilience = Grit

And, for sure, you're going to need more grit to keep working on your idea before it becomes real.

Let's brainstorm how having "grit" will help us make our ideas happen.



Your Steps to Grit:



Look at the steps you filled into the “Timeline for Your Idea.”

Choose the steps that might require persistence. Make a list of these tasks, and fill in your ideas about how having “grit” will help you do each task.

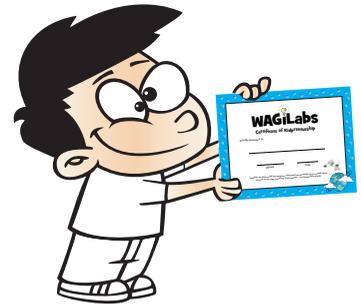
Steps

Grit

Wrap up:

Today we talked about “Playing It Forward” by teaching kids about the Wagi Ways and our mission to help others. We also talked about how having grit will help you move toward your goal of making your ideas happen.

Now, we have something for each one of you — it’s the official WagiLabs Graduation Certificate of Kidpreneurship! There’s a copy of the certificate on page 163.



Congratulations, WagiMates, you’re on your way to changing the world!

WagiCelebration!!!

Remember the first day we came together? Most of you barely knew each other. Now, you’re all part of the WagiLabs team — we’ve even walked in each other’s shoes!

Thank you for coming to WagiLabs and sharing your ideas. Thank you for saying “Yes, **AND** ...” to other kids’ ideas.

Together, we discovered our passions, uncovered social needs, defined a challenge, came up with ideas, and are on our way to making them happen.

Take a minute to thank your teammates for working with you and giving so much of themselves.



Keep Sharing and Sharing:

To help you share the WagiWays around the world, we hope you create a “Flat Wagi.” It’s easy!



When you’re done, send out your Flat Wagi to kids you know in other neighborhoods, other states, and other countries. You can send your custom-made Wagi through the mail or email. Then keep track of and write about Flat Wagi’s journey.

Steps for Creating a Flat Wagi:

1. Trace Wagi on the next page, draw your own picture of Wagi, or photograph 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 back side.
5. Each time you send Flat Wagi to a friend, be sure to include a short letter describing your WagiLabs experiences and the challenges you are trying to solve. Maybe Flat Wagi’s new friends will have ideas to help you and your team.
6. Ask your friends or others who get your Flat Wagi to take a picture that shows the moment when Wagi arrives, and write a description that tells who they are.
7. Share your photos with the hashtag #wagilabs for a chance to be featured on @wagilabs’ Instagram page.



Creating Pen Pals:

To help you share the WagiWays around the world, we also hope you create Pen Pals. Just follow the steps below.

When you're done, send out your postcards through the mail to kids at WagiLabs in other neighborhoods, other states, and other countries.



Steps for Creating a Pen Pal:

1. Print the postcard design on the next page onto cover stock- weight paper.
2. You can also design your postcard and use Wagi's design as inspiration. Your postcard needs to be 4.25 inches by 6.0 inches in size. That's 10.8 cm by 15.24 cm.
3. You need to keep the front side white so that the post office can quickly read the address.
4. Write your name and return address in the upper left-hand section of the front side of the card.
5. Write your pen pal's name and address on the right side of the card below the postage area.
6. On the back, that's where there is space to tell your pen pal something about yourself and your challenge. Maybe your pen pal will have ideas to help you and your team?
7. The postcard can only be mailed once, so display the received cards on your wall.

From:



POSTAGE
REQUIRED

To:



WagiLabs PostCard
wagilabs.org

Share your ideas with your new pen pal!

Your Journal

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

Now it's time for the
WagiCheer!
See page 10



Resources

Here are additional materials to help you run a successful WagiLabs:

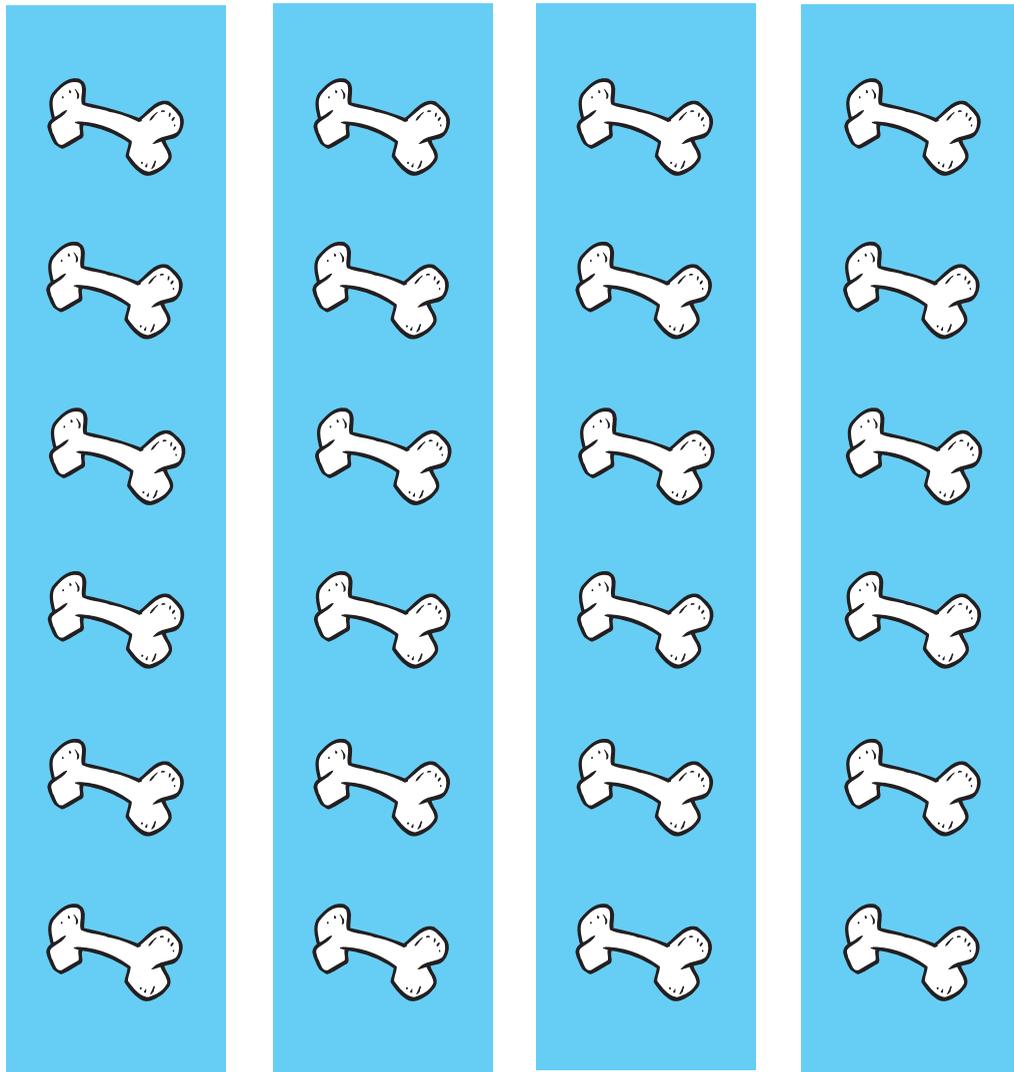
Printable Materials:

- Idea ScoreCard
- Graduation Certificate
- WagiLabs Intake Form
- Wagi Pledge

Our WagiTeam:

- Chic Thompson
- Sandy Damashek
- Bethany Bogacki
- Jennifer McKendree
- Emmanuel Abebrese
- Mary Porter Green

Idea ScoreCard



**Dreamed
Big**

**Showed
Empathy**

**Explored:
Got Messy**

**Used
Feedback**



Total



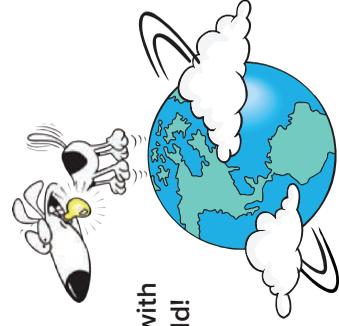
Certificate of Kidpreneurship

Proudly presented to:

_____ 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!



WagiLabs Intake Form

“Help Us Customize Your WagiLabs Experience”

Contact Name: _____ Phone: _____

Organization: _____

Website: _____ email: _____

Street Address: _____ City: _____

State/Province: _____ Country: _____ State/Province: _____

Your Expected Outcomes from WagiLabs: (check as many as you like)

- | | |
|---|---|
| <input type="checkbox"/> Fun and Play | <input type="checkbox"/> Pitch Ideas |
| <input type="checkbox"/> Team Skills | <input type="checkbox"/> Communication Skills |
| <input type="checkbox"/> Uncover Social Needs | <input type="checkbox"/> Healthy Competition |
| <input type="checkbox"/> Walk in Others’ Shoes: Empathy | <input type="checkbox"/> Learn How to Make Ideas Happen |
| <input type="checkbox"/> Brainstorm Skills | <input type="checkbox"/> Time Management Skills |
| <input type="checkbox"/> Critical Thinking Skills | <input type="checkbox"/> Find Funding and Mentors for Ideas |
| <input type="checkbox"/> Generate Socially Responsive Ideas | <input type="checkbox"/> Global Exchange of Ideas with other Kids |
| <input type="checkbox"/> Build Idea Prototypes | <input type="checkbox"/> Learn to “Pivot” when Ideas Don’t Work |
| <input type="checkbox"/> Tie into MakerSpace | <input type="checkbox"/> “Play it Forward” to other Kids |
| <input type="checkbox"/> Tie into STEM | <input type="checkbox"/> Other: _____ |

Demographics of Your Kids:

- | | |
|----------------------------|------------------------------|
| 1. Age Range: _____ | 5. Secondary Language: _____ |
| 2. Background: _____ | 6. Any Special Needs: _____ |
| 3. Reading Level: _____ | 7. Social Media Usage: _____ |
| 4. Primary Language: _____ | 8. Other: _____ |

Your Venue:

- | | |
|---------------------------------------|--------------------------------------|
| <input type="checkbox"/> In-school | <input type="checkbox"/> Home School |
| <input type="checkbox"/> After-school | <input type="checkbox"/> Corporate |
| <input type="checkbox"/> Summer camp | <input type="checkbox"/> Non Profit |
| <input type="checkbox"/> Church | <input type="checkbox"/> Government |

Please email this Intake Form to woof@wagilabs.org

Your Timeframe:

- Immediately Next School Year
 Next Six Months Uncertain (Exploring Possibilities)

Your Wagilabs Sessions:

of sessions, you would like: _____ Length of sessions: _____

Tell Us about Your Organization, School, or Club:

1. Your mission:

2. Your teachers, coaches, parents who will facilitate Wagilabs:

3. Would you like virtual Wagilabs training for your facilitators?
 Yes No

4. Do you have reliable internet access?
 Yes Skype
 No FaceTime

5. Do you have resources to print graphic posters and supply prototype building supplies?
 Yes No

6. Will you be able to find two to three coaches to help with the GuppyTank pitch?
 Yes No

7. Are you interested in entering your kids' ideas in the Ideas for Humanity Challenge? It's a global competition with chance of winning \$250 per selected idea and getting amazing social media coverage for your kids and their ideas?
 Yes No

8. Can you send us signed Parent Consent Forms for the kids?
 Yes No

Thank you very much!

Please email this Intake Form to woof@wagilabs.org

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. Teachers will need to submit the Wagi Intake Form on page 163 along with a one-page proposal describing their funding needs. All funding recipients will need to sign and submit the necessary IRS tax forms that we send you. All WagiLabs funding can only be spent on WagiLabs activities and approved essential supplies.

WagiLabs Teacher/Facilitator

Date

WagiLabs Executive Director

Date

Our Wagiteam

Chic Thompson

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. Chic has given more than 4,500 presentations and has teamed up with talent ranging from Tony Robbins and Stephen Covey to Cirque du Soleil and Second City Improv.



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.



Bethany Bogacki

A lifelong journalist and the wordsmith of Wagilabs, Bethany Bogacki has devoted her career to sharing the stories of communities, both across her home state of Virginia and around the



world. Bethany is the content producer for Operation Smile Student Programs. She writes stories about the amazing work student volunteers accomplish worldwide and gets to teach and help them tell their own stories, too. She runs Operation Smile's U-Voice student storyteller program, which trains Operation Smile university volunteers to be reporters during medical missions.

Jennifer McKendree

Jen is the associate vice president of student programs at Operation Smile, a nonprofit that provides free surgeries around the world to children born with cleft palates. Jennifer has 16 years of public school experience as a middle school gifted science teacher and a school administrator, leading the International Baccalaureate Middle Years Program in Virginia Beach, Virginia.



Emmanuel Abebrese

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 in the United States to collaborate their resources toward a better world for children.



Mary Porter Green

Mary is 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 that she does. When Mary started building Curiosity Zone in 2002, she was determined to be surrounded by children, geeking out about science, and making the world a better place. She also used to be a corporate lawyer, but she tries not to think about that.

