



Jóvenes en Acción por los Objetivos de Desarrollo Sostenible

How can we transform the SDGs into measurable local action from our school?

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Great Idea



Community

A digital platform that mobilizes the entire educational community



Technology

Gamification to turn actions into quantifiable data

The screenshot shows a digital dashboard for 'Escuela Sostenible' under the 'Misión ODS' banner. The main heading is '¡Bienvenidos Agentes del Cambio! - Escuela Sostenible'. Below this, a section titled 'Impacto Global de Nuestra Escuela' displays '412 EVIDENCIAS VALIDADAS | 82% PARTICIPACIÓN | +150 ESTUDIANTES ACTIVOS'. The dashboard is divided into two main sections: 'DESAFÍOS POR SALÓN (GAMIFICADO)' and 'MURO DE ACCIÓN LOCAL (EVIDENCIAS)'. The 'DESAFÍOS' section features three challenge cards: 1. 'Reto Vida Activa' (Salón 5ªA) with 65% progress and 1250 points; 2. 'Tutorías Entre Pares' (Salón 4ªB) with 88% progress and 1900 points; 3. 'Escuela Sin Plástico' (Salón 6ªC) with 70% progress and 1400 points. The 'MURO DE ACCIÓN LOCAL' section shows three evidence cards: '5ªA Actividad Física Reces', '4ªB Tutores Library', and '6ªC Reciclaje Sorting Bins'. Each card includes a photo of students and a green checkmark icon.



Leadership

Each classroom becomes an "Action Squad"

Essential Question

How can we transform the SDGs into measurable local action from our school?

We're not just trying to raise awareness, we're trying to measure change.
Without data, change is invisible.



Problem Identified

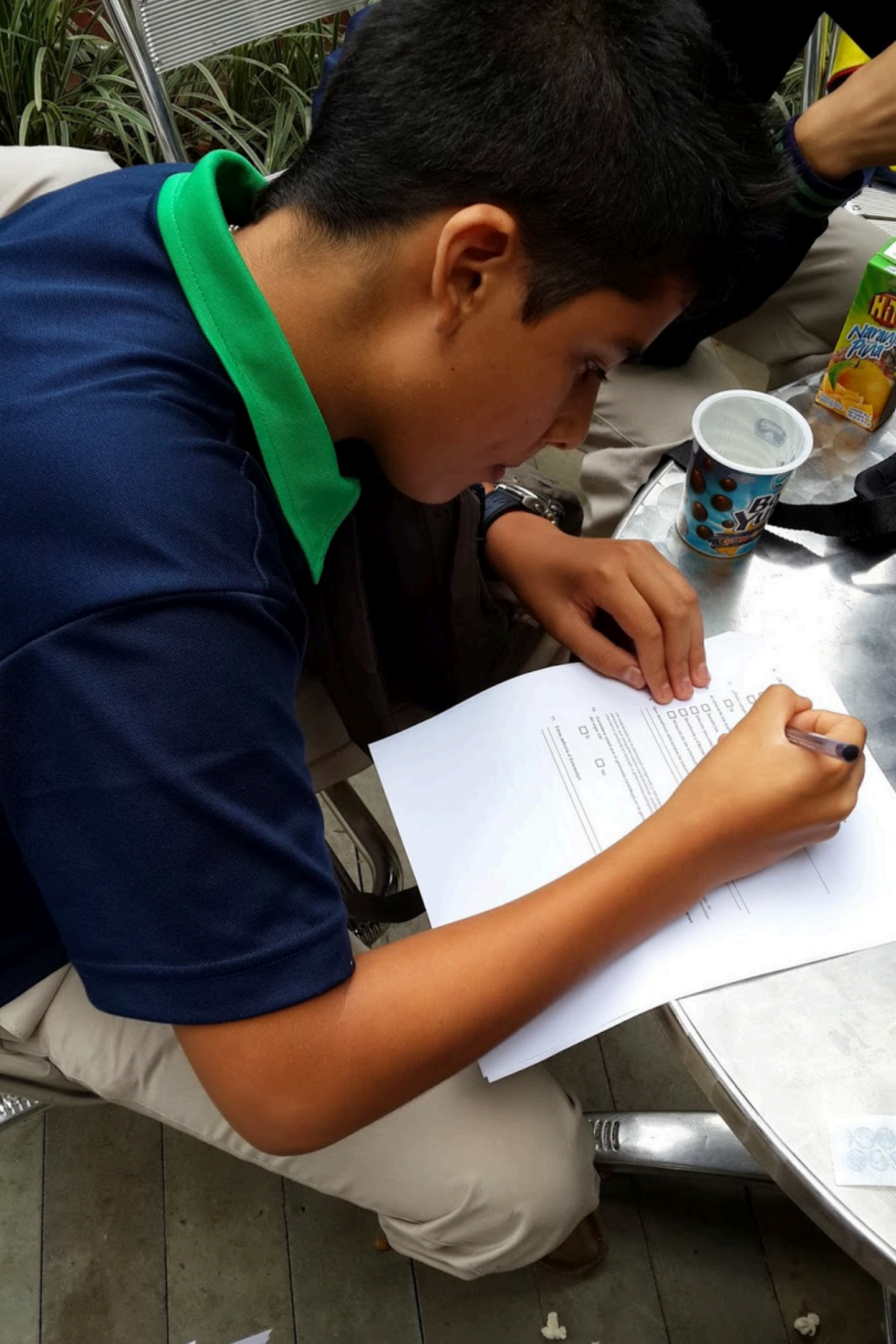
Lack of awareness

Students do not have a clear idea about what the SDGs are, affecting their performance and commitment to sustainability.

Root Cause

Lack of specific training on the Sustainable Development Goals in the school.





Research Conducted

Surveys and Interviews

We collected data on SDG knowledge in the school community

Impact Analysis

We study cases of environmental education in our environment.

Identification of Areas

Technological and social factors to understand the repercussions

Solution Prototyping

We designed the gamified digital platform based on findings

SDG Challenges Implemented



SDG 3 - Good Health and Well-being

Challenges focused on holistic health. The rooms document days of physical well-being and active breaks with verified multimedia recordings.



SDG 4 - Quality Education

Peer mentoring system. Upper-grade students provide academic support, documenting 120 hours of recorded educational service.



SDG 13 - Climate Action

Waste audit plan. Students upload photographic evidence of plastic substitution, with a target reduction of 35%.

Implementation Process

Pilot Phase

I start with 5 control groups to test the usability of the platform

General Deployment

Installation of smart signage with QR codes in each classroom that direct to the mission loading

Feedback Loop

Bi-weekly meetings with "SDG Captains" to fine-tune challenges and keep the narrative exciting



Measurable Impact

400+

Digital Evidence

Collection of evidence that will serve as a sustainability yearbook

35%

Waste Reduction

Changes in supply chains and community habits

120

Volunteer Hours

Real-world impact portfolio for university applications

Skills Developed



Critical Thinking

Identify problems and prototype quick solutions



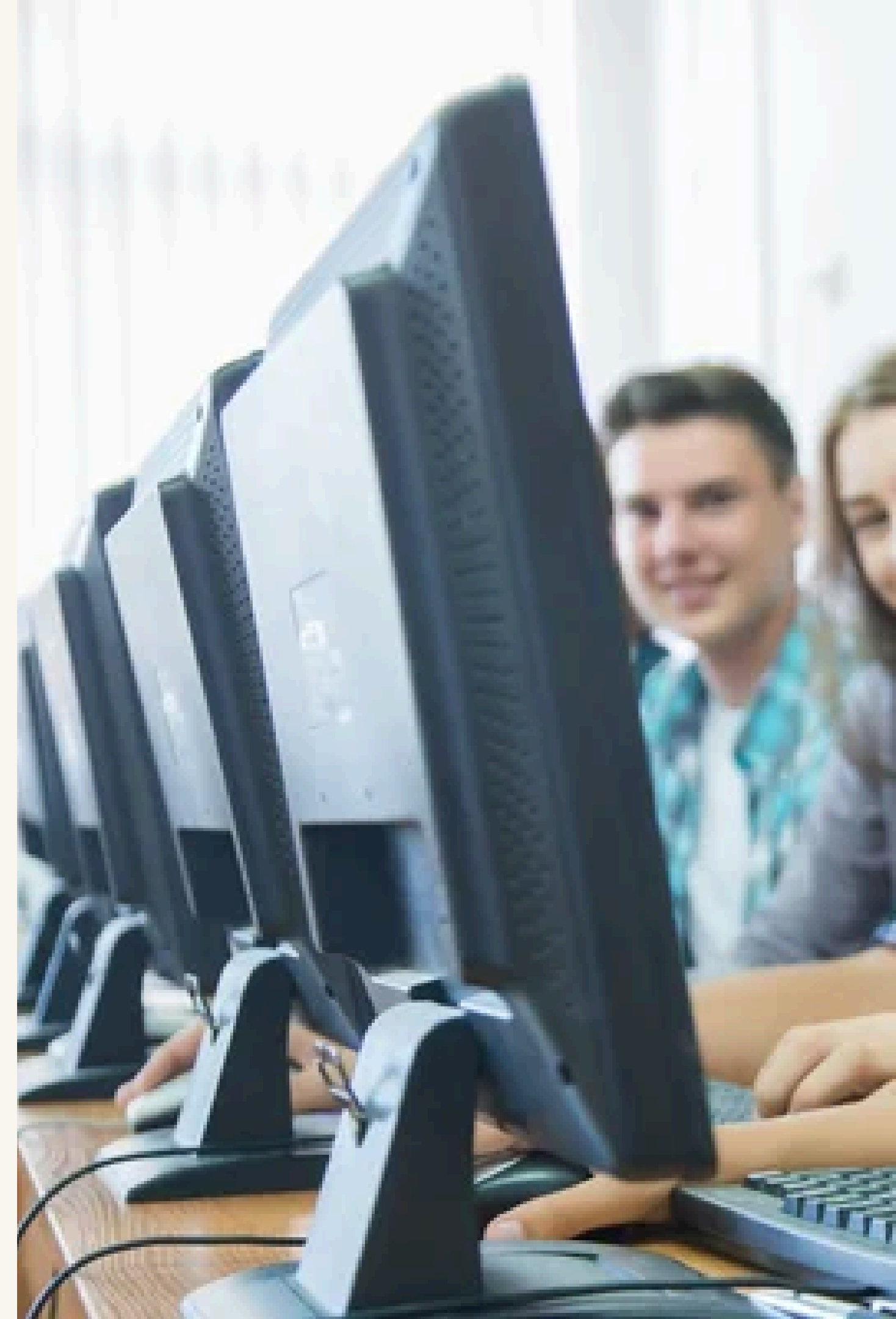
Project management

Planning, delegation, and meeting deadlines



Scientific Literacy

Applied understanding of technology, ecology, and statistics



Sustainability and Scaling Plan



Standing Committee

"SDG Mission Committee" within the school government



Economic Model

Savings on electricity bills reinvested in the platform and rewards



Impact Network

Inter-school league with SDG progress heat map

"Youth leadership, supported by digital tools, is the key to turning learning into a true social and environmental evolution."

Misión ODS
Agentes del Cambio

Crear Cuenta de Agente

Nombre completo

Selecciona tu salón

Correo electrónico

Contraseña (mín. 6 caracteres)

COMENZAR MISIÓN

[¿Ya tienes cuenta? Inicia Sesión](#)

Misión ODS
De la Teoría a la Acción

- MI PERFIL
- MIS RETOS
- MAPA DE IMPACTO
- RECURSOS
- TABLA DE PUNTOS

¡Bienvenido Agente Zaza!

Impacto que queremos alcanzar comenzando desde Nuestra Escuela

412 EVIDENCIAS VALIDADAS | 82% PARTICIPACIÓN | +150 ESTUDIANTES

3 4 13

DESAFÍOS POR SALÓN (GAMIFICADO)

ODS 3: Salud y Bienestar	ODS 4: Educación de Calidad	ODS 13: Acción por el Clima
Reto Vida Activa	Tutorías Entre Pares	Escuela Sin Plástico
Progreso: 65%	Progreso: 88%	Progreso: 70%
Puntos: 1250	Puntos: 1900	Puntos: 1400
VER DETALLES	VER DETALLES	VER DETALLES
SUBIR EVIDENCIA	SUBIR EVIDENCIA	SUBIR EVIDENCIA

RANKING DE AULAS

Salón 4ºB:	1900 pts
Salón 6ºC:	1500 pts
Salón 5ºA:	1250 pts

Zaza
Grupo: 6C

TUS PUNTOS: 0 RANGO: Agente ODS

Cerrar Sesión

misionods-clubhouse.netlify.app

link to the page



**YOUTH iN ACTION FOR THE SUSTAiNABLE
DEVELOPMENT GOALS**