



# A STORY OF ACTION “MANGROVE FANTASY”



# ABOUT THE PROJECT



Project Name: A Story of Action: Mangrove Fantasy  
Big Idea: Climate Action



# ESSENTIAL QUESTION

What if there is a way to make people, especially children, aware of the importance of mangrove forest?



# ABOUT ME



## Team Member

- Agnes A

## Organization Name

- Leap English and Digital Class

## Location

- Surabaya, East Java, Indonesia



# ENGAGE

One moment that stayed with me was when I realized that many of my fellow students didn't even know what mangroves were, even though they play such an important role in protecting our environment. That made me wonder how I could help make this topic easier to understand and more meaningful.

I love drawing and storytelling, and I started wondering if stories could help people understand nature in a more meaningful way. Mangroves felt like an important topic because they quietly protect coastlines and support many living things, yet they are rarely talked about.

Mangrove forests are disappearing in many places, often because people don't realize how important they are. Without awareness, it becomes harder to protect these ecosystems. Helping children learn early can build a stronger sense of responsibility for the environment.





# INVESTIGATION

I spent time learning about how mangroves support biodiversity, prevent erosion, and help communities adapt to climate change. At the same time, I thought about how children learn best — through imagination, characters, and stories that make them feel something.

At the start of my research, I realized how little awareness there was about mangroves, and it made me curious about how storytelling could help bridge that gap.

As I developed the story, I experimented with different ideas, characters, and settings to find a way to explain environmental ideas without making them feel like a lesson. Talking with teachers and friends helped me understand what parts of the story were clear and what needed to be improved.

Through this process, I learned that storytelling can be a bridge between knowledge and empathy.



# INVESTIGATION



**#SEASOLDIER**

My visit to Mangrove Park and explanation from SeaSoldier Community has opened my eyes!

# ACTION

## 1. Finding inspiration

- I began by reflecting on how stories influenced me and how they could help others learn about nature.

## 2. Learning about mangroves

- I researched how mangrove ecosystems work and why they are important for both people and wildlife.

## 3. Creating the world of the story

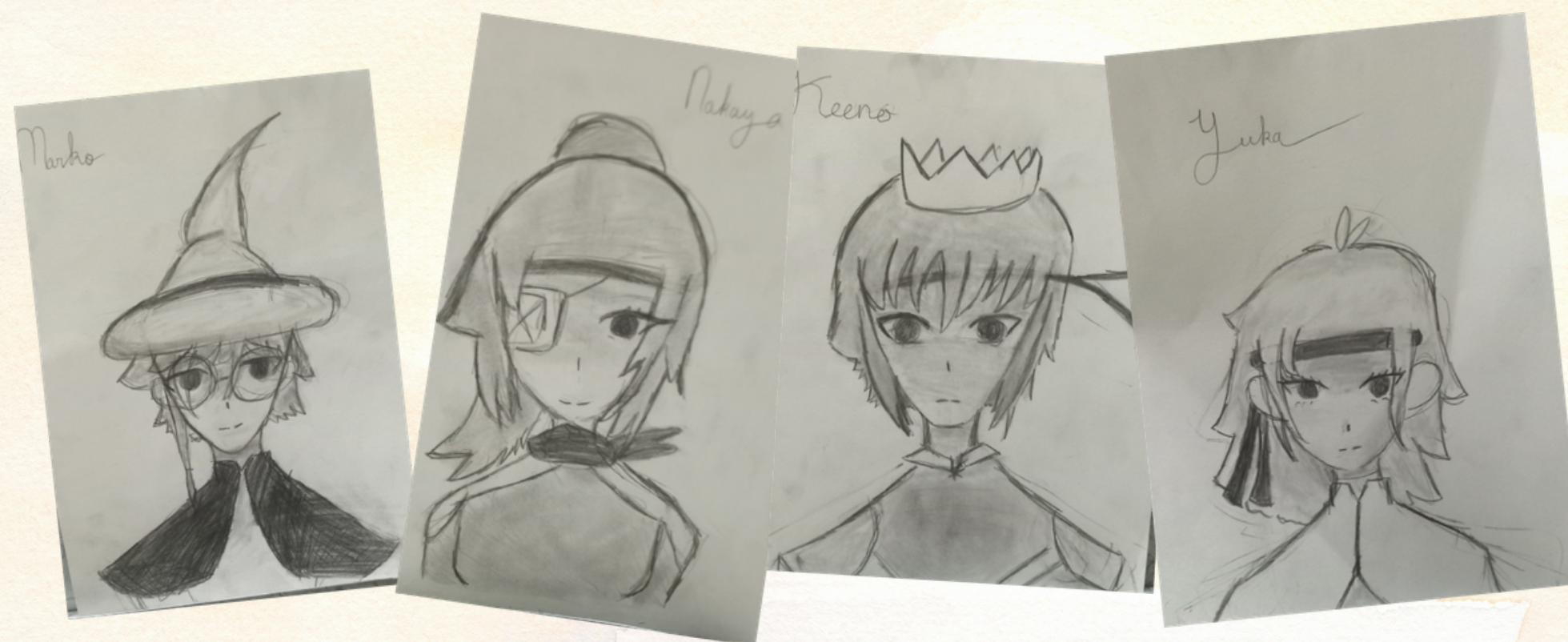
- I imagined characters and a setting that could represent the mangrove environment in a way children could relate to.



# ACTION

## 4. Writing and illustrating

- I wrote the story and created illustrations to bring the characters and environment to life. I sketched the characters on paper then moved the picture into Ibis Paint App on my tablet.



Create characters are  
the most fun part!

# ACTION

## 5. Sharing with others

- I introduced the story during events like an Eco Fair and with game booths where students could play and learn new things about mangrove



# ACTION

## 6. Giving awareness to people through “Carbon Toss Game”

- It's a game teaching kids to choose a more healthy option for earth. It's telling them that some activities that we do will produce more carbon and bad for earth (you'll get minus point) The fun part is: if you can score 8 points, you'll be one of the characters in my would-be storybook!

**CARBON TOSS GAME**  
Get 8 points with 3 balls to be a part in my story book!

Get +2 points each for:

 planting new trees	 composting food waste	 using solar panel
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Get +1 points each for:

 applying 3R	 walking/biking
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Get -2 points each for:

 electricity overuse	 plastic waste	 deforestation
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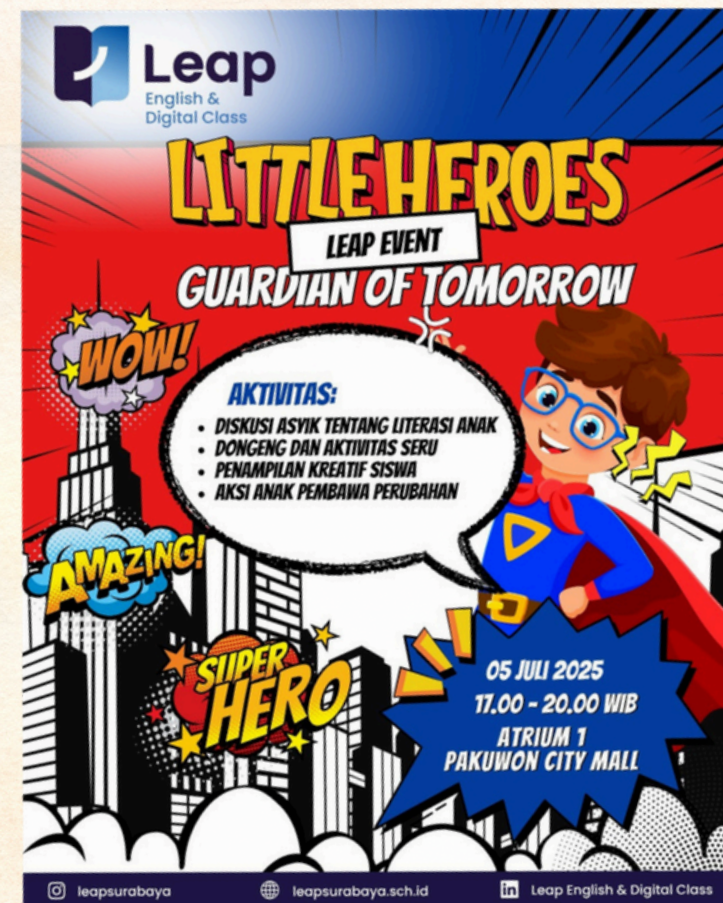
Get -1 points each for:

 air travel	 cars/motorcycles
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# ACTION

7. Presenting my project in the event “Heroes of Tomorrow”, held by Leap English and Digital Class in Pakuwon City Mall, July 2025



# FUTURE DEVELOPMENT

I want to combine Mangrove Fantasy and Carbon Toss into a web-based interactive platform.

The digital version could include:

- An animated version of the story
- A playable Carbon Toss game
- A space where students can write and share their own environmental stories
- Online discussion sessions about mangroves and climate action

This would allow students from different schools to learn, play, and connect in one place. The goal is to make environmental storytelling more interactive and collaborative.


# CONCLUSION


This project began with a simple realization: that stories can help people see nature in a new way and it continues to remind me how creativity can inspire care for the environment. Through this project, I discovered that creativity can open doors to understanding and inspire others to care about nature in their own way. I hope the story encourages children to see that even small actions can help protect the ecosystems that support life.



# THANK YOU!

“When we imagine the world through stories,  
we can begin to see why it’s worth protecting”

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