Climate Hack

Volunteer Infopack

Volunteer with us to drive climate innovation in Asia









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Why Climate Hack?

Climate Hack aims to provide a platform to equip youth with digital skills to innovate for climate change



Lack of climate education

The majority of youths in the Asia-Pacific region is reported *not being able to explain climate change or global warming*, even though 65% noted that it was taught in school.

(UNESCAP, 2022)

Youth eager to take action

85% of global youths were keen to act to address climate change if they're given the necessary support, however, only 43% NDCs (Nationally Determined Contributions) position young people as drivers of change. (UNESCAP, 2022, UNICEF, 2021)





Lack of digital literacy

61% of young people aged 10-24 years old in ASEAN and 75% of them in Least Developed Countries in ASEAN were **not learning digital skills** at school. (UNICEF survey, 2021)

A four-month virtual programme equipping 200 youth* from Asia with awareness and knowledge of climate issues and core skills to develop digital solutions for climate change

Climate knowledge

Plenary session
Breakout sessions



Technical Upskilling

Digital skills workshops

Consultations

Learning guides



Climate Hack

Entrepreneurial skills

Problem-solving workshops Mentoring Pitching sessions



Networking opportunities

Collaboration platforms Team formation Sharing sessions

Challenge Themes

AFOLU Agriculture, Forestry, and Other Land Use



Ecological

How might we encourage How might we ways of using land that leverage economic policies reduce greenhouse gas and incentives to mitigate emissions and increase its and adapt to climate ability to absorb carbon? change

Transport



How might we move people and goods that minimise the use of fossil fuels and reduces greenhouse gas emissions?

Waste



How might we generate less waste, or manage and dispose of waste in ways that consume less energy and minimise emissions?

Natural Resource Management



How might we protect and restore our natural resources, especially carbon sinks such as forests and wetlands?

Who is organising Climate Hack?







Organiser

A not-for-profit organisation established in 1991 to bring global communities together for good



Mission: Uplift lives and create greater understanding between Singaporeans and global communities through shared ideas, skills, and experiences







Co-organiser

An entrepreneurial learning community for young leaders in Singapore and Malaysia

Mission: Raise the next generation of adaptive and resilient entrepreneurial leaders for the real world



Co-organiser

A regional non-profit organisation contributing towards an equitable and sustainable Southeast Asia

Mission: Create change through community development, capacity building, behaviour change, research and advocacy





Co-organiser

Social innovation hub bridging the gaps between existing skill sets and social impact

Mission: Provide a community that empowers social changemakers and forge a stronger impact ecosystem

Programme Activities



Delivered by up to 100 volunteers from Singapore

Volunteer roles

Roles	Description	Key dates	More information
Speaker / Moderator (Climate Conference)	Share your climate change expertise and experiences at a panel discussion or breakout session	7 Sep 2024	Page 9
Trainer (Problem-solving / Digital Skills)	Plan and conduct problem-solving or digital skills workshops for participants	22 Sep – 10 Nov 2024 (Selected Saturdays / Sundays)	Page 10
Facilitator (Problem-solving / Digital Skills)	Ensure effective communication and engagement among participants, guiding discussions to meet goals and learning outcomes	22 Sep – 10 Nov 2024 (Selected Saturdays / Sundays)	Page 11
Mentor (Solution Building)	Guide teams through ideation, prototyping, and pitch preparation phases while ensuring effective communication of progress	11 Nov – 10 Jan 2025 (~ 2 hours per week)	Page 12
Technical Consultant (Solution Building)	Offer consultations to teams for technical support on digital tools	11 Nov – 10 Jan 2025 (Depends on your schedule)	Page 13
Pitch Coach (Solution Building)	Offer feedback and insights on the pitches presented by teams	11 Nov – 10 Jan 2025 (Depends on your schedule)	Page 14
Judge (Pitch Evaluation)	Evaluate and offer feedback on the pitches presented by teams	12 Jan – 1 Feb 2025 (min. 4 hours)	Page 15
Event Support	Provide assistance with various event management duties	Flexible	Page 16

Speaker / Moderator (Climate Conference)

Climate Hack will kick off with a virtual Climate Conference on 7 Sep 2024, which will be open to the public.

Comprising a keynote speech, panel discussions, and breakout sessions, we aim to involve stakeholders from across industries and sectors to share their climate knowledge and experiences with participants.

As a speaker / moderator, you will speak or moderate a keynote, panel discussion, or breakout session at the Climate Conference.

Commitment

5 hours (estimated)

- Available on the day of the event i.e. 7 Sep 2024, Saturday. If selected, your plenary or breakout session will likely last between 45 minutes and 2 hours
- In the lead-up to the event, we will brief you about the programme, curate your session with the moderator and other speakers, as well as carry out a technical rehearsal
- You may also choose to continue sharing resources with participants on Discord throughout the programme from Sep 2024 to Feb 2025

Qualifications

 An understanding of climate science, policy, mitigation strategies, adaptation measures, or related fields, especially in Singapore and ideally Asia

Trainer (Problem-Solving / Digital Skills Workshops)

Following the Climate
Conference, participants will
attend a series of problemsolving and digital skills
workshops. These workshops
equip participants with
knowledge, skills and tools to
develop their digital solution for
climate change.

Workshops will run on Saturdays and Sundays between 22 Sep -10 Nov 2024, 1030-1230 SGT (time can be adjusted).

Topics include: Systems Thinking, Advocacy, Behaviour Change, Entrepreneurial thinking, Data Science and Visualisation, Artificial Intelligence, Web and Mobile App Development, Game Design, Storytelling, and Digital Marketing

*Dates are indicative and subject to change

As a trainer, you will plan and conduct a workshop in your assigned topic. We will work with you to develop the lesson plan and materials, and provide logistical support to carry out the session on Zoom.

Commitment

10 hours (estimated)

- Available during a three-hour time slot suitable for Asia. There is some flexibility in the dates, but it will be on a Saturday or Sunday
- In the lead-up to the workshop, we will brief you about the programme, discuss the lesson plan, as well as carry out a technical rehearsal
- You may also choose to continue sharing resources with participants on Discord throughout the programme from Sep 2024 to Feb 2025

Qualifications

Expertise in the workshop topic
 (Refer to the left sidebar for list of topics)

Do also consider volunteering as a technical consultant!

Facilitator (Problem-Solving / Digital Skills Workshops)

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As a facilitator, you will support the trainer in guiding discussions and activities, ensuring smooth communication, engagement, and participation during the workshop on Zoom.

Commitment

4 hours (estimated)

- Available on the day of the workshop
- In the lead-up to the workshop, we will brief you about the workshop, your tasks, and carry out a technical rehearsal

Qualifications

- Experience facilitating workshops/discussions preferred
- Familiarity with the workshop topic is a plus

Mentor (Solution Building)

After completing the workshops and forming their teams, participants will enter the Solution Building phase. During this phase, they will focus on ideating and prototyping their solutions, as well as preparing and recording a pitch for submission by mid-lanuary.

Solution Building phase will run from 11 Nov - 10 Jan 2025.

As a mentor, you will be expected to check in with the team weekly and provide general guidance and feedback to facilitate the team's solution building process. Mentors should not be directly involved in developing the solution.

Commitment

10 hours (estimated)

- You should be able to commit at least 2 hours per week between 11 Nov and
 10 Jan 2025 to communicate with your assigned team and the organisers
- In the lead-up to the Solution Building phase, we will brief you on your role and introduce you to your teams

Please note that being accepted does not guarantee that you will be matched with a team.

Qualifications

 Relevant work experience such as in product development, project management, design thinking, etc.

Technical Consultant (Solution Building)

After completing the workshops and forming their teams, participants will enter the Solution Building phase. During this phase, they will focus on ideating and prototyping their solutions, as well as preparing and recording a pitch for submission by mid-lanuary.

Solution Building phase will run from 11 Nov - 10 Jan 2025.

As a technical consultant, you will provide expertise and advice to teams seeking assistance with developing their prototypes through one-on-one virtual consultation sessions. Teams will register for available time slots on a first-come-first-serve basis.

Commitment

8 hours (estimated)

- You should be able to offer at least eight 30-minute time slots between 11 Nov and 10 Jan 2025
- In the lead-up to the Solution Building phase, we will brief you on your role, introduce you to your teams and coordinate your schedule and logistics

Qualifications

 Expertise in data science, Al, web/app development, game design, storytelling, and/or digital marketing

Pitch Coaching (Solution Building)

After completing the workshops and forming their teams, participants will enter the Solution Building phase. During this phase, they will focus on ideating and prototyping their solutions, as well as preparing and recording a pitch for submission by mid-lanuary.

Solution Building phase will run from 11 Nov - 10 Jan 2025.

As a pitch coach, you will offer feedback on teams' practice pitches, to help refine their presentation skills, narratives, and communication of the value and impact of their solutions. Teams will register for available time slots on a first-come-first-serve basis.

Commitment

10 hours (estimated)

- You should be able to offer at least two 1.5-hour time slots between 11 Nov and 10 Jan 2025
- In the lead-up to the Solution Building phase, we will brief you on your role, introduce you to your teams and coordinate your schedule and logistics

Qualifications

• Relevant work experience such as in entrepreneurship, business development, etc.

Judge (Pitch Evaluation)

Teams will have the opportunity to pitch their solution for a chance to visit Singapore on a Learning Journey.

To be considered for Pitch Day, teams must register by submitting a recording of their pitch. Recordings will be evaluated and scored by a team of judges between 12 Jan - 1 Feb 2025.

The top 10 teams will then be invited to pitch their solutions live on Pitch Day.

As a judge, you will assess and score an assigned number of team pitches according to a set of evaluation guidelines.

Commitment

5 hours (estimated)

- Available for at least four hours between 12 Jan and 1 Feb 2025
- In the lead-up to the Solution Building phase, we will brief you on the evaluation rubrics and process

Qualifications

• Relevant work experience such as in entrepreneurship, business development, etc.

Event Support

Event Management Support is crucial for coordinating logistics, communication, and engagement with hundreds of volunteers and participants involved in the programme.

Key sessions include: Climate Conference (7 Sep 2024); Workshops (22 Sep - 10 Nov); Solution Building (11 Nov - 10 Jan) and; Pitch Day (22 Feb 2025) As an event support, you will provide assistance with various event management duties such as participant/volunteer coordination, running Zoom sessions, community engagement on Discord, data management and other logistics preparation.

Commitment

Flexible

 Based on your interest and availability, we will outline and finalise your roles and responsibilities

Qualifications

- Strong organisational and communication skills, with attention to details
- Comfortable with digital tools, especially Zoom and Discord

Application Process

Application

Register your interest to volunteer via the SIF website

Review

The organisers will review your application, and may contact you for more information

Confirmation

If successful, you will be notified via email. This step may involve discussions to finalise details of your role

Onboarding

You will attend a briefing session online, be required to sign a letter of appointment*, and be onboarded to Discord

*except for Speaker / Moderator and other selected roles

Volunteer with us and support the drive towards climate innovation

Apply Now

Please email us at <u>climatehack@actsea.org</u> if you have further enquiries.