

UWC ISAK G10 Leadership Innovation Programme 2026-2027

Vision Statement

Our Grade 10 Leadership Program is a mission-aligned, experiential, and project-based curriculum that empowers students to become self-driven leaders and changemakers in a post-AI world. Through identifying what is important and needed in their communities and beyond, students engage in structured cycles of inquiry, design, and action. They develop leadership and entrepreneurial skills, working collaboratively with diverse perspectives, and learning to navigate complexity with resilience. Students build the capacity to think critically, communicate ideas effectively, and iterate through challenge and failure. They grow as ethical decision-makers with a deep awareness of sustainability and intercultural understanding, and the confidence to take informed, purposeful action to address real problems on both local and global scales. Students are expected to engage in iterative cycles of research, testing, reflection, and refinement throughout the programme.

ISAK Leadership Principles

Leadership is a Learnable practice.

We aim to develop transformational leaders who:

1. Identify what is most important and needed
2. Take action in the face of discomfort
3. Use diversity as a strength
4. Support others in this practice

Identify what is most important and needed:

- Identify a precise and meaningful problem
- Identify and understand a clear target audience
- User research, validate the problem with real data
- Analyse insights to define a clear problem statement
- Ideate and evaluate viable solutions

Using Diversity as a strength:

- Recognise and adapt to different leadership styles
- Contribute effectively to team dynamics
- Engage in constructive conflict and problem-solving
- Respond thoughtfully to multiple perspectives
- Leverage cultural differences to strengthen outcomes

Take action in the face of discomfort:

- Develop and test a Minimum Viable Product (MVP)
- Seek, receive, and respond constructively to feedback
- Iterate on ideas based on evidence and reflection
- Present ideas clearly to different audiences
- Take initiative to gather support and partnerships

Supporting others in this practice:

- Demonstrate empathy in all interactions
- Act with integrity and make ethical decisions
- Contribute to a positive, respectful team environment
- Recognise and leverage the strengths of others
- Support and encourage others to take initiative

ISAK Leadership Skills

Awareness

- Understands personal strengths, values, and areas for growth
- Demonstrates empathy and awareness of others' perspectives and experiences
- Recognises what is important and needed within broader social, cultural, and environmental contexts

Connecting

- Builds meaningful relationships with peers, mentors, and external partners
- Communicates ideas clearly and listens actively to others
- Uses research and user insights to connect problems, people, and possible solutions
- Collaborates effectively to work towards shared goals using diverse perspectives

Taking action

- Initiates ideas and follows through with purposeful action, including stepping beyond their comfort zone
- Develops and tests solutions through prototyping and iteration
- Responds to feedback and adapts approaches to improve outcomes while acting with integrity and care

Self Discipline

- Manages time, effort, and responsibilities effectively
- Demonstrates resilience and growth mindset when facing challenges or setbacks
- Maintains focus and commitment to goals over time
- Reflects on progress and uses this to improve future actions

Creativity

- Generates original ideas and explores multiple possibilities
- Applies creative thinking to solve real-world problems
- Builds on and develops the ideas of others
- Takes intellectual risks and is open to experimenting with new approaches

Role of Coach Facilitator - 2.5 day training at the start of the year (TBC)

- Guiding students through structured cycles of inquiry, design, and action, enabling student ownership rather than directing outcomes
- Using purposeful questioning and targeted feedback to extend thinking, deepen understanding, and support problem-solving
- Differentiating levels of scaffolding to progressively develop student independence and self-direction
- Creating a safe and inclusive learning environment that encourages risk-taking, iteration, and learning through challenge and failure
- Facilitating collaboration by supporting students to engage with diverse perspectives and work effectively in teams
- Applying and modelling consistent use of agreed programme methodologies (e.g. DEAR, SCAMPER, MVP development, validation processes)
- Promoting high standards of professionalism, ethical decision-making, and meaningful engagement with real-world contexts

Overview of course

Quarter 1 What is important and needed	Quarter 2 Define your project	Quarter 3 Create and test in the real world	Quarter 4 Share, Reflect and Grow
• Explore ISAK leadership principles and develop core leadership skills • Build awareness of self, others, and the local community • Develop self-awareness, leadership identity, and emotional intelligence • Build collaboration, communication, and conflict resolution skills • Understand global challenges and future human needs and identify opportunities for impact locally. • Develop connection, intercultural understanding and peacebuilding skills through team-building experiences and conflict resolution • Leverage the use of AI as a creative and critical thinking partner" • Learn and apply the fundamentals of Human-Centred Design through structured design sprints • Develop an understanding of how to communicate ideas effectively • Storytelling of your project through the eyes of the user.	• Identify a meaningful problem and target audience • Develop a clear problem statement and "How Might We" questions • Conduct user research (surveys, interviews) to gather real insights • Analyse findings to validate and deepen understanding of the problem • Generate and evaluate a range of solution ideas • Apply Human-Centred Design skills to develop a focused concept • Use AI as a creative and critical thinking partner to support research, ideation, and communication • Present initial concepts through a structured pitch to external mentor. • Work effectively in teams, managing different perspectives • Develop resilience and adaptability when refining ideas • Reach out to external mentor (WK12) • Initial meeting with mentor (WK15)	• Develop a project based on a validated problem and user need • Design and build a Minimum Viable Product (MVP) or prototype • Engage with external organisations, mentors, or target users • Test solutions in real-world or simulated contexts • Gather and analyse user feedback • Iterate and refine ideas based on evidence • Collaborate effectively within teams to manage roles and responsibilities • Demonstrate resilience and adaptability through challenges • Demonstrate leadership through collaboration, responsibility, and perseverance • Navigate challenges, setbacks, and team dynamics in real-world contexts • Meeting with external mentor ~WK19	• Refine projects based on testing, feedback, and iteration • Prepare and deliver a professional final presentation to an authentic audience • Communicate ideas clearly through evidence, storytelling, branding, • Evaluate the effectiveness/potential impact of the project • Identify opportunities for project continuation or further development • Celebrate achievements and contributions to the community • Reflect on leadership growth, decision-making, and personal development • Evaluate how leadership skills have contributed to project outcomes • Self evaluate your progress with the leadership goals • Pitch final idea to external mentor

G10 LEADERSHIP PROGRAM

UNIFIED FRAMEWORK FOR INNOVATION

One Framework. Every Student. Any Starting Point.



From curiosity to contribution. From ideas to impact.
This is how we grow future leaders who create real change.

STUDENTS COME FROM VERY DIFFERENT STARTING POINTS.



I have a
passion project



I want to
build a startup



I have no idea
where to begin

One unified and
sustainable framework
that works for all
learners—reducing
confusion for students,
coaches, and teachers.



1

START WITH YOU



Identify your interests,
passions, curiosities,
or problem space.

Examples

- Sustainability
- Healthcare
- Education
- Gaming
- Mental Health
- Sports
- Fashion
- and more...

2

LEARN & ANALYZE



Understand the landscape:
real problems, existing
solutions, users,
and opportunity gaps.

You'll learn

- What problems are real
- What solutions exist
- What users struggle with
- What gaps remain
- Where opportunities exist

3

RESEARCH REAL ORGANIZATIONS



Explore brands and
organizations already
working in your space.

These can be

- Companies
- Nonprofits
- Startups
- Schools
- Healthcare Institutions
- Advocacy Groups
- Social Enterprises
- Community Organizations
- and more...

4

SCAMPER REMIX (IDEA GENERATION)



Use SCAMPER to remix what
exists and generate idea leads.

- Substitute
- Combine
- Adapt
- Modify
- Put to other use
- Eliminate
- Reverse

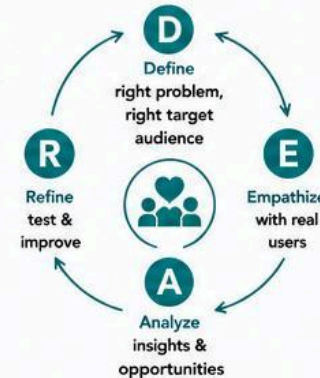
Outcome: Synthesized & Enhanced Concepts

- Synthesized idea leads from SCAMPER remix
- Integrated with your ideas, insights, and judgement
- Original, differentiated and higher-impact concept directions

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HUMAN CENTERED DESIGN (DEAR PROCESS)

Forge and refine your concept
into meaningful, real-world
grounded innovations.



Learners will produce:

- 1 MVP-Ready Concept Design
- 2 Solution Whitepaper (PRD)
- 3 Mock Website / Functional Prototype

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LEADERSHIP COMMUNICATION & PITCH FOR IMPACT

Turn your refined concept into a
clear, persuasive story that inspires
action and support.

- Frame the opportunity
Why this problem matters now
- Communicate the problem
Make it real and relatable
- Present the solution
How it works and why it helps
- Show differentiation
Why your idea stands out
- Build a powerful presentation flow
Lead your audience step by step
- Transform to an interactive
online pitch
Share your idea beyond the
workshop room



Outcome: A compelling pitch that
informs, engages, and moves people
to believe in your idea.

WHAT STUDENTS GAIN



Reality
Awareness



Strategic
Thinking



Empathy
User Focus



Empathy &
User Focus



Creativity
That's Grounded



Communication
Confidence



Agency &
Ownership



Real-World
Impact



OUTREACH & ENGAGEMENT (ONGOING SUPPORT)

Students and the school jointly reach out to organizations
in the chosen space for feedback, mentorship, partnership
opportunities, and real-world dialogue.