

FIVE-DAY IN-PERSON PROGRAMME • YEARS 10–13

HPAIR SOCIAL IMPACT LEADERS

by Harvard College Project for Asian
and International Relations



Five days. One real problem, chosen from your own community.
A solution that community can actually use

ABOUT THE PROGRAMME

**MOST STUDENTS LEARN
ABOUT THE WORLD'S PROBLEMS
FROM A TEXTBOOK.
THIS PUTS THEM INSIDE ONE.**



Over five consecutive days, in-person on your campus, teams identify a real issue in their own community, research it with the people affected, design and test a solution with real users, and pitch it to a panel of leaders. Every day ends with something made. Every number goes up on the wall. The issue shortlist is localised on Day 1.

WHO IT IS FOR

Years 10–13, no prior experience. It works for the student who already runs a club and the one who has never spoken in front of a room. Teams are mixed by year group and formed around issues and strengths, not friendships.



THE EXPERIENCE, AT A GLANCE

PROGRAMME DETAILS

PROGRAMME DATES

1-5 February 2027

FORMAT

**In-person at Kings' School
Al Barsha**

DURATION

5 consecutive days

ELIGIBILITY

Years 10-13

20 to 30 students/cohort
Teams of 4 to 5

FACILITATION

Dr. Jojo O' Driscoll-Kearny

Harvard Business Impact Faculty

RECOGNITION

**Certificate of Participation
by Harvard College Project for
Asian and International
Relations**

THE IDEA BEHIND THE PROGRAMME

REAL PROBLEM. REAL PEOPLE. REAL SOLUTION.

Social impact is not a topic students study for a week. It is something they do. Every team starts with a problem that exists in their own school or neighbourhood, spends the week with the people who live with it, and ends by handing those people something that works. The classroom is the community; the homework is the world outside the gate.

01

A PROBLEM FROM YOUR OWN COMMUNITY

Not a global headline. The issue shortlist is localised with the school before Day 1, so teams work on what is actually pressing where they are.

Support-staff dignity. Food waste in the canteen. Loneliness in Year 10.

02

LEARNED FROM THE PEOPLE WHO LIVE IT

Students leave the room and talk to the people affected empathy interviews, surveys, observations. They come back with quotes not assumptions

"I had never asked the cleaner her name. Now I know her story."

03

A SOLUTION THEY CAN ACTUALLY USE

A prototype tested with ten real users, changed three times, and pitched to the adults who can say yes. Then a 30-day action card to keep it alive.

Something a stranger can react to, not a poster.



"Every day ends with something made. Every number goes up on the wall."

The one rule of the week. No day is theory only; every day produces an artefact the team can show.

WHAT IT IS NOT

- A lecture series about global issues
- A poster competition or an essay
- A charity drive that ends when the week does
- A certificate for showing up

WHAT IT IS

- Five days inside one real problem, with the people it affects
- Research, design and testing done for real, on campus
- A public pitch to teachers, parents and a community leader
- A tested solution, a 30-day plan and a global challenge entry

THE FIVE-DAY JOURNEY: FROM PROBLEM TO PITCH

DAY BY DAY

Each day has one job. Teams arrive knowing what they must have made by the close, and the afternoon is always hands-on, on campus, with real people. Reflection closes every day.

1

SEE IT

SEE THE PROBLEM

Morning: Welcome, pre-survey and an energiser, then systems thinking, Five Whys and the Problem Tree. Teams form around the localised issue gallery, not around friendships.

Afternoon: Empathy interviews with staff and pupils across the school. The day closes with the Wall of Voices: what real people actually said.

THE FEELING

"This is not a textbook problem. It is in our corridor."

LEAVES WITH

A one-sentence problem statement backed by real voices.

2

UNDERSTAND

UNDERSTAND IT DEEPLY

Morning: Two truths and a stat, then surveys, observation and desk research that count. Stakeholder and power mapping: who decides, who is affected, who is missing.

Afternoon: A virtual guest practitioner in the hot seat and a data lab. Insight Boards go up before reflection.

THE FEELING

"The problem is bigger, and more human, than we thought."

LEAVES WITH

Three evidence-backed insights.

3

DESIGN

DESIGN THE SOLUTION

Morning: Worst possible idea, then How Might We, Crazy 8s and prototype types. Impact-versus-feasibility sorting and the Solution Canvas.

Afternoon: Build the prototype and a one-page budget. The Prototype Gallery lets every team see what the others made.

THE FEELING

"We are not describing a solution any more. We are holding one."

LEAVES WITH

Something a stranger can react to.

4

TEST

TEST AND ITERATE

Morning: The feedback gauntlet, a test protocol and the five-part pitch.

Afternoon: User testing round one with ten real users, then iterate, build the pitch and collect pledges. Pitch v1 is delivered to peers and scored on the rubric. An executive presence masterclass prepares the room.

THE FEELING

"Real users told us what was wrong. We fixed it. Three times."

LEAVES WITH

Evidence: a test log and three changes made.

5

LAUNCH

LAUNCH

Morning: The power minute, pitch coaching clinics with Dr Jojo, dress rehearsal and set-up.

Afternoon: The showcase to a panel of teachers, parents and a community leader, with an audience vote. Awards, 30-day action cards, post-survey and certificate distribution close the week.

THE FEELING

"Adults listened, asked hard questions, and took us seriously."

LEAVES WITH

Awards, a 30-day action card and a global challenge entry.

EVERY DAY

Energiser · skill masterclass · team studio · lunch · on-campus lab with real people · share-back · reflection journal. Runs 9:00 to 15:00 entirely on campus; nothing leaves the school site.

**MORE THAN A CERTIFICATE.
SOMETHING THEY CARRY FORWARD.**

WHAT STUDENTS WALK AWAY WITH



A Tested Solution + 30-Day Action Plan

Students leave with a solution they have developed and tested, along with a clear 30-day action plan to take their work forward.



Research, Design Thinking, Budgeting & Public Speaking Skills

Students build practical skills in research, design thinking, budgeting and public speaking by applying them directly to their project.



A Completed Project for University Applications

Each student completes a real-world project that demonstrates initiative, problem-solving and action - something they can carry forward into their university applications.



Certification

Certificate of Participation by Harvard College Project for Asian and International Relations, cosigned by Dr. Jojo.



The Confidence That Comes from Being Taken Seriously by Adults

By working with real people, real problems and real feedback, students develop the confidence that comes from having their ideas heard, challenged and taken seriously by adults.



ANCHORED TO LIVE GLOBAL ISSUES



**Climate and
environmental resilience**



**Plastic and single-use
waste**



**Food waste and
food insecurity**



Resource scarcity



**Youth mental health
and loneliness**



**Digital wellbeing and
screen time**



**Inclusion and
accessibility**



Dignity of support staff



**AI and the future
of work**

Each maps to a UN Sustainable Development Goal and a local action students can take this week.

BUILT FOR SCHOOLS. DESIGNED FOR REAL-WORLD IMPACT.

WHY SCHOOLS CHOOSE IT?



Seamless On-Campus Delivery

Runs entirely on campus, from 9:00 AM to 3:00 PM, with no off-site trips or complicated logistics. Students get an immersive experience while schools retain full control of the day.



Fits Your Existing Learning Frameworks

Naturally complements service learning, IB CAS, leadership and wellbeing initiatives, helping schools connect experiential learning with outcomes they already value.



Expert-Facilitated, Teacher-Friendly

Our facilitators lead the experience from start to finish. Teachers can simply observe, support students, or co-deliver selected sessions alongside our team.



Showcase the Work, Not Just a Certificate

Parents see what students actually created, tested and learned through a final showcase. The experience ends with something tangible students can proudly present.



Clear Impact, Delivered Quickly

The school receives a concise impact report capturing participation, student outcomes, project development and key observations- giving leadership a clear view of the programme's value.

THE FACULTY TEACHING THE PROGRAMME

DR. JOJO O'DRISCOLL-KEARNY



Harvard Business Impact Faculty and Hult Professor.

Former **Chief Learning Officer at Meta and Majid Al Futtaim**, with two decades of board, government, and C-suite advisory experience across five continents. Designed and delivered leadership programmes for **50,000+ leaders** worldwide - from Fortune 500 boards to government cabinets to founder cohorts navigating scale.

Combines **organisational psychology, brain-based coaching, and evidence-led practice** to drive measurable behaviour change. **World Economic Forum Council Member and GCC Government Advisor.**

DOCTORATE
PhD Leadership

WEF
Council Member

OXFORD
MBA-F

GCC
Govt. Advisor

HARVARD
Org. Psychology

GALLUP
Strengths Coach

META
ex-CLO

ICF
Executive Coach

SPECIALIST AREAS

Executive & Board Leadership

Organisational Psychology

Change & Enterprise
Transformation

Human-Centered Design &
Innovation

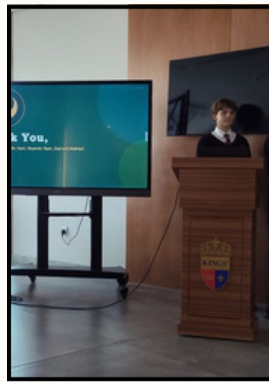
Cross-Cultural Global Teams

Evidence-Based Practice

***One faculty lead.
Twenty years of building leaders who ship.***

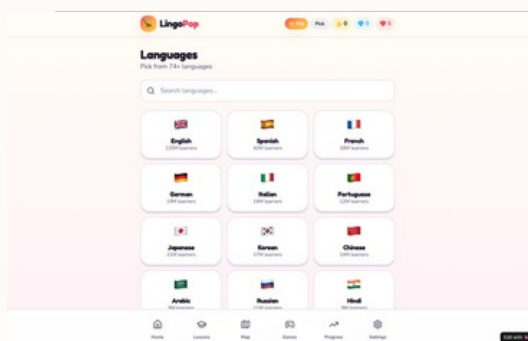
A LOOK BACK AT PAST PROGRAM EXPERIENCES WITH **DR. JOJO** AT
KINGS' SCHOOL, AL BARSHA.

MOMENTS THAT STAY WITH YOU



A LOOK AT PAST PROJECTS CREATED BY STUDENTS AT KINGS' SCHOOL, AL BARSHA.

IDEAS THAT MADE AN IMPACT

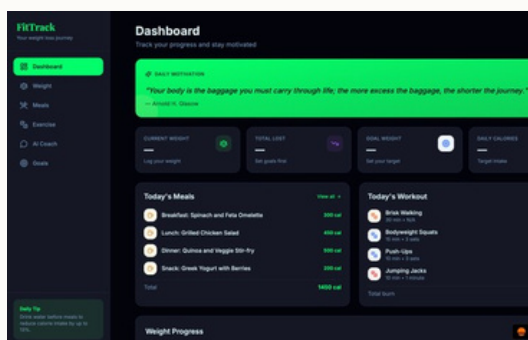


LingoPop

by J. Erradi

BUILT WITH:
Lovable · Claude API

Jana built LingoPop, a gamified language-learning app supporting 70+ languages and designed to make learning engaging and accessible.

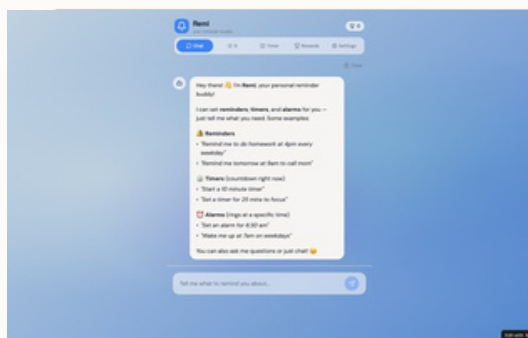


FitTrack

by M. Sohail

BUILT WITH:
Base44 · Health Analytics

Mustafa built FitTrack, an all-in-one AI-powered health and wellness app that personalises fitness, nutrition and exercise planning while tracking progress.

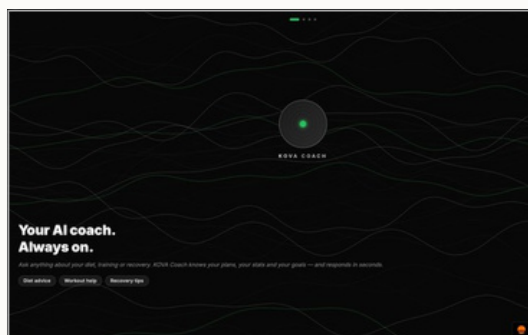


Remi Flow

by S. Walana

BUILT WITH:
Base44 · Health Analytics

Sharain built Remi Flow, a unified productivity app that combines reminders, timers and alarms with an AI layer to simplify time management for students.



Kova

by C.Jassim

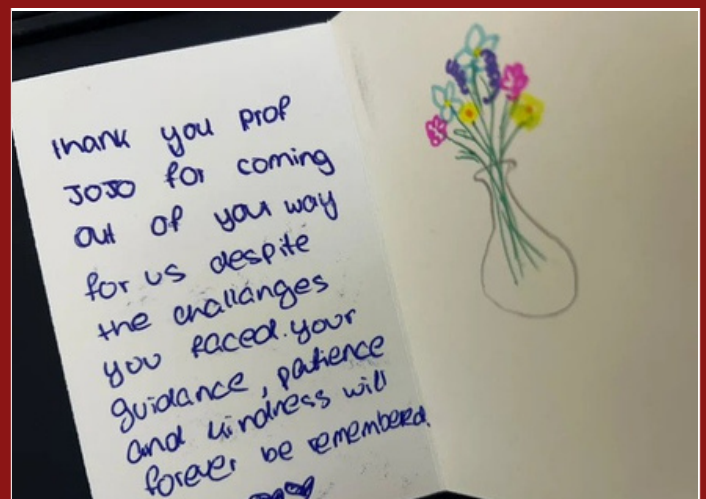
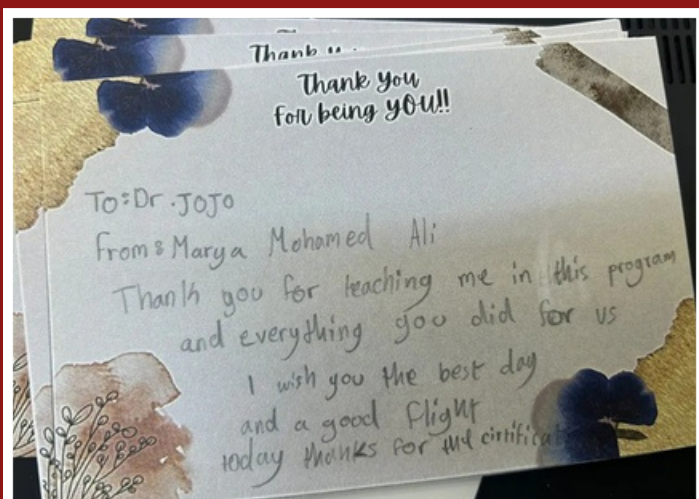
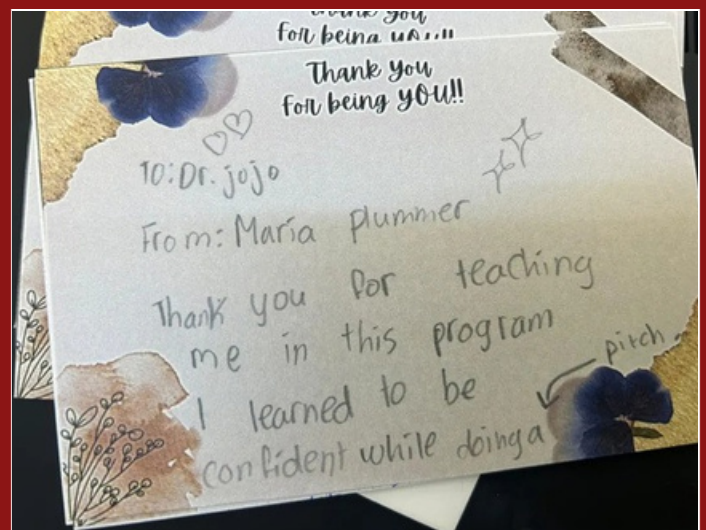
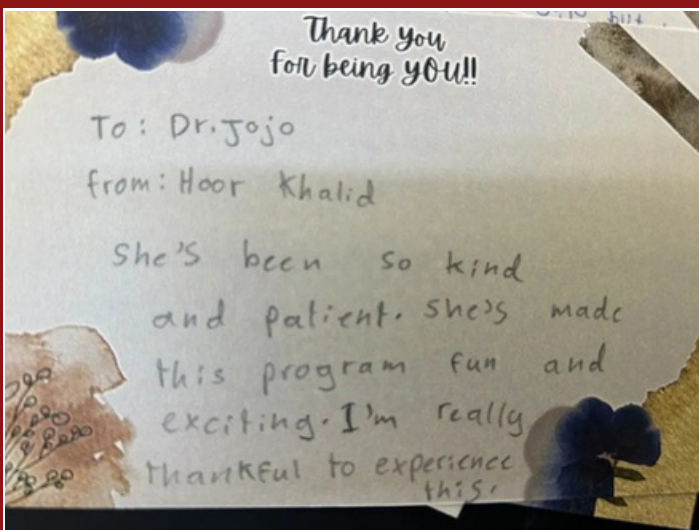
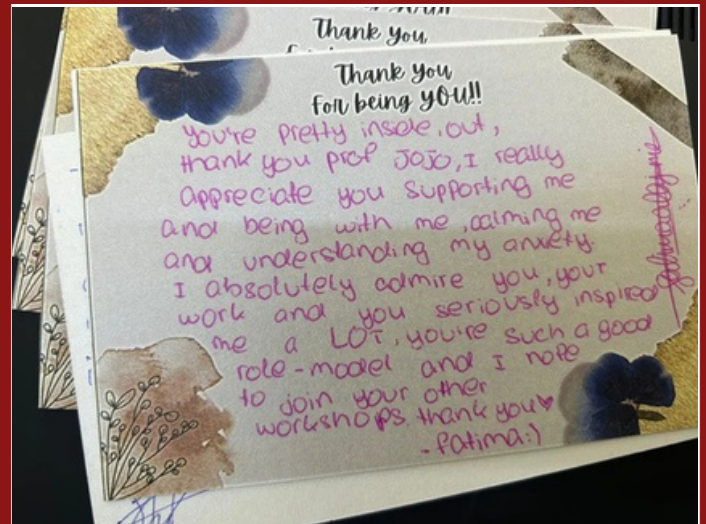
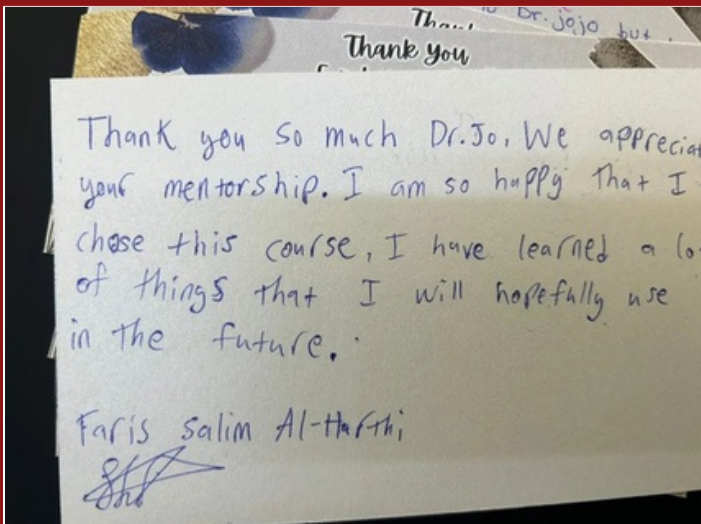
BUILT WITH:
Base44 · Health Analytics

Chouiter Jassim built Kova, an AI-powered health companion that unifies personalized nutrition, structured workouts, habit-building, and progress tracking into one holistic platform.

And many more...

THE WORDS STUDENTS CHOSE TO LEAVE BEHIND

HANDWRITTEN TESTIMONIALS FROM OUR STUDENTS



And many more...



HPAIR
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GET IN TOUCH WITH US



EMAIL

team@learnwithleaders.com



WEBSITE

www.learnwithleaders.com