WHAT IS DSG?

Hands-On Engineering: in Design Squad Global clubs, kids explore engineering through creative, fun-packed, high-energy activities.

The Design Process: Kids learn to use a series of tried-and-true steps to think through and work out a problem.

Partnership: They also have a special opportunity: the chance to work alongside a partner club from another country.

Global Competency: Kids learn more about their partner’s cultures, communities, and lives, deepening their awareness and interest in the wider world.
WHAT ARE THE BASICS OF RUNNING A CLUB?

**Program Length:** Choose between a 6-week or 12-week program

**Session Length:** Weekly 60-minute sessions (or longer, if possible)

**Ages:** 10–13 (can be adjusted for other ages)

**Size of Club:** 9–12 members is ideal

**Attendance:** Regular attendance required (not a drop-in club)

**Language:** Basic English proficiency needed for leaders and participants

**Technical Requirements:** Reliable Internet access and a device for taking photos and/or videos

**Supplies:** Inexpensive materials for hands-on engineering activities

HOW DO I PARTNER WITH ANOTHER CLUB?

**Partner Club Matches:** You’ll be paired with a partner club from another country and will run your club during the same time period—you will do the same sessions during each week.

**Communication between Clubs:** Partner clubs share their experiences and get to know each other through “partner exchanges”—emails, documents, scans, photos, and videos.
Qualifications and Background
No teaching background or familiarity with engineering needed—all you need is dedication and a passion for unleashing the potential of young people!

Resources for Leaders: The DSG Club Guide and the interactive DSG Leader Training include everything you need to run a club and work with an international partner.

A Co-Leader: Having a co-leader or assistant is highly recommended.

A Time Commitment
Preparation: About 60 minutes per week
Leading the Session: 60 minutes per session, plus a 30-minute setup
Partner Exchanges: 30 minutes after half the sessions

WHAT does it take to be a club leader?

Here’s how it works:

1. Sign up.
2. Get matched with a club from another country.
3. Take the DSG Leader Training.
4. Review the DSG Club Guide.
5. Get to know your partner club leader.
6. Recruit club members.
7. Lead your club!
Two Clubs to Choose From

The 6-week club is great if you’re new to engineering or are limited on time. The 12-week club is ideal for seasoned educators who have the time to offer kids more in-depth project-based activities. It also offers a more extensive cross-cultural experience.

6-Week Club

Four Engineering and Invention Activities
Introduce kids to engineering, invention, and the design process.

Three Partner Exchanges
Partner clubs share information about themselves, their countries, and their engineering activities.

Final Party!
Each partner club celebrates the last session with a party and watches videos or looks at photos of their partner club’s engineering projects.

12-Week Club

Part 1
Four Engineering and Invention Activities
Introduce kids to engineering, invention, and the design process (sessions 1–5).

Part 2
Partner Project
In teams, kids create their own original engineering projects (sessions 6–12). Partner clubs collaborate by sharing design ideas and giving each other feedback.

Six Partner Exchanges
Partner clubs share information about themselves, their countries, and their engineering activities.

Final Party!
Each partner club celebrates the last session with a party and watches videos or looks at photos of their partner club’s engineering projects.

Visit DSG at:
pbskids.org/designsquad/global

Have questions? Need more information?
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