



KEY

Enabling Factor:

Activities:

Outputs:

Outcomes

Evidence or assumptions

Ultimate Goal

Support Behavior change

Willingness to act in sustainable way

Awareness improve

Unconscious learning

Consistent learning

Children knowledge improve

Game based learning

Game based learning improve memorizing skill more 30% than traditional learning

The needs of creating an ecosystem that support learning experience that connect children between the subject and real life

A learning tool that can be used by all family members

Engaging Learning Experience

creative material that can engage and interact with the kids

Children only follow what actions & behaviors that adults surrounding them do

Lack of early environmental education in raising awareness