

CHALLENGE FOR CHANGE

IMPACT REPORT 2025 - 2026



Junior
Achievement
Isle of Man

Member of JA Worldwide

sponsored by





INTRODUCTION

The Challenge for Change programme is a new initiative, launched in April 2025, that provides Year 9 students with an invaluable opportunity to come up with an idea to solve a pressing environmental problem.

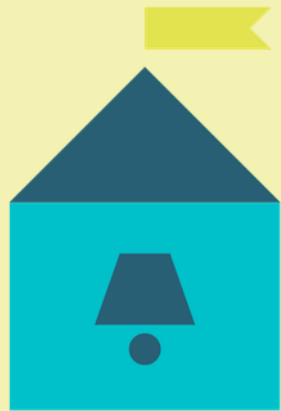
Each school holds a one-day event in the form of a competition. Students must work in groups using creativity, teamwork and problem solving.

With topics like food wastage, fast fashion, energy inefficiency and littering, the programme encourages students to explore innovative ways to make a difference in their community.

The day culminates with student-teams pitching their ideas to a panel of external judges made up of business leaders on the island.

This programme is kindly sponsored by Games Global, Chances for Change.

PROGRAMME FOOTPRINT



6 ISLE OF MAN HIGH SCHOOLS

The programme was delivered in 6 Isle of Man High Schools: Queen Elizabeth II High School, St. Ninian's High School, Ballakermeen High School, Ramsey Grammar School, Castle Rushen High School and King William's College.



769 STUDENTS

The programme was delivered to 33 classes covering 769 students.



4,614 CONTACT HOURS



66 VOLUNTEERS

66 volunteers from different industries in the Isle of Man donated 396 hours.

STUDENT FEEDBACK

After completing the programme, randomly selected classrooms from each school received feedback forms. These feedback forms help the Junior Achievement team evaluate the relevance of the programme and to look for areas of improvement.

FEEDBACK RESULTS

69.5%

of the students had considered environmental problems and the impact on our world before the programme.

71.5%

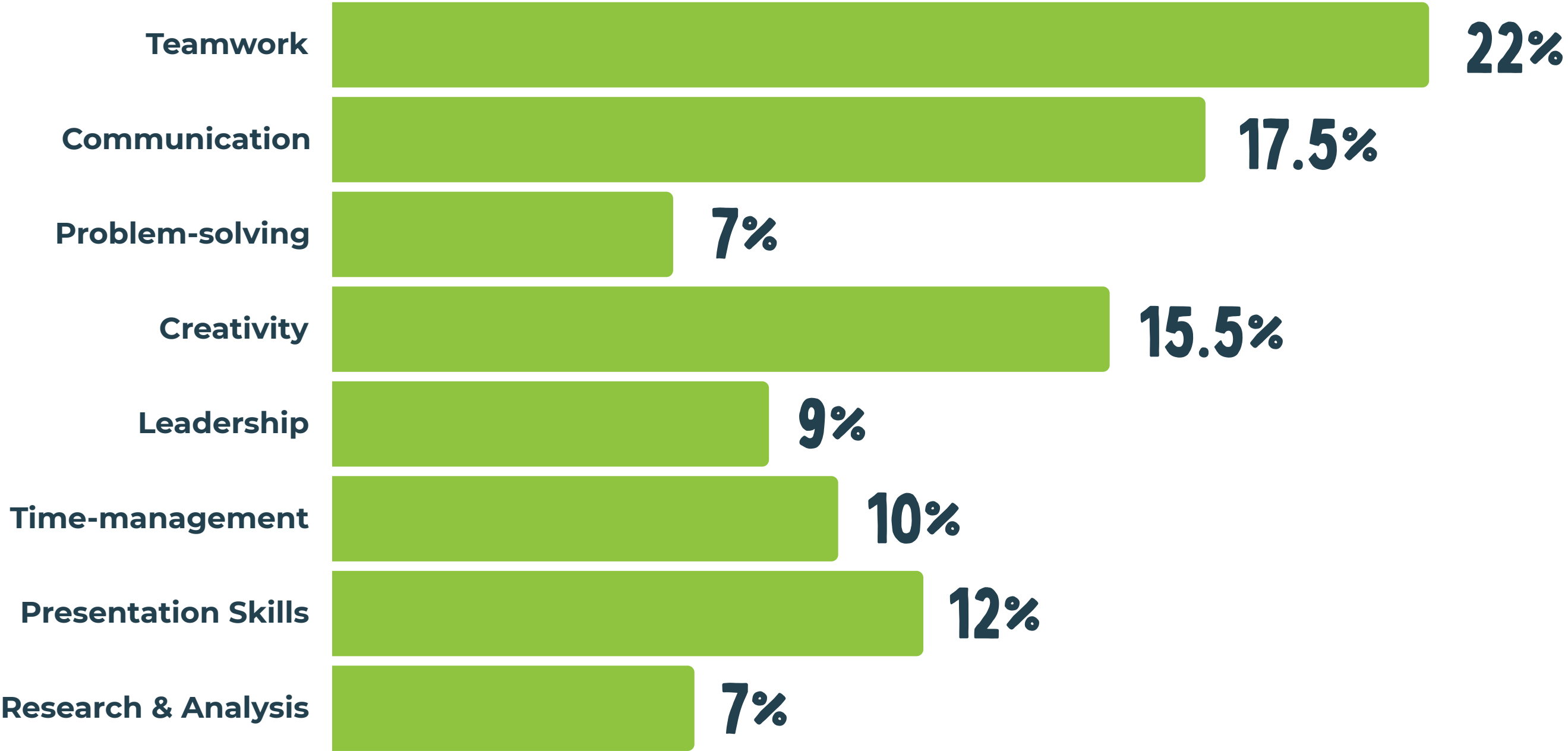
of the students expressed said they felt as though they could make a difference to environmental issues after the programme.



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WHICH SKILL DO YOU FEEL YOU HAVE DEVELOPED THE MOST AS A RESULT OF YOUR EXPERIENCE?



THE CHALLENGES...

What aspect of today did you find most challenging?

Presenting in front of
the class

Not working with
friend group

Coming up with
an idea

Time management &
organisation

Research



AFTER COMPLETING THE PROGRAMME...

Students wrote down topics they would have liked to have covered, or covered more deeply, for us to take forward. Each sticky note represents a wider set of similar student suggestions within that category.

Climate change

*Sustainable
energy*

Fast fashion

*Endangered
species*

*Greenhouse
gasses*

Over-population

Global warming

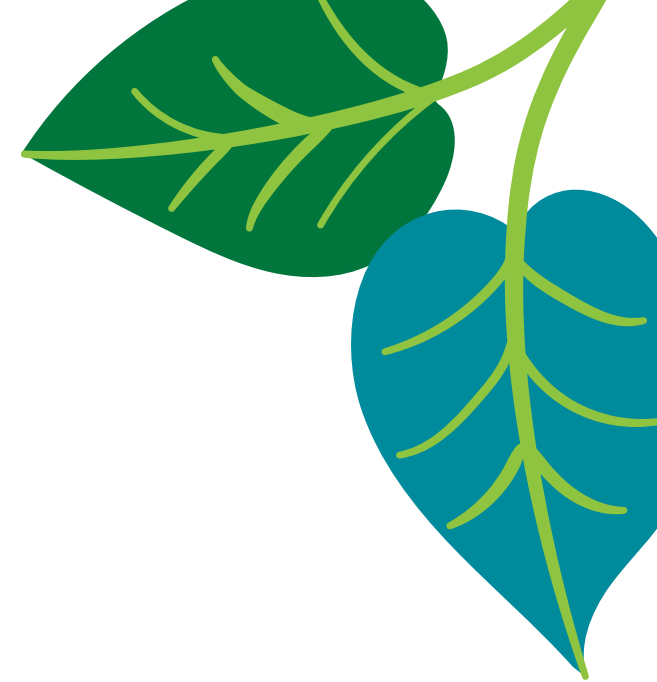


INTERSCHOOL FINALS

The winning students from all 6 schools showcased their innovation and passion for sustainability at the Challenge for Change Interschool Final, held at the Games Global Head Office.

Ballakermeen High School team 'Low Expectations' took the win with 'Scan Chef' - an app designed to help families and university students reduce food waste by making the most of the food they already have. Despite their ironically named team, they certainly exceeded expectations with their winning idea!

Beyond environmental awareness, students developed key life skills such as teamwork, research, time management, presentation, and creative thinking, making the experience both enriching and memorable.



ABOUT JA ISLE OF MAN

Junior Achievement Isle of Man is a Manx Registered Charity (No. 665). Incorporated in the Isle of Man as a Company Limited by Guarantee (No. 073989C).

We are the Island's leading educational charity helping young people to develop skills for the workplace. JA Isle of Man is a member of one of the world's largest youth-serving non-profits, JA Worldwide.

Reaching more than 10 million young people, JA Worldwide is one of few organisations with the scale, experience and passion to build a brighter future for the next generation of innovators, entrepreneurs, makers and managers.

DO YOU WANT TO LEARN MORE ABOUT JA ISLE OF MAN?



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