FREE FOR YOUTH

365GIVE YOUTH RESOURCE LIBRARY

The

Youth Guide

Free resources and activities that turn giving into action while building **real-world skills, leadership and impact.**

GRADES 6–12

Flexible for individual youth, schools, clubs and youth groups.

24 FREE RESOURCES

Activities, challenges and service projects to use throughout the year.

REAL-WORLD EXPERIENCE

Build skills, volunteer hours and create measurable impact.

WELCOME

01 Your Ideas. Your Actions. Your Impact.

GRADES 6–12

You don't have to wait to make a difference. Your ideas, skills, interests and experiences can make an impact right now. Let's get started.

> **The 365give Youth Leadership Library was created to help you do it.**

The 365give Youth Leadership Library is a **free collection of 24 hands-on service-learning activities for youth in Grades 6–12.** The resources help you turn giving into action while building leadership skills, gaining real-world experience, contributing volunteer hours and creating measurable impact.

Use the library on your own or with friends, a club, youth group or class. You'll find activities, service projects, team challenges, leadership and résumé-building tools and seasonal initiatives to use throughout the year.

BUILT FOR
YOU
Choose what matters to you and take action your way.

BUILT FOR
TEAMS
Work together, combine strengths and discover what you can accomplish together.

BUILT FOR
LEADERS
Build skills, gain experience and learn how to turn ideas into action.

YOUR LEADERSHIP JOURNEY

02 Build Your Impact: One Step at a Time

GRADES 6–12

Leadership isn't something you learn from one activity. It grows through experience. Each time you take action, work with others, solve a problem or try something new, you're building skills you can use now and in the future.

UNDERSTANDING | PERSONAL ACTION | TEAM BUILDING | REAL-WORLD EXPERIENCE | LEADERSHIP | LARGER IMPACT

01 UNDERSTANDING
Explore what giving means, why it matters and how small actions can create change.

02 PERSONAL ACTION
Put it into practice. Choose how you want to contribute and begin tracking your impact.

03 TEAM BUILDING
Work with others, combine strengths, solve problems and discover what you can accomplish together.

04 REAL-WORLD EXPERIENCE
Take on challenges and projects that ask you to research, plan, make decisions and act in your community.

05 LEADERSHIP
Discover your strengths, find your cause, pitch ideas and recognize the skills you're building.

06 LARGER IMPACT
Use what you've learned to lead projects, use AI for good, start a club and take action on issues that matter to you.

Start at the beginning and build through the library over time.
Each experience prepares you for the next.

03 WHAT YOU CAN EXPECT

What You'll Build Along the Way

GRADES 6–12

Every activity, challenge and project gives you an opportunity to make an impact while building experience you can use at school, at work and in life.

FOR YOUTH

REAL-WORLD SKILLS

- Leadership
- Teamwork
- Problem-solving
- Creativity
- Planning & organization
- Communication
- Digital & AI literacy
- Critical thinking

EXPERIENCE YOU CAN USE

- Volunteer & service hours
- Résumé experience
- Job applications
- Volunteer applications
- College/university applications
- Interview examples
- Leadership experience
- Community involvement

HAPPINESS & IMPACT

- Build connection
- Develop purpose
- Strengthen belonging
- Experience positive emotion
- See your progress
- Understand your impact
- Build confidence through action
- Make a difference that matters to you

What you do today becomes experience you can take with you tomorrow.

FOR TEACHERS & SCHOOLS

The Youth Leadership Library provides ready-to-use service-learning activities that can support curriculum, student leadership and real-world learning.

LEARNING CONNECTIONS

- Service Learning
- Social-Emotional Learning
- Global Citizenship
- Career Education
- English Language Arts
- Social Studies
- Health & Wellbeing
- Digital & AI Literacy
- Arts & Creative Learning

WHO'S IT FOR

- Classrooms
- Leadership programs
- School clubs
- Student advisory council
- Volunteer programs
- After-school programs
- School-wide initiatives
- Community groups
- Youth Organizations

WELL-BEING & SEL

- Self-awareness
- Self-management
- Social awareness
- Relationship skills
- Responsible decision-making
- Empathy and perspective-taking
- Belonging and connection
- Purpose and motivation
- Confidence through action

MAKE THE CONNECTION

When using an activity ask the big questions: What are youth learning? What skills are they practising? What real-world experience are they gaining? How can they reflect on or demonstrate that learning?

04 TRACK · REFLECT · GROW
See How Far You've Come

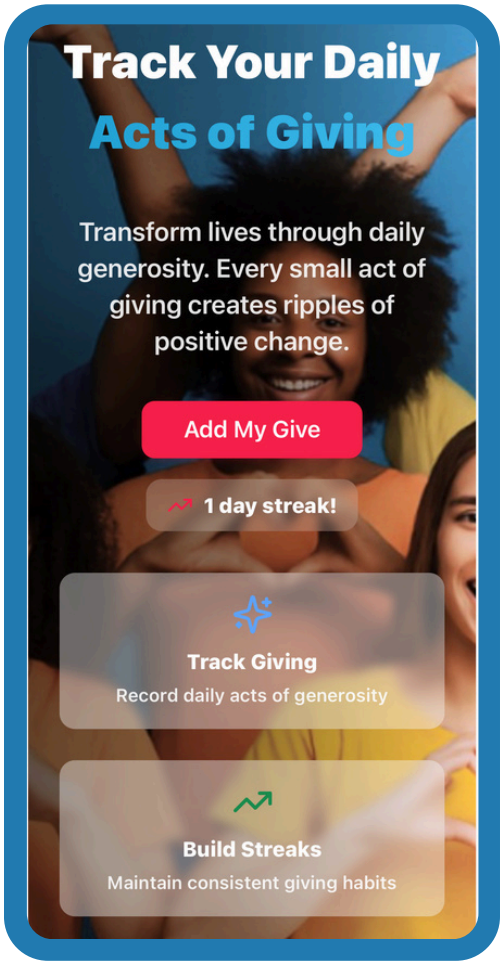
GRADES 6–12

Impact isn't only about what you do. It's also about what you learn, the skills you build and what you choose to do next. The free 365give Impact Tracker gives you one place to keep track of it all.

1
TAKE ACTION
Complete activities, challenges and service projects that matter to you.

2
TRACK & REFLECT
Record your acts of giving and volunteer hours. Notice what you're learning along the way.

3
KEEP BUILDING
Use your experience, set new goals and decide where you want to take your impact next.



FREE. EASY. POWERFUL.

- Track acts of giving
- Record volunteer hours
- Build giving streaks
- Get new ideas every day
- See your impact grow

START TRACKING

365give.ca/Impacttracker

This Is Just the Beginning

Every big change starts somewhere. An idea. A choice. One person deciding to act.

The world doesn't need you to wait until you're older to make a difference. It needs what you can contribute right now.