Appendix B. Examples of Participants' Projects

Project Format	Project Image	Project Description	Foregrounded Disciplines
Model		Youth created a dynamic model of the greenhouse effect. They programmed LED lights to change color when a temperature sensor reached a certain level. Youth designed and created 3-D printed model trees.	Computing and science
Cartoon	FOOD RIGHTS IF WE CONTINUE THIS 2030 WILL LOOK LIKE More Foot Page of Continue This 2030 WILL COOK LIKE SOLUTIONS ACCESSAGE Community gardens Page of Continue This 2030 WILL Cook Like	In the format of a cartoon, youth created a public service announcement (PSA) about local food rights.	Science and visual arts



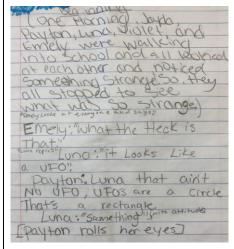
Youth created and filmed a documentary about the local effects of gentrification. Students engaged in qualitative research to create their documentary (e.g., creating interview questions, conducting interviews, analyzing interview data).

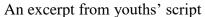
Social science and performing arts



Youth created a vision board for the design of various social-justice-driven apps (e.g., translation app, time-machine app). They programmed LED lights for their board to simulate the appearance of apps on a phone or mobile device.

Computing







Costume design artifact



Staff members performing youths' play in costumes created by youth

Youth created a script for a play featuring a "squad" of five middle-school-age female characters who travel to the future to witness the effects of climate change on their local community. Youth designed and created costumes for each character and coded LED lights to accessorize the costumes. Youth cast and directed staff members to act out their play.

Computing and performing arts