YouthBuild Providence Problem Script

Mike: What we're going to be working on over the next few weeks is a team project about homelessness and freedom. There are currently about 84,000 Americans experiencing chronic homelessness on any given night in America. We're asking you to develop possible solutions to the problem of homelessness or how can we house the homeless with little to no effect on the environment?

So your project is to design and build a model of a small structure that has little or no effect on the environment, that is, a green building. It needs to meet the basic needs of water, electricity, heat and so on for the people who live in it. The home should be able to house at least tow people in as small a footprint as possible.

You'll also need to research if others have had similar ideas to yours and how effective their projects have been. If they weren't effective, how is your solution different?

Justin: What do you mean by green building?

Mike: I mean that it's sustainable, that is, it will be built with the least impact on the environment using recycled content and perhaps powered by renewable energy.

Tierra: Do we need to create a budget?

Mike: Yes, you'll have to put a budget together and also try to find people and organizations to fund your project. No matter how good your idea, if you don't have funding it won't happen.

Leslie: Is there a maximum budget?

Mike: No, but you have to realize that you'll need to find the money to build the project. So you need to think about "How can I do this as cheaply as possible but still have a nice living space?" If you're building a nomadic structure you don't want to spend more than a few thousand dollars. If you're building a fixed structure you'll have to buy land and that will add to the cost.

Victor: What should our presentation include?

Mike: Think of it as a sales pitch for your solution, making a case for prospective funders about why your idea works. It needs to explain the problem and provide details about your solution. It should including a budget, blueprints, a scale model and how you expect your solution will impact the problem.