



THE NEW ENVIRONMENTAL
**GRIDIRON
GREEN**
DEFENDER OF THE EARTH!™

Comic Book,
Curriculum &
Gamification

DESCRIPTION

Our Most Popular Program Highlights Our Gridiron Green Comic To Educate Kids And Teens About The United Nations Sustainable Development Goals. We Are On A Global Mission To Empower Our Next Generation Of Environmental Leaders. We have been working in collaboration with Unicef and Comics Uniting Nations to broaden our audiences and leverage a global platform, creating larger impact and engagement across diverse communities.

In short, this program Educates our youth on environmental problems and the impact, Expands their knowledge to make practical changes to save our planet, and Empowers them to take charge and make a difference.

COMIC

Gridiron Green is a sports and environmental sustainability comic book based upon the life of NFL athlete and activist, Ovie Mughelli. The comic book series is dedicated to reaching middle and high school students of diverse populations and income levels through the common denominator of the love of sports.



WRITTEN CURRICULUM

This STEM-focused curriculum follows our comic heroes through interactive curriculum referencing the graphic novel. This will not only help to engage thousands of youth across the nation but will be built into lesson plans as each edition of our Comic is produced, reaching public schools in 2020!



DIGITAL CURRICULUM

With the support of our technology partners, we now offer a STEM curriculum in digital form, enhancing our ability to collect data and encourage schools to adopt a higher engagement curriculum across our nation. Our exclusive and original Tutorials collection features hundreds of interactive, standards-aligned lessons for grades 6 through 12.

Walking students through English language arts, math, science, and social studies. Our self-paced, mobile-friendly lessons feature animated content, full narration, and interactive practice. Students, parents, and teachers use Tutorials for remediation, review, accelerated learning, stations, and whole-class instruction.



GAMIFICATION

Our interactive App & Avatar Game options are geared to teach specific STEM concepts, and help engage the user through interactive actions and cultivated experiences that highlight these concepts. These are in support of our other curriculum efforts but can be utilized in conjunction or separately depending on sponsorship objectives and alignment.

Our mission is to educate and inspire the next generation of environmental leaders thru sports entertainment and technology. Currently, the environmental movement has a diversity issue that will not be fixed unless we do something different. We are confident that our programs can bring more diversity into the green space and allow everyone to be a part of the solution.

The background of the entire image is a soft-focus green, likely representing foliage. In the center, a hand is shown holding a single green leaf. Overlaid on this scene are several white circular icons connected by thin white lines. The icons include: a sun with rays at the top; a wind turbine on the left; a factory with smokestacks on the right; a water drop on a leaf on the bottom left; a corn cob on the bottom right; a recycling symbol at the bottom left; and a flame on the bottom right. The central text is contained within a white rounded rectangle with a green border.

The Issue

Environmental issues have become a growing concern for people around the globe. Climate change has contributed to wide-ranging environmental damages and has affected the health, ecological balance, and climatic conditions across the globe. The lack of education and adoption of sustainable living, business, and industrial practices are leading to the depletion of Earth's resources and minerals, as well as degradation of the environment.

A diverse group of smiling students in a school hallway. The students are of various ethnicities and ages, all looking towards the camera with positive expressions. They are dressed in casual attire like t-shirts and jeans. The background shows a brightly lit hallway with lockers and doors.

The Impact

Students from all walks of life need to be able to answer the question, “How does this affect me, my family, and my community?” whether they are in urban, suburban, or rural communities.

Educate and inspire the next generation of environmental leaders by supporting the distribution of Gridiron Green comic books and supporting curriculum into schools. Help youth from underrepresented communities gain knowledge about the UN Sustainable Development Goals, and develop the skills necessary to succeed in the 21st century, technology-driven economy.

The How

Partner with The Ovie Mughelli Foundation to distribute Gridiron Green comics and supporting curriculum within the public-school system, as well as after school programs and youth programs at NPOs such as the Boys & Girls Club of America.

Explore the opportunity to:

- Co-brand a comic book edition and align on a specific UN SDG
- Sponsor a School to receive written and digital curriculum
- Co-brand a digital lesson plan aligned with a UN SDG
- Sponsor our gamification application or video game, with exclusive Branding within a level of the game
- Run a volunteer Reading Day, to engage employee volunteers



THE OUTCOMES

Work with the OMF to have a direct and positive impact on public schools and their STEM programs, environmental stewardship and educational programs, as well as exposure to environmental health and sustainability initiatives worldwide that will increase the quality of children's lives, now and in the future.

WHO WE ARE

The Ovie Mughelli Foundation is a 501 (c) 3 federal tax-exempt organization that supports the social, mental, and physical development of youth.

The OMF developed the Gridiron Green concept and comic to engage black and brown youth in efforts for a more sustainable earth.

The foundation is based in Atlanta, Georgia.



WHAT WE DO

We leverage our partners' global platform, reach, and unified mission to maximize exposure and create awareness of environmental actions and their impact on the world. The foundation's five signature initiatives use the popularity and fun of sports, entertainment, and technology to educate youth about the UN Sustainable Development Goals, inspiring them to take action. Ovie places particular focus on reaching vulnerable underserved communities since they are disproportionately affected by climate change issues, yet tend to be the least informed about the risks.

