



## Activities and Projects Updates Summary

Submitted by:

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**NETForce Meeting Date: September 23, 2016**

**Please provide a bulleted synopsis of major activities and projects in which you or your organization are engaged that you would like to share with the group.**

### **Existing Youth Entrepreneurship Programming**

**EntrepreneurShip Investigation (ESI) – <http://esi.unl.edu>**

- EntrepreneurShip Investigation (ESI) is an exciting, interactive, and comprehensive curriculum project designed for youth, ages 10-19. ESI uses a variety of tools to help participants develop their entrepreneurial skills and find their business niche. Through exciting activities, case studies and current technology, participants are transformed into budding entrepreneurs! After completing all levels of the curriculum, youth will have the skills and tools to start their own business, as well as have a completed business and marketing plan – the “road map” to the entrepreneur’s success.
  - In 2015, nearly 270 youth gained skills and the desire to explore business as a career option during one of 19 EntrepreneurShip Investigation (ESI) summer camps.
    - 137 business plans were created with about half of the young entrepreneurs selling their products and services at different youth sales events held throughout Nebraska.
    - 27 micro-businesses were created.
  - The ESI curricula is now offered in 48 states and in countries such as Costa Rica, Brazil, and Bangladesh. Colorado held 30 camps with 230 youth.
  - Addition youth activities were provided to 314 students in competition, mentoring challenges and other entrepreneurship activities.

### **Dream, Design, Deliver – a 3-D Blueprint for Innovation and Entrepreneurship**

- Blueprint is a **new**, entirely digital, experiential high school entrepreneurship curriculum. Youth will learn what it takes to become an entrepreneur and develop a dynamic business plan through their exploration of Blueprint. The curriculum is delivered online via tablets or computers and includes videos and hands-on activities. A new and exciting feature of this curriculum is the dynamic sketch file (business plan), which is aggregated throughout the curriculum.
  - In 2015, Blueprint was offered 28 times with 245 youth enrolled. All youth completed a business plan as a result of their participation.
  - The curriculum continues to grow as an in-school course offering.

### **LEAP - Learning Education Action Plan**

- LEAP was developed to help youth understand various career opportunities in the Nebraska career Education Career Fields and Clusters. It was developed with the Nebraska Department of Education and helps youth build a strong foundation for any career path. Entrepreneurship is an “umbrella” unit because it can apply to every possible career path.

### **Community Connections**

- Community Connections is all about finding youth in the community who either are learning about, or would like to learn about entrepreneurship and connecting them with opportunities to start their own business in their own community. Connections helps a community to be supportive of new entrepreneurial ventures through setting goals, developing plans of action and implementing those plans.

### **New Programming to be piloted/delivered in Fall 2016/Winter 201**

#### **Tinker, Explore, Create (TEC)**

- TEC is an interactive, makerspace-type learning experience for 3-5<sup>th</sup> graders. The TEC box will have 3-4 entrepreneurship lessons and a themed “kit” to go with the lessons. The goal is to ignite an entrepreneurial spark at elementary level and start growing excitement around entrepreneurship. TEC will be a “turn-key” curriculum for an in-classroom experience.

#### **InVenture Day**

- Inventure day will be an entrepreneurial experience targeting 5-8<sup>th</sup> graders. InVenture will include pre-program lessons and a 5-6 hour program for delivery within the school or off campus. Students will turn widgets into products, go through factory stations such as logo creation and marketing jingles, and interact with entrepreneurs to get first hand insights into business ownership. At the end of the day, students can share their ideas at a quick pitch competition.

#### **Startup Sprint**

- Startup Sprint is a team-oriented entrepreneurship experience targeting high schools students. Extension Educators work with teachers in the classroom over the course of several weeks to implement the curriculum and students have a chance to take an idea to startup including real market research.