

# ENTREPRENEUR



# SCHOOL

## SUMMER GAMES 2016

### Program Summary

Feb 2016



# Executive Summary

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## **Social Mission**

Use the best of technology and information literacy to train today's students to become tomorrow's character driven leaders of the global workplace.

## **The Opportunity**

The education system needs to be engineered to meet the demands of the 21<sup>st</sup> century. Students are struggling in their attempt to recognize the practical application connected to daily lessons. The subject matter doesn't seem relevant to them therefore they are increasingly disengaged.

We have created a scalable solution to this problem - a kid-driven, game-based online learning environment in which students begin to recognize the real world applications to what he or she is learning in the classroom. We offer a "real world school" layered on top of the traditional school schedule. Our program provides opportunities to immediately practice what has just been taught throughout the school day. How? Through a global game of entrepreneurship and collaboration. The Entrepreneur X-school, powered by Woogi Create, will bring 21<sup>st</sup> Century, kid-driven, game-based education directly to the student. The result: empowered students who become great leaders of family, community and countries worldwide.

Teaching primary students the essentials of entrepreneurship is transformative on many fronts:

- The X-school platform teaches young children how to become entrepreneurs through experience in a global, virtual community.
- When students are doing something they love, they become voracious, self-motivated learners.
- The “economic pie” is expandable – work for win/win scenarios.
- Create a “balanced wealth” – financial, health & wellness, character.
- Team building is essential – help others.
- “Stewardship” of all resources – human, information and environmental.
- Values driven leadership ensures sustainability.
- Become a global collaborator.

**Bottom line: kids learn exponentially more at less cost.**

## **THE ENTREPRENEUR X-SCHOOL PROGRAM**

The main objective of the Entrepreneur X-school is to maintain the student's learning momentum throughout the summer vacation and into the school year. Many students experience the "summer slide" and even those that don't could be progressing more than they are. The model is based on a kid-driven platform where teacher/coaches monitor and motivate the students when needed. When students are engaged in learning things that are relevant to them, just 30-60 minutes a day can deliver a powerful increase in their academic success.

The program will be offered to students in selected school districts around the world. It will not be presented as "summer school" but instead a "summer games" in a virtual "X-Games-like" daily events where other students around the world play and collaborate with each other.

Over the years the Woogi learning platform has demonstrated quantifiable results that have been studied by organizations like Harvard University and published in game-based learning journals. We have run summer programs for two years and the data shows that students will participate in our platform and learn for an average of 43 mins per day. This relevant and engaging learning time is the key to not only stemming the summer slide, but reversing it.

Students will be required to enroll in the California Prep summer school, which includes the Entrepreneur X-school in addition to other online school curriculum and programs.

Entrepreneur X-school is a two-month program that can very easily be extended to the rest of the school year as an extended learning program delivering an additional 30-60 minutes per day of CTE framework application.

**THERE IS NO COST FOR THE ENTREPRENEUR X-SCHOOL TO THE DISTRICT AS IT IS STATE FUNDED.**

The state will pay California Prep for the complete program which includes online mentors and coaches. This state funding will come through the California Prep contract as a new "showcase" curriculum that drives the adoption and delivery of the California Common Core Standards and other frameworks such as CTE, CDE and ELA/ELD.

**Educational Context:**

It is an exciting time for Education and that includes California! One of the reasons for this excitement is the official call for an “integrated approach to instruction.” The English Language Arts/English Language Development Framework for California Public Schools exemplifies this powerful approach. The overview calls upon educators to complement the ELA/ELD Framework “with the Model School Library Standards (CDE 2011c) [and] the Career Technical Education Framework (CDE 2007)” when considering “instructional planning, assessment, and curriculum development.” The framework and our state standards in multiple core content areas now require our students to accomplish more than the regurgitation of facts, but the need to be able to research any area of inquiry (Model School Library Standards) and apply that knowledge to practical, real world context (Career Technical Education Framework).

**The Challenge:**

Currently we have an entire generation of educators and school leaders who have not been equipped to instruct students how to conduct research, and we have very few examples of how to seamlessly integrate the fifteen different Career Technical Education sectors into the core context areas – and non-existent in the K-6 space. The focus on content has been so singular that the “silo mentality” is difficult to overcome. There has been some advancement in introducing CTE education but only a few sectors are offered and generally to secondary students. And within the CTE context research skills are often not included. Both of these areas are desperately needed to make sure that students are College (MSLS) and Career (CTE) Ready.

**Breakthrough Effort:**

The Woogi learning platform and Entrepreneur X-school brings together both the Research Skills and the Career Technical Education Framework for all students including the primary and elementary students, in such a way that it accomplishes the “integrated approach” the ELA/ELD Framework calls for, with no CTE sector left behind. In fact, students are equipped with essential entrepreneurial skills that are needed in all sectors. A solid entrepreneurship program with integrated 21<sup>st</sup> century skills becomes a common foundation throughout all sectors. This “relevant” learning becomes a catalyst that motivates the student to use the academic knowledge they are acquiring in their school classrooms and apply that knowledge to their real world.

<b>Sectors</b>
Agriculture and Natural Resources Industry Sector
Arts, Media and Entertainment Industry Sector
Building Trades and Construction Industry Sector
Education, Child Development and Family Services Industry Sector
Energy and Utilities Industry Sector
Engineering and Design Industry Sector
Fashion and Interior Design Industry Sector
Finance and Business Industry Sector
Health Science and Medial Technology Industry Sector
Hospitality, Tourism and Recreation Industry Sector
Information Technology Industry Sector
Manufacturing and Product Development Industry Sector
Marketing, Sales and Service Industry Sector
Public Services Industry Sector
Transportation Industry Sector

As students create and develop within the sectors, the creative energy to combine sectors and develop unheard of areas of opportunity will require students to be able to conduct the research needed to develop new product, services and career opportunities. Woogi brings students together from all around the globe and advances the ELA/ELD Framework in a multicultural, multi-lingual environment that includes our primary and elementary students!