IMPACT REPORT



BACK TO SCHOOL INNOVATION CHALLENGE

""We want to be heard, so having this opportunity and to be able to pitch is really important to us because we don't normally get these opportunities."

- 11th Grader, Raymore-Peculiar High School

THE CHALLENGE

In this virtual event, students address a real-world problem, ideate solutions and pitch their ideas to peers and key stakeholders. Working in teams and with local mentors, students create their concept and prepare to deliver a final pitch. We asked:

"How might we empower young people to help solve the vaccination need in our community?"

THE IMPACT

Students and Educators were immersed in design thinking training through this collaborative learning experience.

- 11 schools across Kansas City participated in the program 156 students, 16 teachers, and 18 teams/mentors in total.
- Over 60% of students identified "Helping People" and "Solving Problems" as phrases they most associated with entrepreneurship.
- 100% of teachers agreed with the following statement, "I believe all kids are innate creators and starters," at completion of the event – compared to 87.6% at the beginning of the event.
 Note: All ratings based on a scale of 1-10.
 - 97.2% of students rated their ability to solve real world problems at a 7 or higher at
 - completion of the event.
 - At the beginning of the program, 48.8% of students rated their confidence level in relating their idea effectively to an audience at an 8 or higher. At the end of the event, 80% of students rated their level at an 8 or higher.
 - 74.2% of students were likely to recommend the Challenge to a friend or classmate.

"Thanks for your hard work, my students are in dual-credit college marketing and entrepreneur classes and felt the guidelines were very helpful."

- EDUCATOR, BLUE SPRINGS SOUTH

"I think the pitching was really important. That was nothing like I'd ever experienced, and it'll be important later on."

- 11TH GRADER, LEAD INNOVATION



IMPACT REPORT



COMMITMENT TO REAL WORLD LEARNING

THE OBJECTIVE

We asked students, "What was your favorite or—to you—most valuable part of the experience?"

"I like how my voice is getting heard."

"Being able to work with other people on a real-world problem that is affecting humans."

"I love how it made us think outside the box and that it was asking for our opinions, not just how most people think."

"I loved to be able to hear what other teams thought would be good to help vaccination percentages go up."

"The experience of working with a team I thought I wouldn't work the best with."

"My favorite part of the experience was brainstorming on sticky-notes to come up with ideas."

" I believe it was the pitching part, and having to do it through time-management."



