









Item	Description
<p>Need: A growing real-world demand for students/workers with empathy, ownership and a talent for making other people feel at ease requires a serious shift in perspective.</p> 	<p>Student... Student in high school or who have graduated with no career direction need life skills to enter the workplace/society. What the world demands today are “smart creatives,” the term that Eric Schmidt and Jonathan Rosenberg use to describe the kind of people Google needs to hire in their book <i>How Google Works.. ... Wagner, Tony; Dintersmith, Ted (2015-08-18). Most Likely to Succeed: Preparing Our Kids for the Innovation Era.</i></p> <p>Companies... Companies & communities need people who can think independently and take ownership of problems and work in a team environment. They need to think both creatively and critically in their work. They need to listen more and communicate more in a non-threatening way.</p>
<p>Learning outcome</p> 	<p>We aim to create a new category of a worker-“Technician of the mind”. Who thinks like an owner and evaluates situations using questions to learn new ways of understanding. Our students should become lifelong learners.</p>
<p>Course Content</p>  <p>Infuse life-skills and productive foundational skills.</p>	<p>Project based learning... Create a team and solve problems</p> <ul style="list-style-type: none"> • Learning about self (Your Brand) • Peer Learning • Team Creation • Foundational tool usage • Problem Selection • Problem Solving • Review & Re-design • Presentation • Reflection



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<p>Intended Audience</p> <p>Program delivery method</p> 	<p>Corporations/ Society/Educational Institutions</p> <ul style="list-style-type: none"> • 10-16-week curriculum, or After school • Student ownership of their learning (Peer learning) • Web based learning • Teamwork and problem solving • Skills infusion • Separate Process Modules
<p>Major skills</p> 	<ul style="list-style-type: none"> • Interpersonal skills, Life Skills • Communication skills, Listening, Trust, Honesty • Thinking skills, Curiosity • Problem solving skills • Teamwork • Process & Planning skills • Social & Emotional learning
<p>Uniqueness</p>  <p><i>The program focuses on teaching life-skills to create a well-rounded individual who will fit into the work& society environments.</i></p>	<p>It uses the concept of mindset thinking around the following:</p> <ul style="list-style-type: none"> • Ownership mindset ... Think like an owner • Cultural Engineering mindset ... Provide leadership & management of a project • Growth mindset... Your brain is like a muscle, use it or lose it • Team mindset ... To be successful. need to work together • Brand mindset ... Who are you and how to show the world • Life skills ... Students become cognitively aware of their life skills while doing activities
<p>Attitude and Aptitude</p>	<p>A process-centric organization doesn't worry a lot about skills and experience. Instead, it takes the approach "draft the athlete, teach the game." In</p>



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<ul style="list-style-type: none"> • Create a positive mindset <p>Confidence</p>	<p>other words, hiring for attitude and aptitude becomes the strategic approach to finding the right individuals for an organization. The mechanics of the various jobs can be taught easily</p>
<p>Problem Solvers</p> 	<p>Discuss; Why are you doing this? Who benefits from it?</p> <p>Create a planning & timeline chart for the project</p> <ul style="list-style-type: none"> • Do your best as there is no one right answer. It's what you make of it. • Use your creative thinking and critical things skills during the design • Problem Framing (Finding the root cause) • Creating Requirements for the design • Brain Storming, Shaping, Decision making • Use Divergent and Convergent thinking when doing each step <ul style="list-style-type: none"> • Be creative and curious doing the process • How are we going to measure our progress & outcomes
<p>Two Voices</p>	<ul style="list-style-type: none"> • A voice of the business ...need to operate efficiently • A voice of the customer ... What the customer wants and will pay for
<p>Outcomes</p>  <p><i>Clearly articulate the nature of the design</i></p>	<ul style="list-style-type: none"> • See the "World" as a place of excitement and inspiration • Use assessment strategy and feedback as learning tools • Use relevant soft skills in their life to connect with society, business & school • Begin the steps to become a lifelong learner • Have taken steps for self-control in their dealings with others



Project Academy, Inc. **Description:** Brochure outline-06172022

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<i>process & problem solving</i>	<ul style="list-style-type: none"> • Understand the processes within a business and finance • Understand that problems are opportunities in life • Build on their strengths and skill sets • See errors as a learning point



List of tools –Business (Foundational)

Info-Mapping --- Makes the document easier to read

Mind-Mapping--- A mind map is a diagram

Process Sheets--- lists the exact sequence of operations needed to complete the job

Project Management--

Flow Map--- represents a workflow or process

Quality Processing--- tools to improve and continuous improvement

Balance Score card --- measurement in 4 buckets

6-Sigma --- Motorola’s measurement of errors

Material-Flow JIT --- The just-in-time (JIT) inventory system /Toyota system

Closed-loop processing --- Regulates a process

Financial Literacy ... The riches man in Babylon by George S. Clason

AGantt chart ... Controlling your schedule / plans

Project Academy



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