

PROJECT ACADEMY provides students and drop-outs with learning life-skills for college or career entry. We offer after-school, pre-employment and custom programs that build community and company value.

Everyone is the maker of their destiny

<p>Need:</p>	<p>Research conducted by Harvard University, the Carnegie Foundation and Stanford Research Center has concluded that 85% of job success comes from having well-developed soft and people skills, and only 15% of job success comes from technical skills and knowledge (hard skills)... <i>April 8, 2016 By National Soft Skills Association</i></p> <p>Being college and career ready means that an individual has the knowledge, skills and experiences necessary for success in postsecondary education and economically viable career pathways in a 21st century economy." Mass. Department of Ed. college & career readiness definition</p>					
<p>Mission:</p> <p><i>Students have ownership of the problem & their learning outcomes</i></p>	<ul style="list-style-type: none"> •Get students excited about learning (life-long learners). •Have the reasoning skills to manage in today’s society and begin to build a set of skills to use in multiple careers. •Understand that problems are opportunities. The bigger the problem, the bigger the opportunity. •Have students better prepared for college or a career. 					
<p>Our program:</p> <p><i>Cognitively infuses CCR skills while doing the process</i></p> <table border="1" data-bbox="147 1314 483 1503"> <tr><td>Ice-breaker</td></tr> <tr><td>Learning team/Values</td></tr> <tr><td>Project selection</td></tr> <tr><td>Problem solving</td></tr> <tr><td>Public presentation</td></tr> </table>	Ice-breaker	Learning team/Values	Project selection	Problem solving	Public presentation	<p>Provides a fun environment around project-based learning. We demonstrate (to the students) that learning can be fun by solving real problems while providing the missing skills (College & Career Readiness skills (CCR)) such as: problem solving, thinking skills, growth mindset, empathy, character development, financial literacy and societal values needed to succeed in today’s environment. To engage our students we incorporate Improv, games, Socratic questioning, art and writing within the learning process.</p>
Ice-breaker						
Learning team/Values						
Project selection						
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Public presentation						
<p>Structure uniqueness:</p> <p><i>The process complies with the common core learning standards</i></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 tell the world 					



Skills related to the process:

Team work: Students get an engaging view at what it means to think and act like a team member.

Building a community and culture of a learning team: Learn about and how to develop a learning culture that is like a sports team. How to handle disagreements and work together to solve a problem.

Developing an Ownership Mindset: Students learn what it means to solve problems like an engineer. They learn how to provide solutions to problems held by community, businesses, educational as well as social problems facing the global community.

Testing an Opportunity: Reflection and updating **your solution**

Making a public report on your accomplishments: Speak to the community.

Reflection about who you are: Building your brand: Students also think about their own post-secondary pathway to success, and how their opportunity could be a stepping stone for all college and career aspirations.

Life-Skills:

Attitude (positive attitude, focus, emotions, flexible, moral leadership)

- **Social & emotional learning** ([character development](#), [empathy](#), responsibility, [self-esteem](#))
- **Team-work** (charter, respect, values, [listening](#), trust, diversity, culture,)
,,, **working like a sports team**
- **Problem solving** ([creative & critical thinking](#), decisions, planning, curiosity, [reflection](#))
- **Personal skills** ([financial literacy](#), [time management](#), communication)
- **Business literacy** (quality, processes, matrices, reporting, [leadership](#), judgement)
- **Key Company Interface** Email, Social networking, YouTube, Self-branding skills (Who you are), Networking

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