### 2

## Soft skills/Life skills to enter todays work force

## Issues/Background:



- Young Adults need additional skills for employment.
- They need an environment for collaborativeinterdisciplinary learning.
- A growing number of young adults are finding it difficult to manage the complexities of life relating to the interface of society, schools and business.
- Work well with customers and teammates

## Our program:



Will provide a holistic approach to supporting their entry into the work force. This includes logistics, community and organizational support. It will create a fun environment where they will be in a team that is solving a problem while learning life skills.

Develop skills that support being able to contribute in many jobs in a company. They will be learning such skills as problem solving, collaboration, creative and critical thinking, using a mind-set "like an owner" to learn skills to interact in a team environment.

## **Major Skills**:

- The ultimise list of skills
- Boost your career

Trust, Owner mindset, Respect, Empathy, Listening, Independence, Collaboration, Kindness, Taking Risks, Boldness, Creativity, Learning attitude, Work ethics, Communications skills, Decision making,

Financial literacy, Time management



## **Uniqueness:**



Our focus will be on developing a unique mind-set to "think like you're in your own business!"

- Uses mindset thinking around Ownership, Cultural Engineering and Growth.
- Creating a team that operates like a sports team with values, roles, charter, and a culture.
- Connects with employers, provides logistics and follow-on supports
- Participants are involved in the ownership and management of the program.
- Creates a community culture of helping each other.
- Connects directly with learning life skills (College & Career Readiness Skills).
- Supports a joyful and playful creative attitude in the program. Puts a smile into the learning and fosters reaching for a dream.



Kindness is the language which the deaf can hear and the blind can see...

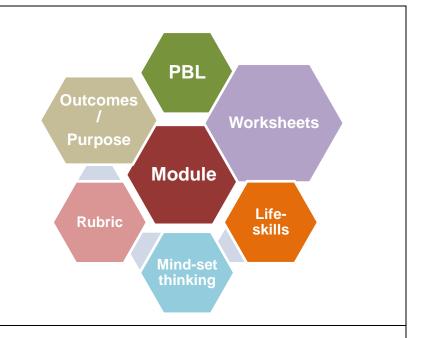
Mark Twain

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# Elements of each module

A complete learning package

- Peer learning
- My skills
- Team work
- Problem solving
- Decision making
- Measurements
- Reflection



Sacred thoughts	Elements
<b>Wisdom:</b> good decisions and taking the path that provides value to all (society)	Thinking skills (creative, critical, system), SEL learning, Decision making, Reflection, Innovation
Community: People and relationships count	Listening skills, communication skills, teamwork, Interpersonal skills, Relationship, Measurements,
<b>Social justice:</b> leaving the world a better place than you found it	Problem solving skills, Positive outlook, Curiosity, Process skills, Executive functions
Purpose: Sense of direction that you achieve, the goals you set	Put first things first, Pro-active outlook, Begin with the ends in mind, and Win-win for all, Time-management, Project planning

- 2 From our experiences in business & education, we have created
- a curriculum that sifted out the manual part of work and created
- 4 thinking employees with unique mindset thinking and life-skills to
- be productive in your organization. These are the people that Al
- 6 will be difficult to replace.



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- Attitude (positive attitude, focus, emotions, flexible, moral leadership )
- <u>Social & emotional learning</u> ( <u>character development</u>, <u>empathy</u>, responsibility, <u>self-esteem</u>, flexibility, self-disipline )
- <u>Team-work</u> ( charter, respect, values, <u>listening</u>, trust, diversity, culture, )
   ... working like a sports team
- **Problem-solving** ( <u>creative & critical thinking</u>, decisions, planning, curiosity, <u>reflection</u> )
- Personal skills (<u>financial literacy</u>, <u>time management</u>, <u>communication</u>( verbal & non-verbal, goal setting)
- **Business literacy** (quality, processes, matrices, reporting, <u>leadership</u>, judgment, customer focus, info. mapping )

**Key individual interface** Email, Social networking, YouTube, Self-branding skills (Who you are ), Networking

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We are developing learning modules that focus on skills needed to enter the work-force. The design is built around project based learning concept where the student helps to create their learning module. These modules are meant to compliment existing training processes.

## Example of a module

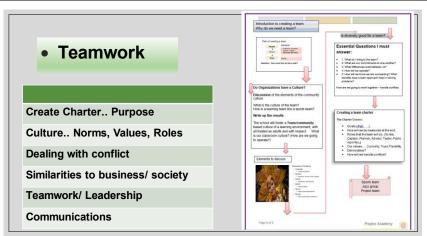
### **Skills -Tools**

- info-mapping
- Flow-map
- Quality

### Mind-set

- Ownership
- Brainplasticity

### Rubric



Trust, Respect, Independence, Collaboration, and Kindness, Listening, Empathy.

Plus: FLIP learning module, Worksheets



Total flow process (modules)	About self  Team  Annalise  Problem solving  Testing  Reporting  Follow-up	
Benefits:	Self-directed learners Students see the benefits and joy of becoming life-long learners.,  Tested learning modules	
Corporate learning	<ul> <li>Quality systems</li> <li>Process / Corporate systems</li> <li>Customer focus</li> <li>Measurements / Attitude</li> <li>Feedback/ Reporting</li> </ul>	
Summary	Provides a self-contained learning module that encourages a questioning and critical thinking outcome.  Each module package contains the following mindset learning:  • Growth  • Ownership  • Coaching	
Our Purpose	To make it easier for young adults to enter and be successful in their chosen job market.	

### **Contact Information:**

Bill Wolfson

www.projectacademy.org

billw@projectacademy.org

Phone: 508-380-3747

Life-Skills
<ul> <li>Attitude</li> </ul>
<ul> <li>Social &amp; emotional</li> </ul>
learning
<ul><li>Team-work</li></ul>
<ul> <li>Problem solving</li> </ul>
<ul> <li>Personal skills</li> </ul>

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