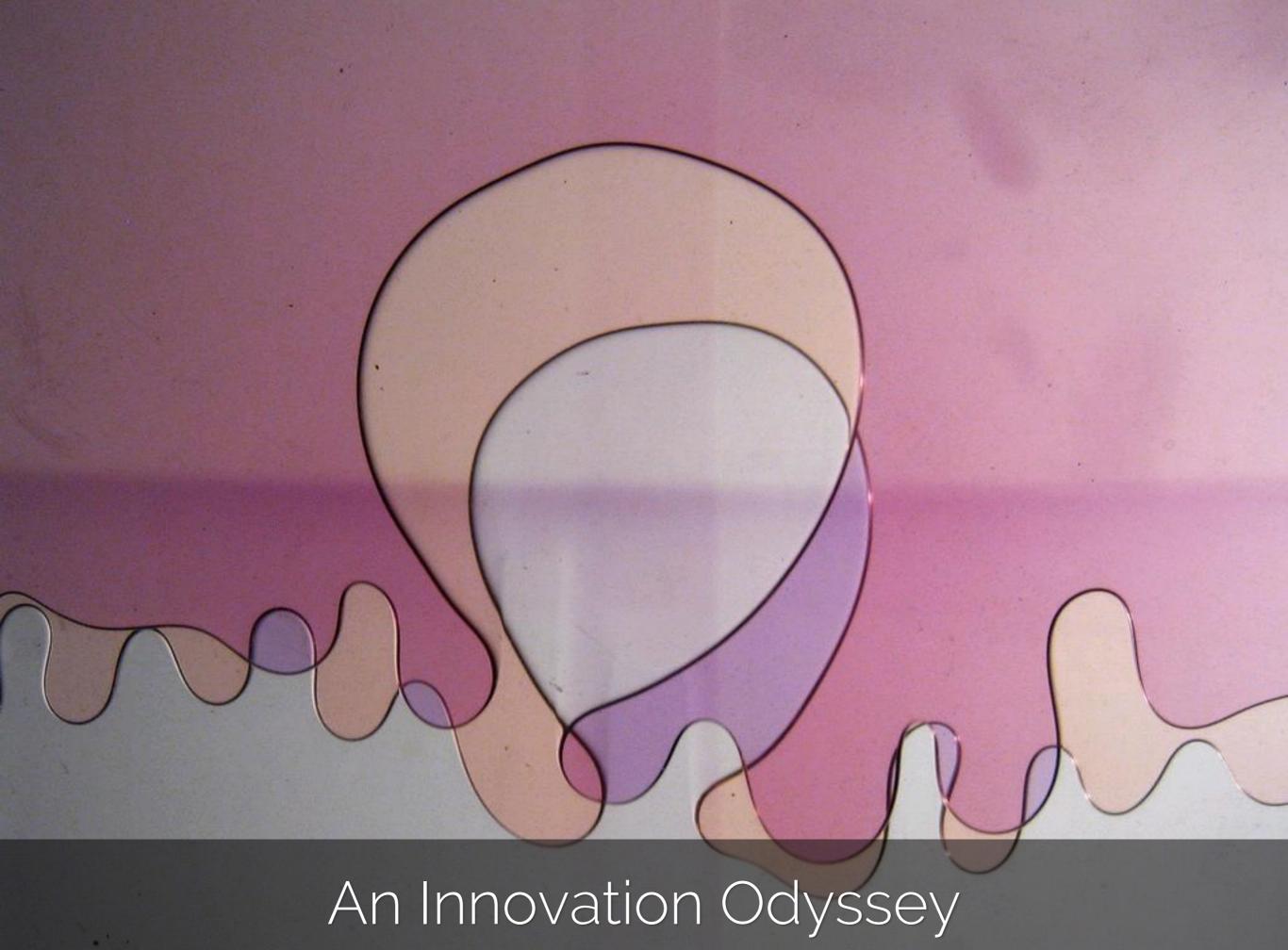


### An Innovation Odyssey



# personal iteration for programmatic innovation

### Annie Wright Schools







## Girls' Business and Entrepreneurship Program

Design, Learn, Innovate

Course requirements
Develop Community

JB-related requirements Explore Connections

Personal road-map planning

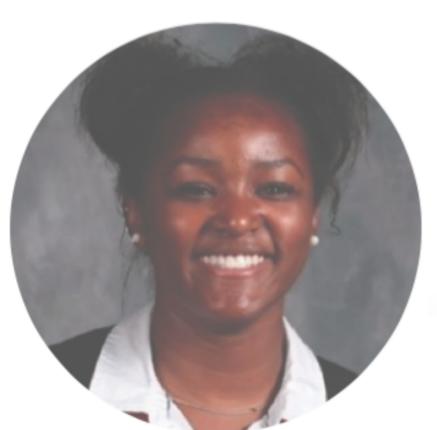
Share Impact Locally and Globally

Additional requirements jointly defined

Structure of the Pilot



Aubrey Grade 10



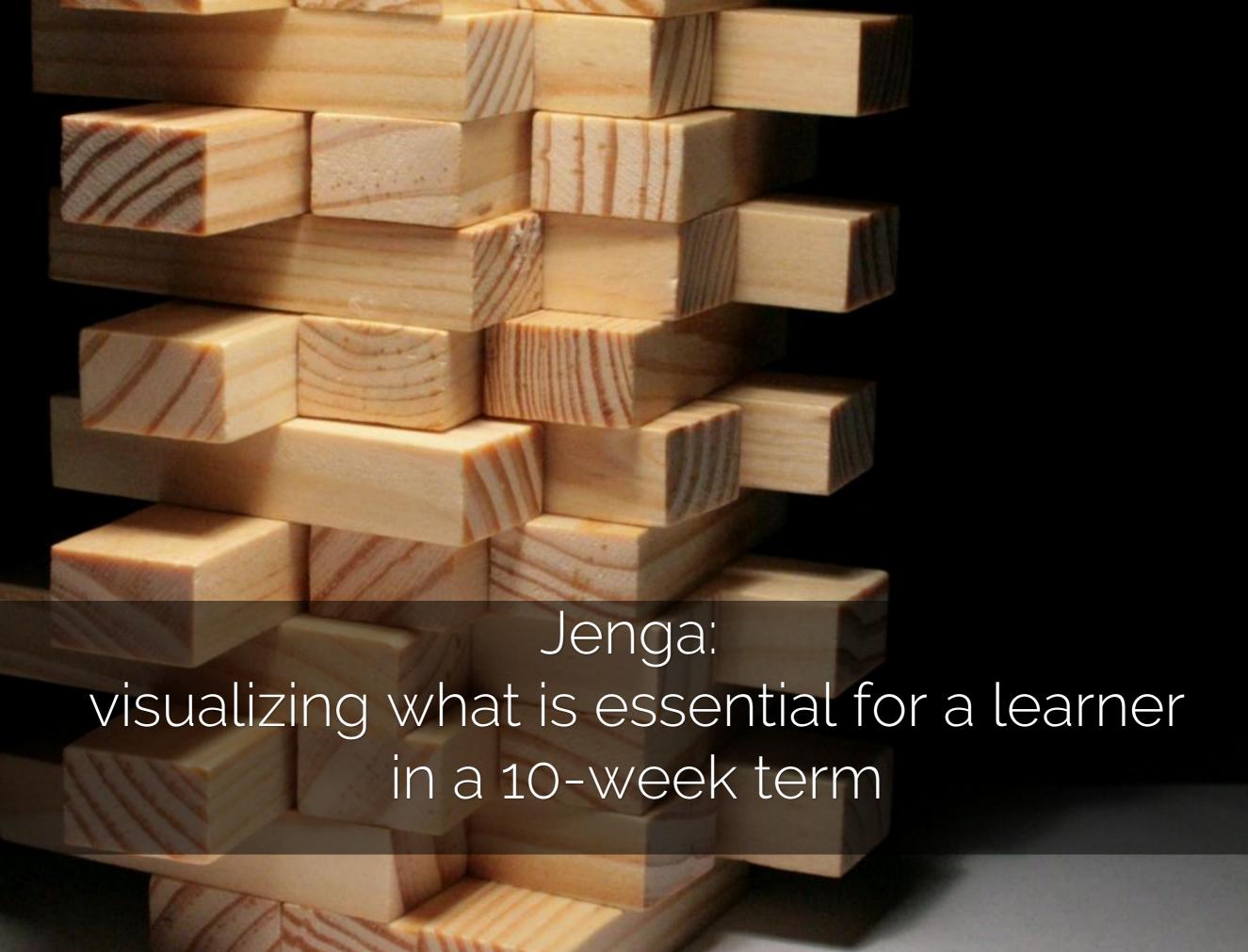
Sofia Grade 11



Jasmine Grade 10



How might we funnel students into sets of experiences that help them prototype their future selves?





### How might we focus a student towards cultivating the essential aspects of her current interest?



### **Examples of Recent Experiences**

#### Actions

Site Visit: CleanTech Incubator in LA Informational Interview: StartUp Exec @ FIDM Shadow: PT practitioner

**Competition: Business Plan Competition** 

Simulation: Stock Market Game

#### **Values**

Financially Literate: Budget Challenge College Ready: Visits and tours

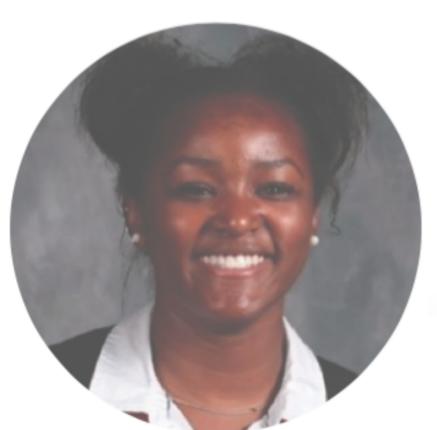
#### Skills

Communicate Info in various formats: Data Viz Project Create Novel Solutions: "Shark Tank" Project

"When you build a thing you cannot merely build that thing in isolation, but must also repair the world around it, and in it so that the larger world at that one place becomes more coherent, and more whole" ~ A Pattern Language Alexander, Ishikawa, & Silverstein



Aubrey Grade 10

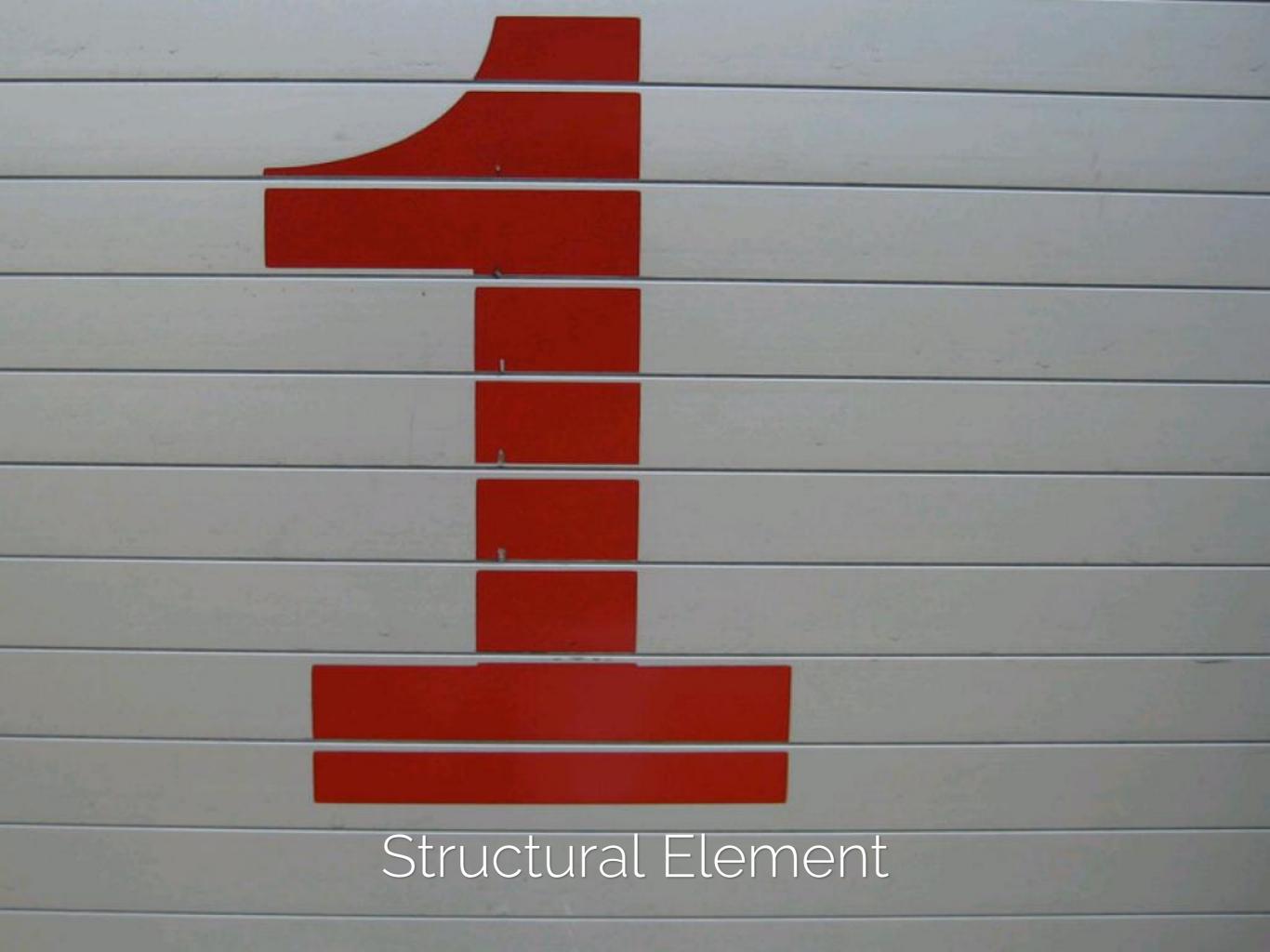


Sofia Grade 11



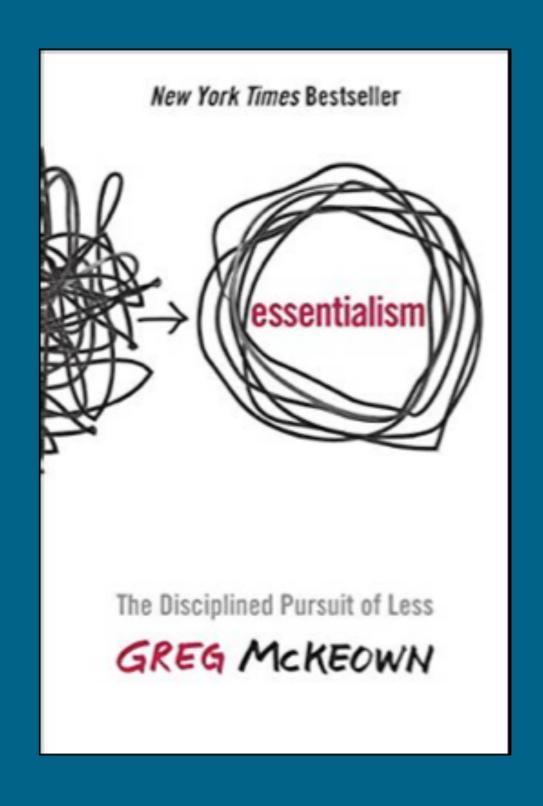
Jasmine Grade 10

What structural elements can the school ecosystem lend to amplify the student's experience in this particular program?



"Essentialism: only once you give yourself permission to stop trying to do it all, to stop saying yes to everyone, can you make your highest contribution towards the things that really matter."

- Essentialism, Greg McKeown



# How might we leverage existing structures and programs?

How might we balance group identity with a personalized program?

Who are the right candidates for our program?

How do we help teenagers embrace their interest in change?

How might we speed up the cycles of iteration?

### Questions?

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