PROJECT INVENT CHANGEMAKERS PROGRAM: SYLLABUS, SCHOOL YEAR 2021-2022

COURSE OVERVIEW

The Project Invent Changemakers Program is a weekly, virtual course for high school students across the United States. We will be learning the foundations of entrepreneurship, product development, design thinking, and invention. Students will also be responsible for a Course Project in which they, in teams with their peers, solve a problem in the community, build the solution (a product), and pitch their idea to Silicon Valley investors.

Emphasis is placed on job readiness and career development. Students will be mentored on public speaking, college application and preparation, resume writing, interview skills, and job/internship applications.

Throughout this course, we will achieve the following primary learning objectives:

1. Become immersed in the world of innovation and realize the importance of creativity + problem solving within business, entrepreneurship, and engineering.
2. Develop an advanced innovation + growth mindset in order to take products from conception to reality.
3. Understand the design thinking + ideation processes and their role in identifying a problem, brainstorming, and iterating upon solutions.
4. Apply research, prototyping, and testing methodologies to transform observations into actionable insights.
5. Learn to tell the story of your product, position the idea, + develop the skills to pitch your idea to investors.

Throughout this course, we will cover the following topics: design thinking, ideation + brainstorming, identifying problems, research, user testing, prototyping, product-market fit, business development, and elevator pitches.

WHAT IS PROJECT INVENT?

Project Invent is a nationwide organization that empowers students to be changemakers in their communities. With mentorship from experts at MIT, Stanford, and Silicon Valley startups, grow your skills to excel in college + your career. As a student on a Project Invent team, you spend a full year developing skills in: design thinking, product development, and entrepreneurship.

The Project Invent Changemakers Program is for students who want to participate in Project Invent, but do not have a Project Invent teacher at their school. This program brings together students from across the country in a virtual classroom setting, taught by Ms. Babitz.

COURSE FORMAT

The Changemakers Program will function as an extracurricular course with lessons, assignments, team projects, and guest speakers. This course is completely virtual. All class sessions and activities will be held via Zoom. Class sessions will be held approximately once a week, following the average school year calendar and taking off for national holidays. Each session will be approximately 90 minutes in length.
REQUIREMENTS
Being a member of the Project Invent Changemakers Program requires commitment. You must be a contributing, engaged, and active team member. Additional requirements include...

Participation:
- Must attend weekly classes on Wednesdays at 7:00pm EST
- Must attend at least two Office Hours per semester
- Must attend the Idea Review session in December (date TBA)
- Must attend at least two Project Invent Activities during the school year (activities + dates TBA)
- Must participate in and attend Project Invent Demo Day

Tools:
- All assignments will be on Canvas
- Class communication will be on the BAND app
- Canva, MURAL will be used in class

Tools used in class will be free or provided, and all students will have equal access.

CLASS PROCEDURES
The goal is for you to have new skills and competencies upon leaving this course. This is accomplished through diligence - applying what you learn through hands-on activities. Therefore, expectations include...

Assignments:
- Bi-weekly checkpoints must be turned in on time
- There will be reflection assignments for each module
- All assignments must be turned in on-time. Any assignments turned in late will receive a point reduction. After 3 days, late work will not be accepted.

Grading:
Students must receive at least a B in this class to qualify for Rewards. While grades will not contribute toward your high school GPA, they are valuable for feedback and assessment.

COURSE PROJECT
Students will collaborate in teams to identify a problem in the community, brainstorm solutions, and build the solution into a product. Then, each team will pitch their idea to experts. This is a competition - if your team places at the regional level, you will earn the opportunity to compete in the finals: Project Invent’s Demo Day 2022 in Silicon Valley.

Responsibilities:
- Bi-weekly checkpoints must be turned in on time
- There will be reflection assignments for each module
- All assignments must be turned in on-time. Any assignments turned in late will receive a point reduction. After 3 days, late work will not be accepted.

Peer Evaluations:
There will be periodic peer evaluations in which members of each team rate each other on contribution, helpfulness, and quality of work.

PROJECT INVENT ACTIVITIES
Project Invent will be coordinating events and activities throughout the school year that are free for members of the Changemakers Program. These activities include, but are not limited to: an Idea Review in December in which experts mentor your team and provide feedback; Spark Days: a career pathways event where students connect with industry professionals; guest speakers + workshops. Dates of these events are To Be Determined.
CLASS RULES & EXPECTATIONS

Students are expected to obey the following classroom standards:

- Respect your teacher, peers / teammates, and guest speakers.
- Students will arrive to class ON TIME. Especially on days when we have guest speakers - if you arrive more than 5 minutes after the start of class when we have a speaker, you will not be permitted to attend.
- Your Zoom camera must be on at all times during class and any program activities outside of class.
- Dress for school, not sleep. All students must be appropriately dressed - no pajamas, no beach clothes. You are expected to follow the same dress code as at your school (except you don't need to wear uniforms).
- Students are expected to behave with maturity and responsibility. The following will not be tolerated:
  - Use of obscene, profane, and/or inappropriate language
  - Disruptive actions that prevent the learning of others
  - Use or posting of inappropriate images
  - Cyberbullying and/or harassment

REWARDS & CONSEQUENCES

One of the goals of this course is to help you become a more competitive applicant for colleges, internships, and jobs. Participants in the Changemakers Program may put this on their resume. In addition to participating in the Changemakers Program, students will receive the following rewards:

- Real-world, hands on experience ideating, building, scaling, and pitching a community-focused product.
- A chance to pitch your idea to top Silicon Valley investors and earn recognition for your accomplishments.
- Interactive speaker series with industry professionals - with companies you may want to work for.
- A personalized recommendation letter upon completion to use for college or internship applications.
- You will receive career coaching with resume reviews and expert advice focused on applying to colleges, choosing and building a career, applying to jobs and internships, and professionalism skills.

NOTE: Students will only receive these rewards upon successful completion of the Changemakers Program. Successful completion means:

- The student maintains an average grade of at least a B throughout the school year
- The student misses no more than three (3) Wednesday classes throughout the school year
- The student attends at least two (2) Office Hours sessions per semester
- The student attends and participates in Project Invent's Demo Day and Idea Review session
- The student participates in at least two (2) Project Invent activities throughout the school year
- The student is an active, engaged, and contributing member of their Course Project team

Violation of the Class Rules & Expectations or failure to meet the Requirements of this course will result in the following consequences:

- Grade Reduction
  - Reasons: consistent late assignments or not submitting assignments at all
- Probation/Dismissal from the Program - reasons include:
  - Recurring tardiness/absences (ex: missing more than 3 Wednesday classes)
  - Poor peer evaluation from team members and consistent lack of engagement in class + projects
  - Disrespectful behavior and/or violation of the classroom rules and expectations
Classes will be held every Wednesday at 7:00pm EST. Office Hours will be held bi-weekly on Sunday mornings. Guest speakers sessions will take place during class hours or office hours. Demo Day will occur in April or May.

This is a tentative calendar for the 2021-2022 academic school year. This calendar is subject to change. A finalized version of this calendar will be provided at the start of the 2021-2022 school year.
I, ________________________________, acknowledge that I have read and understood the Syllabus for the Project Invent Changemakers Program for the 2021-2022 school year with Ms. Babitz.

I understand the Course Requirements, Class Rules & Expectations, and Class Procedures as they are outlined in this Syllabus. Should I be accepted into the Project Invent Changemakers Program, I am committed to being and contributing, engaged, and active member of the program both in class and in my Course Project team. In addition, I understand that failure to meet the Rules, Expectations, and Requirements of this course (outlined within this document) will result in one or more of the following:

- Reduction in points on assignments and/or overall class grade
- Changemakers Program Probation Period (length of time TBD)
- Immediate dismissal from class and/or the Changemakers Program

I also understand that, should I be accepted into the Changemakers Program, I will be chosen for this opportunity over another student. By applying, I acknowledge that I will be available for and present at key Project Invent / Changemakers Program activities including the Idea Review session in December (date To Be Announced), Demo Day (in April or May), and weekly classes on Wednesdays.

I understand that if my team places at our regional Demo Day, I will be eligible to travel to Silicon Valley to pitch my idea in Silicon Valley (further information on this will be provided during the school year).

Student Name: ___________________________________________  Date: _____________

Student Signature: __________________________________________________________________________

Parent Name: ___________________________________________  Date: _____________

Parent Email: _______________________________________________________________________________

Parent Signature: ___________________________________________________________________________