




The T-Pack (Teacher)

The Incubator 2.0

Your Project-Launching Workshop

- ✓ The hosts in the videos instruct participants on how to complete the Incubator P-Pack.
- ✓ Your role is highlighted in **bold**.
- ✓ Before the workshop, divide class into groups or teams of 4 or 5 participants 
- ✓ **Keep track of time!**



1. Me and We

 5 min

ME Participants identify resources and abilities they already possess.

Objectives

- Highlight past experiences and achievements
- Validate and identify individual strengths and knowledge

 10 min

WE Participants record each group member's abilities to create a resource pool.

Objectives

- Share and appreciate individual abilities and talents
- Recognize skills and talents of others



2. The Brainstorm

 20 min

Participants identify 10 project ideas.

Optional: You can specify whether the project must fit into a specific subject category or designed for a particular purpose like "earth day" or to address a particular problem in the school or community. You decide.

Objectives

- Recognize opportunities
- Learn that ideas and abilities are marketable and of use to others.



3. The Best of the Best

 10 min.

Participants select the best project idea and create a task list.

Objectives

- Evaluate and prioritize project ideas based on feasibility and value.
- Begin the planning process



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4. The Big Pitch

🕒 5 min

Prepare

Participants list the positive points and challenges regarding the project.

Objectives

- Identify potential selling points and to strengthen project-development skills
- Recognize the value of a project and increase appreciation and attachment to it

🕒 4-5 min
per group

Present

Participants present and defend their project idea to the other groups.
Members from other groups ask questions to clarify and critique each presentation

Teacher animates the exchange to keep order and keep questions/comments flowing.

Objectives

- Improve presentation skills
- Fine-tune project planning by collecting more opinions and observations



5. Launch Your Project!

🕒 10 min

The Who's Who?

Participants match each group member with a profile description to determine which position or committee is best for each member.

Objectives:

- Discover traits and talents as perceived by one's self and by one's peers.
- Learn that each member's abilities are valuable in the realization of any project.
- Validate and highlight characteristics that are often taken for granted.

The G-Pack!



Distribute one G-Pack to each group.

These optional tools will help students autonomously plan and implement their project.

Objective:

- Set the scene for participants to take responsibility for their project.



The Launch Continues

The implementation of the projects is an ongoing process.
The teacher's role is to provide continued support and motivation.



Timeline

Tell the participants how much time they have to accomplish their project.
Do the projects have to take place during a particular time period or event or by a certain deadline?



Frequency

Tell participants when they will be able to work on the project in class.
Ex. The first 30 minutes of each period, one class per week, every class for a few weeks, etc.



Updates

Get progress reports from the project managers (Chameleons).
Remind them that their job is to motivate their team and keep track of what people are doing They should not be "doing everything".



The Goal

In times of difficulty, remind them that their goal is to make something happen, even if it is not what they originally planned or had in mind.
Our goal is to teach them to adapt their approaches and plans, and ultimately succeed.



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The P-Pack (Student)

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Your Project-Launching Workshop



I ME and WE



List some of your talents abilities, and interests.

Think about private classes, sports, hobbies, music, computers, things you like, things you know how to do. 



WE

List the talents, abilities, and interests of each of your group members.

 Name



Name



Name

Name

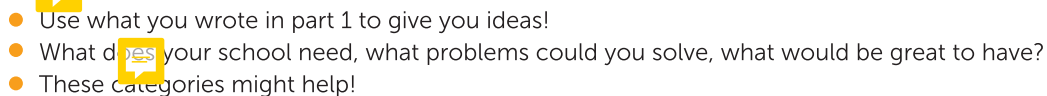


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Here are 3 easy ways to do it!



- List activities, businesses, products, or services that would work well in your school or community.

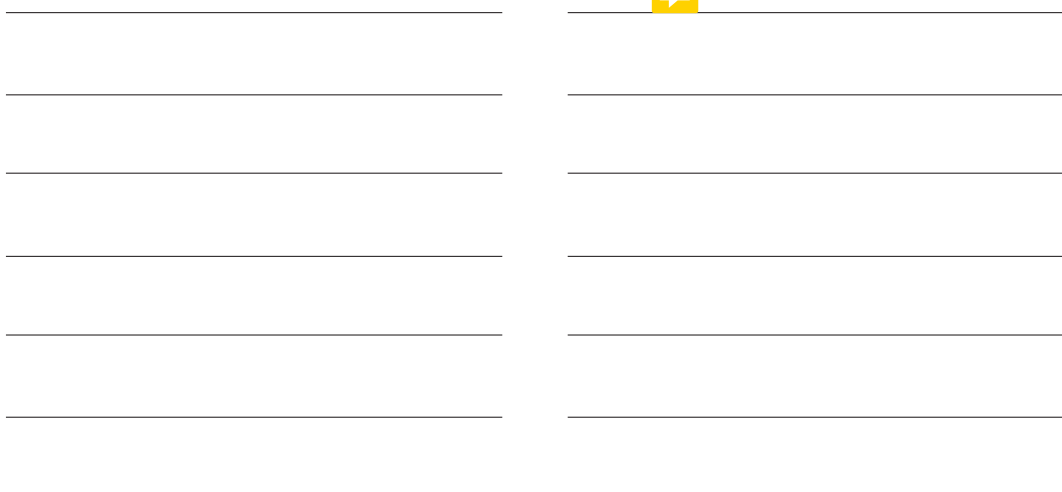
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3. The Best of the Best

Is your idea realistic, original, and useful?



Think about money, permission, production, materials, promotion, everything!





4. The Big Pitch

Prepare



List all the positive points and all the challenges you may have in doing this project.

Positive Points

Challenges

<hr/>	<hr/>
<hr/>	<hr/>
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Present



One or more members of your team will present your project to the other groups. Your presentation should answer these questions in an interesting, fun, or original way! If you have time, make a poster with a visual of your slogan, logo, or ad.

- Where did your idea come from?

- What is the idea and what will have to be done?

- Why is this a good idea?

- Who will benefit from your project?

All the other teams will look for missing details, ask questions, find problems, and offer suggestions! So be ready to defend your idea!



5. Launch The Project!

The Who's Who?

These are positions that are played in any project or business.

Read each description.

Match each of your group members (including you) with the position that fits best!

The Go-Getters Public relations and sales _____

These people like to talk and get people's attention.

"Why be shy?" They promote and sell.

The Number-Crunchers Finance and Administration _____

These people are organized and can keep track of money and information.

The Doers Production or Service provider _____

If it's a product- they'll make it.

If it's a service- they'll provide it. You can count on them!

The Magicians Advertising and Publicity _____

They have creative ideas. They come up with cool advertisements, slogans, and posters.

The Chameleon Project manager _____

They keep track of everything that needs to be done and who needs to do it!

GO

- You have a great project idea.
- Now make it happen.
- Your idea will probably change.
- Just keep moving forward.

The G-Pack

- Use the tools in it to help you.



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Your Project-Launching Workshop

You can use the 'Who Does What?' in two ways.

- [illegible]

The Money Machines

FINANCIAL NEEDS

Make money your friend- not your enemy! You've got to know what you need and how much it costs!
Ex. Doers realize that they will need 6 soccer-balls, 100 drinks, 2 referee sweaters, etc.

Project Name: _____ Date: _____

Item	Amount	Total
Sponsorships or Donations		\$ 500
School Help		\$ 50
Sales		\$ 100
*****	Total \$ Needed	

Item	Quantity	Cost	Total
Soccer balls	6	Free from school	\$ 0
Drinks	100	50 cents	 \$ 00
*****	*****	Total \$ Needed	

Item	Amount	Total
Income		
Expenses		
(Total 1 – Total 2)	Total \$ Needed	

SPONSORSHIP LETTER

D

Dear Mr./Ms. N

We sincerely appreciate Company o Organization's Name dedication to supporting youth initiatives in the community and are thankful for the opportunity to submit our donation request!

We at School g Name are hoping to help, promote and support our cause by Organizing Launching/Etc. a Project Name in our local community. With this in mind, we are currently seeking donations and/or sponsorships which would aid our effort. Our project will focus on Describe Project Target & Objectives.

We sincerely feel that you would be a great fit with our initiative and are respectfully requesting Donation Amount/Materials.

Project/Event Details

Project Name: _____

Location of Event: _____

Your support would be an invaluable partnership and your donation will directly impact our goal! Thank you and please feel free to reach out if you have any additional questions about the project or our organization.

Kind regards,

Your Name

- School or Organization Name
- Your Phone Number
- Your Email



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