

KIDS FIRST INITIATIVE

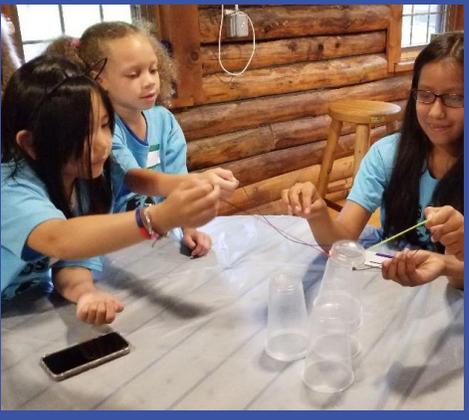


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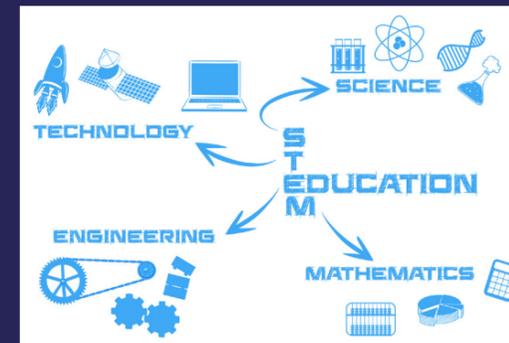
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KFI STEAM IGNITE MISSION

is to provide a high quality, transformative science, technology, engineering, arts, and math (STEAM) experience that will ignite that spark in our young people from so they can problem solve, drive social change in their communities, innovation in the country and become change maker in the world.

“Our kids hear, and they forget, they see, and they remember, they do, and they understand”

STEM and STEAM approach to education have become popular over the last few years because these programs allow students to learn concepts in an interactive setting and help them to apply their knowledge to real life situations and problems. We have chosen STEAM over STEM to place added focus on the Arts.



STEAM programs are crucial in the education and preparation of the next generation who will take part in both the U.S. and global workforce. The goal is to make STEAM feel more accessible, welcoming, and exciting for our young people, so they will invent innovative jobs/careers that will grow and sustain the economy.

Simply put, STEAM education is critical to the future success of young Americans. We currently have a shortage of youth from underserved communities interested in these subjects. This opportunity gap is *costly for society*. Underrepresentation in STEAM does more than just hold certain students back from joining the growing STEAM workforce. It also limits future innovation as valuable voices and perspectives are being left out. Expanding access to STEAM fields for underrepresented groups would benefit everyone. Fortunately, there are many ways to actively strengthen skills development and create pathways to STEAM careers for those who are at risk of being left behind.

The KFI STEAM Ignite successfully demonstrates to students the importance of the Engineering Design Process, Creative Design Thinking and how they can help solve real world problems.



PROSPECTIVE PARTNERS



Our program is embedded with a significant amount of material from both the Common Core State Standards and the Next Generation Science Standards.

The program is highly flexible and scalable and designed as a supplement to any level of curriculum within the K-12 educational arena. It can be administered as a collaborative in-school, after-school, or out-of-school module with varying lengths of times tailored to the needs and requirements of the students, teachers, and administrators.

We would like to offer you the opportunity to help ignite the spark inside our young people that will open the door to the wonderful world of STEAM. Given your long-standing support of youth programs, we feel your involvement in this program is a natural fit.

This is a win-win event. Not only does it introduce young people to STEAM, but it also provides a space where they can get hands on experience and become who they destined to be...scientists. These same children will one day be the driving force behind our economy.

Business leaders cannot find the talent that holistically encompasses the competencies of STEAM that is needed to stay competitive. Lost Einstein's: The US may have missed out on millions of inventors. Innovation has slowed in the U.S., stymying economic growth. To get back on track, the U.S. needs more women, and underserved kids to become inventors —

but that won't be easy. The good news is that STEAM education programs like the KFI STEAM Ignite can help turn the tide. Students who have attended KFI STEAM Ignite workshops have demonstrated understanding of Level Four Activities on the Depth of Knowledge Chart.

KFI STEAM Ignite Unique Value Proposition:

- Because of the size of our organization, we can easily pivot to meet the needs of a fluid STEAM environment.
- We have experience working with the population.
- Coordinate Program topic with teachers.
- Add some Color to bring Diversity to STEAM.
- Regular visits to training and career sites.
- Kids can apply to concepts to real problems in their communities.

In today's world a young person who wishes to secure a better life for himself or herself would be well advised to study STEAM. Furthermore, a nation that wishes to advance economically, while reducing the gap between the haves and the have-nots, should strengthen its STEAM education infrastructure.

David E. Drew



PROGRAM SCOPE

This application seeks to engage students in STEAM exploration through highly engaging and interactive experiences within their respective environments. STEAM Career Pathways, brought to you by Kids First Initiative, LLC is a program designed to spark the interest in young people to pursue careers within the continuously growing and evolving STEAM fields. The program is highly embedded with a significant amount of material from both the Common Core State Standards Initiative and the Next Generation Science Standards. The highly flexible and scalable program is designed as a supplement to any level of curriculum within the K-12 educational arena. The program can be administered as a collaborative in-school, after-school, or out-of-school module, with varying lengths of times, all tailored to the needs and requirements of the students, teachers, and administrators.

PROPOSED METHODOLOGY

Per, the STEAM Career Pathways' design and mission, young people that experience the various modules within the program, will continuously engage and work with the basic framework of each our modules. We have integrated numerous aspects of the Common Core State Standards Initiative and the Next Generation Science Standards within our instructional methodology. We have worked closely with working professionals, within the STEAM fields, to continuously ensure the essence of our program is relevant to

the needs of today's businesses. STEAM Career Pathways adopted the use of the Engineering Design Process or simply put, the basic problem-solving process for each module and experiment within our program. Our modules are structured so that the students are always involved in one or more of the following steps during their learning:

1. Identifying a problem
2. Researching or analyzing the problem
3. Brainstorming solutions to the problem
4. Analyzing the proposed solution(s) and ideas, regarding the problem
5. Building, testing, sharing and, if necessary, re-designing the solution to the problem
6. Sharing and communicating the finished product
7. Applying what they learned to real world problems

Using the Engineering Design Process (or the basic problem-solving process), we hope to support the development of the following competencies in our students:

1. Communicaton skills
2. Critical Thinking
3. Collaboration
4. Creativity



IMPLEMENTATION PHASE

As noted above, our program is highly flexible and scalable and serves as a great supplement to any level of curriculum within the K-12 educational arena. Figure 4.1 below shows a sample of a 1-hour module, which can be tailored to accommodate various lengths of times, subjects, and projects. The students will greatly benefit from the following base structure of each module of the Career Pathways Program:

1. Introduction to STEAM

- a. Focused effort to introduce and/or increase the awareness of STEAM via the conveyance of key concepts and careers. Students are then given a view into the process of problem solving, in conjunction with the engineering design process. Additionally, our program effectively presents information that enables the students to think creatively and open ended.

2. Activity/Experiments

- a. Hands on, project-based learning that ties into the STEAM disciplines. The goal is to provide engaging projects that integrates the key concepts of STEAM into real world problem solving, via one of the numerous project kits utilized with our modules.

3. Career Connect

- a. Open and iformative discussions with professionals within the STEAM field. The premise within this section is to tech the students how the key terms, concepts and activites/ experiments, tie into a professional STEAM career.



PACKAGES

Premium Package

1 Instructor, one assistant
 60 minutes of nonstop exciting STEAM enrichment
 25 kids
 1 Giveaway
 All materials included

You pick the activity; we provide an unforgettable interactive hands-on STEAM experience for your kids.

1. Engineering
2. Chemistry
3. Atrs
4. Drawbots

Platinum Package

1 Instructor, one assistant
 75 minutes of nonstop exciting STEAM enrichment
 25 kids
 1 Giveaway per session
 All materials included
 Minimum 4 sessions

You pick the activity; we provide an unforgettable interactive hands-on STEAM experience for your kids.

- Career Connect-introduction to stem Careers.
- Diversity-students egage with STEM professional who look like them.

1. Drones
2. Coding
3. Electricity
4. Engineering
5. Chemistry
6. Arts
7. Drawbots

Vibranium Package

1 Instructor, one assistant and team support
 90 minutes of nonstop exciting STEAM enrichment
 25 kids
 1 Giveaway per session
 All materials included
 T-shirt

Full year commitment

You pick the activity; we provide an unforgettable interactive hands-on STEAM experience for your kids.

- Career Connect-introduction to stem Careers.
- Diversity-students egage with STEM professional who look like them.
- Monthly field trip
- Group projects
- International engagement with thier counterparts in other countries

1. VR
2. Rockets
3. Robots
4. AI
5. Drones
6. Coding
7. Electricity
8. Engineering
9. Chemistry
10. Arts
11. Drawbots





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