

Youth Entrepreneurs engages student minds through creative scaffolding of hands-on activities, which also lend well to project-based learning. We encourage every educator who is implementing YE's 4 Core Pillars to begin their school year thinking backward by considering which capstone project they would like their students to work toward.

Capstone projects are more than a culmination of concepts learned in a course but an opportunity for students to demonstrate a contribution mindset through an authentic learning experience where students are encouraged to apply their learning in a meaningful way. Youth Entrepreneurs leverages [PBL Works' Gold Standard PBL Seven Essential Project Design Elements](#). A key component to a capstone project is for students to present their knowledge to an external facing stakeholder – other classes/ students, principal or other educators, other schools, community, etc. This correlates to the seventh design element of Gold Standard PBL – public product.

YE provides support and guidance for four different Capstone Project options but encourages every educator to customize an option that works best for their students' transformation.

Options include:

- > [Prospective Business](#)
- > [Market Day](#)
- > [Vacant Lot PBL](#)
- > Hackathon

> **Prospective Business**

- Listed at the end of our Core, the Prospective Business capstone is an effective capstone project for students and courses that are eager to help their students unpack the components of what it takes to launch a business from concept ideation to completing the business plan and pitching to a funder or loan officer. Students will scaffold their learnings in the framework of the Business Model Canvas (BMC) and debrief YE activities to better understand what is their value proposition, who are their key partners and what are their key resources among other challenging questions. Educators that choose this capstone might consider inviting local business leaders, loan officers or other industry experts to attend their class to listen and judge student pitches to provide a real-world experience for their students.
- An activity to support this capstone in addition to the Core activities is [BMC Partner Pitch](#).

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> **Market Day**

- A popular capstone selection for many YE educators, Market Day is also listed at the end of our Core. This is an effective capstone project for students and educators who are eager to help students learn and experience lessons from the idea of “fail cheap and fail fast.” Students will similarly walk through the 9 boxes from the BMC but with the end goal of launching a pop-up business. Students frequently sell products to their fellow student peers at school, but others launch a pop-up shop at a community market or even online! Market Day is an ideal capstone for students of all ages to help them engage in social and emotional skills like recognizing and leveraging personal innate abilities while also observing for the same within their teammates. They will need to practice intentional observation and perspective-taking to know their product is desired from the market and, finally, students will learn to prevent, manage and resolve both interpersonal and intrapersonal conflicts in constructive ways.
- An activity to support this capstone in addition to the Core activities is [Pop-Up Business Challenge](#).

> **Vacant Lot PBL**

- Vacant Lot Project-Based Learning (PBL) leverages the activity, Vacant Lot Opportunity Mindset (OM) in addition to the Core activities to engage students in components of the human action model. Educators frequently choose this capstone project when they are seeking ways to help their students feel a connection to their community and are empowered to take action within it. Through their Core activities, students are learning terms like subjective value, decision rights, voluntary exchange, creative destruction, and more. They are challenged to apply this knowledge to redesign and execute a vacant “lot” overhaul – whether that is redesigning a black wall in their school or garden space or literally finding a vacant lot or building in their community to revitalize.
- An activity to support this capstone in addition to the Core activities is [Vacant Lot Opportunity Mindset](#).

> **Hackathon**

- Hackathons are design sprint-like events frequently used by computer programmers and other software and graphic designers. This highly engaging and energetic capstone project is chosen by educators that have found passion in the human-centered design thinking activities in the Core and want their students to continue to leverage the model of “fail cheap and fail fast.” Educators seeking to launch a hackathon are encouraged to partner with any local business or social enterprise and request they attend with several of their leadership and a real company problem for the students to solve. Once they present the problem, students will ideate solutions using the design thinking process and a set amount of time. Once the time is complete, students will present their solutions to the business leaders in anticipation of being chosen as the best idea. Educators can award the winning team with an incentive or prize or the business leaders can offer a prize or reward like a short summer internship.
- An activity to support this capstone in addition to the Core activities is [Hack My School](#). Educator can also consider leveraging our partner, [SuitUp](#), to engage students in a hackathon experience with major companies.

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