



# WildTech Student Enterprises

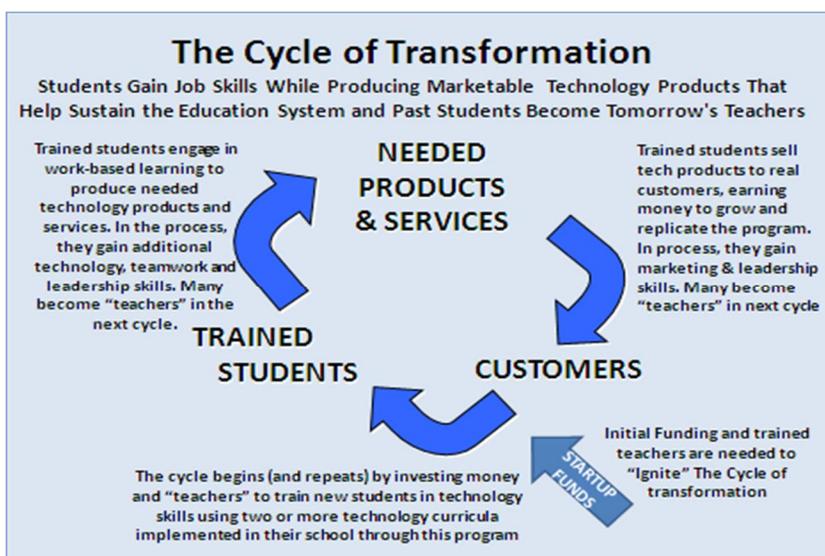
## A Self-Sustaining Pathway to Technology Employment & Entrepreneurship

WildTech is a comprehensive, self-sustaining program in secondary and vocational schools that improves student learning, increases employment and creates technology entrepreneurship – all through technology training, work-based learning, and linkages to real market opportunities. It involves partnerships the Ministry of Education, Ministry of Trade, major technology firms, and the WTA. During WildTech's 20 years of development, both in the USA and developing world, we learned that intensive character and leadership training, combined with technology and entrepreneurship training, creates a unique bonding and skill-set that enables youth to gain employment and to launch successful technology companies. The partnership establishes a low-cost, self-sustaining, self-replicating “virtuous cycle” that leads to nationwide transformation.

The training phase begins with 5-7 schools, expanding to 15-21 schools in the second year. The program triples in size annually (see diagram):

- Computer Labs provided to schools (June)
- Teacher/student teams created and trained to deliver digital literacy curriculum (July)
- Schools Implement Digital Lit. Class (Aug-Dec)
- Teacher/student teams trained to implement three ICT Vocational Curricula: Computer Sales & Service, Multimedia (web, video, desktop publishing), Android App development (Nov)
- Implement ICT Vocational Classes leading to industry standard ICT skills certifications.

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| Each school gets a 20-station computer lab with printer, LAN, and projector  |   |  |  |
| Teacher & Student-Aid Training Program to Implement New ICT Curriculum   |   |  |  |
| Schools Implement a Digital Literacy Curriculum during the first semester and the Business & ICT vocational skills curricula below in second semester  |   |  |  |
| Business Skills Training<br>1 Semester (Required)  | ICT Voc. Training:<br>IT Essentials<br>Cisco & A+ Cert.<br>(Optional) | ICT Voc. Training:<br>Android App Dev.<br>Certification TBD.<br>(Optional) | ICT Voc. Training<br>Multimedia<br>Certification TBD<br>(Optional) |
| Trained Students Start School-Based Student-Run Tech Companies, applying skills from ICT vocational classes to work-based Learning, producing and selling valuable technology products and services:   |   |  |  |
| <ul style="list-style-type: none"> <li>• Selling &amp; Servicing Computers, Tables, Mobile Phones and More</li> <li>• Training Services: Intro to Computers, Excel, Word, PPT, Internet, More</li> <li>• Digital Video Production, Web Design, DeskTop Publishing, Video</li> <li>• Android Application Development</li> </ul> |   |  |  |



Armed with these skills, a self-sustaining “virtuous cycle” (see diagram) is ignited: **“Trained Students”** establish student-run companies in their schools to produce **“Needed Products & Services”** for their communities, which are then sold to **“Customers”** which generates resources to train more students, and the cycle repeats and grows. In the process, youth gain work-based learning skills in technology, marketing, accounting, leadership and more. Experienced youth become qualified as teachers (student-aids) in the next Cycle. Thus, WildTech generates the resources needed to sustain and grow: teachers (student aids) and revenue, making it viral and eventually transforming entire nations.

Besides the elements above, the program implements programs and events benefitting the targeted schools and the entire nation. Often, these address larger, nationwide issues that are too difficult for students and even schools to impact. This includes a web-based **“Employment Portal”**, a comprehensive job matching, contract matching, on-line learning, mentor matching and program information portal used by employers, job seekers and work contract seekers. It also includes an annual national policy summit to raise awareness and address issues on youth employment, as well as national/regional job summits to help youth secure jobs and contracts for school-based student-run companies.

Armed with technology, business, life skills, certifications and experience, youth graduate and quickly gain employment or start their own technology companies. Teachers and experienced student leaders from multiple school-based student-run enterprises eventually create a Career and Technology Student Organization (CTSO) that operates as a business franchise sharing best practices, policies and procedures – creating a distribution channel serving customers worldwide.

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