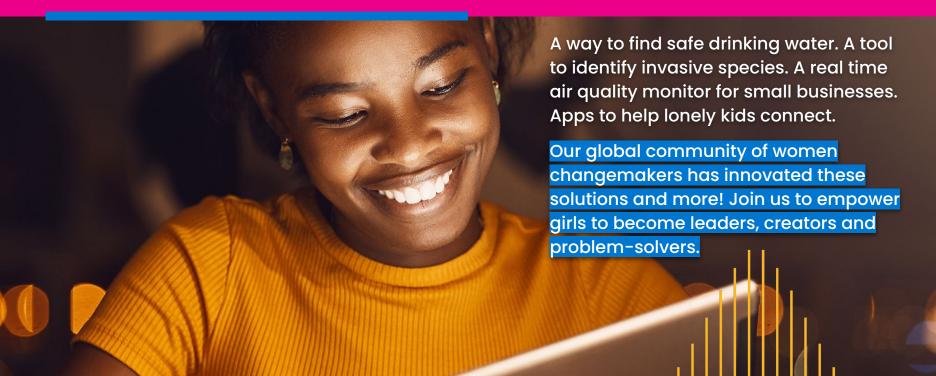


COMMUNITIES USING TECHNOLOGY FOR CHANGE



PROGRAM OVERVIEW YOUNG WOMEN 8-18



Research a local or global problem students want to help solve



Learn coding/AI & design a technology solution in teams of 1-5 girls



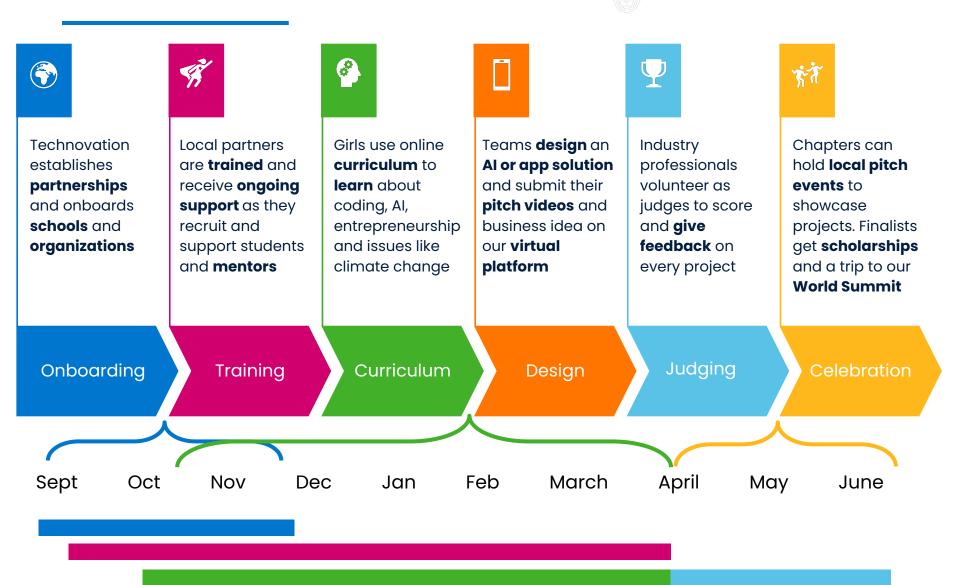
Create a business plan & pitch their idea in a global competition

Teams supported by trained mentors

40+ hours of free online interactive curriculum



PROGRAM TIMELINE



Ways to partner:

Chapter Ambassador

Leaders in schools or organizations who oversee Technovation in their community

Gain experience in leading STEM programming and network with a professional community of changemakers

Chapter Ambassadors aim to engage 10 or more teams of students and usually recruit mentors or utilize staff to work directly with the teams

INTEREST FORM

Club Ambassador

Community members who support Technovation in their community by working directly with multiple teams

Great opportunity to expand your engagement in a community

Club Ambassadors aim to engage 5 or more teams of students. This is an ideal role to pilot or begin Technovation for the first time

INTEREST FORM

Mentor

Industry professionals, educators, parents, or community members who dedicate time to guide and directly support 1 or more teams

In person and virtual mentoring options

Mentors use the mentor guide to support teams as they design and submit their Technovation project

LEARN MORE



FIND YOUR ROLE 4 4 4 4

pportunities Comparison:			Chapter Ambassador C			Club Ambassador		Mentor		Judge		
Virtual or in-person opportunity for			Multi-site organizations & individuals		Small organizations & individuals			Individuals & small teams		Individuals		
Typical number of teams supported			10+		5+			1-4		5+		
Requireme	ents & Respo	nsibilities						•				
Time commitment (over 6-8 months)			5+ hours/week		2+ hours/week		1+ 1	1+ hours/week		3+ hours total		
Requires Internet access			•		•			•		•		
Recruit participants				•		•		en	encouraged			
Recruit mentors and/or judges				•		encouraged						
Organize events				encouraged		encouraged						
Technovat	tion Provides	s:										
Training			•		•			•		•		
Curriculum			•		•			•				
Marketing collateral files				•		•						
Individual support				•		•						
Mini-grant opportunities												
Sugges	sted Tech	nnovati	on Prog	gram Tim	eline							
Oct.	Nov.	Dec.	Jan.	Feb.	Mar.	Apr.	May	June	July	Aug.	Sep.	Oct.
							judging					
re	registration proj Participants sign up and start learning				ect development				off season		World Summ	
					Teams design their projects and submit on our virtual platform			Projects are judged and receive feedback. Finalists selected			Finalists pitch live at our World Summit event	



