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Soft skills/Life skills to enter today's work force

Issues/Background:



- Young Adults need additional skills for employment.
- They need an environment for collaborative-interdisciplinary learning.
- A growing number of young adults are finding it difficult to manage the complexities of life relating to the interface of society, schools and business.
- Work well with customers and teammates

Our program:



Will provide a holistic approach to supporting their entry into the work force. This includes logistics, community and organizational support. It will create a fun environment where they will be in a team that is solving a problem while learning life skills. Develop skills that support being able to contribute in many jobs in a company. They will be learning such skills as problem solving, collaboration, creative and critical thinking, using a mind-set "like an owner" to learn skills to interact in a team environment.

Major Skills:

- [The ultimate list of skills](#)
- [Boost your career](#)

Trust, Owner mindset, Respect, Empathy, Listening, Independence, Collaboration, Kindness, Taking Risks, Boldness, Creativity, Learning attitude, Work ethics, Communications skills, Decision making, Financial literacy, Time management





Uniqueness:



Our focus will be on developing a unique mind-set to “think like you’re in your own business!”

- Uses mindset thinking around Ownership, Cultural Engineering and Growth.
- Creating a team that operates like a sports team with values, roles, charter, and a culture.
- Connects with employers, provides logistics and follow-on supports
- Participants are involved in the ownership and management of the program.
- Creates a community culture of helping each other.
- Connects directly with learning life skills (College & Career Readiness Skills).
- Supports a joyful and playful creative attitude in the program. Puts a smile into the learning and fosters reaching for a dream.



Kindness is the language which the deaf can hear and the blind can see...
Mark Twain

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<p>Elements of each module <i>A complete learning package</i></p> <ul style="list-style-type: none"> • <i>Peer learning</i> • <i>My skills</i> • <i>Team work</i> • <i>Problem solving</i> • <i>Decision making</i> • <i>Measurements</i> • <i>Reflection</i> 	
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Sacred thoughts	Elements
Wisdom: good decisions and taking the path that provides value to all (society)	Thinking skills (creative, critical, system), SEL learning, Decision making, Reflection, Innovation
Community: People and relationships count	Listening skills, communication skills, teamwork, Interpersonal skills, Relationship, Measurements,
Social justice: leaving the world a better place than you found it	Problem solving skills, Positive outlook, Curiosity, Process skills, Executive functions
Purpose: Sense of direction that you achieve, the goals you set	Put first things first, Pro-active outlook, Begin with the ends in mind, and Win-win for all, Time-management, Project planning

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2 From our experiences in business & education, we have created
 3 a curriculum that sifted out the manual part of work and created
 4 thinking employees with unique mindset thinking and life-skills to
 5 be productive in your organization. These are the people that AI
 6 will be difficult to replace.



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- **Attitude** (positive attitude, focus, emotions, flexible, moral leadership)
 - **Social & emotional learning** (character development, empathy, responsibility, self-esteem, flexibility, self-discipline)
 - **Team-work** (charter, respect, values, listening, trust, diversity, culture,)
... **working like a sports team**
 - **Problem-solving** (creative & critical thinking, decisions, planning, curiosity, reflection)
 - **Personal skills** (financial literacy, time management, communication(verbal & non-verbal, goal setting)
 - **Business literacy** (quality, processes, matrices, reporting, leadership, judgment, customer focus, info. mapping)
- Key individual interface** Email, Social networking, YouTube, Self-branding skills (Who you are), Networking

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	<p>We are developing learning modules that focus on skills needed to enter the work-force. The design is built around project based learning concept where the student helps to create their learning module. These modules are meant to compliment existing training processes.</p>
<p>Example of a module</p> <p>Skills -Tools</p> <ul style="list-style-type: none"> • info-mapping • Flow-map • Quality <p>Mind-set</p> <ul style="list-style-type: none"> • Ownership • Brain-plasticity <p>Rubric</p>	<div data-bbox="519 1228 1347 1680"> </div> <p>Trust, Respect, Independence, Collaboration, and Kindness, Listening, Empathy. Plus: FLIP learning module, Worksheets</p>





Total flow process (modules)	<pre> graph LR A[About self] --> B[Team] B --> C[Annalise] C --> D[Problem solving] E[Testing] --> F[Reporting] F --> G[Follow-up] </pre>
Benefits:	<p>Self-directed learners ... Students see the benefits and joy of becoming life-long learners.,</p> <p>Tested learning modules</p>
Corporate learning	<ul style="list-style-type: none"> • Quality systems • Process / Corporate systems • Customer focus • Measurements / Attitude • Feedback/ Reporting
Summary	<p>Provides a self-contained learning module that encourages a questioning and critical thinking outcome.</p> <p>Each module package contains the following mindset learning:</p> <ul style="list-style-type: none"> • Growth • Ownership • Coaching
Our Purpose	<p>To make it easier for young adults to enter and be successful in their chosen job market.</p>



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Life-Skills

- Attitude
- Social & emotional learning
- Team-work
- Problem solving
- Personal skills

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7 **Project Academy Inc. (a 501 (C) 3 non-profit corp.)**

