

## **OUR CHALLENGE:**

Standardized curriculum is failing students who are entrepreneurial, creatively unsatisfied, or struggle with intrinsic motivation.

## **OUR IDENTITY:**

We are a nonprofit team of educators and game designers who adapt tabletop games into engaging afterschool lessons that ignite students to become independent learners.

## **OUR VISION:**

We envision a model that empowers students to design their own learning experiences.

## **OUR MISSION:**

Our mission is to mold creators, entrepreneurs, and community builders.

## **AAA APPROACH**

### **Agency:**

Research shows that students retain far more knowledge when they engage with content. We put students in the driver's seat by building systems around their strengths and interests.

### **Abstraction:**

Heroic avatars and fantasy worlds provide a safe, abstracted playground for kids to take risks with self-expression and confront social and emotional conflict.

### **Additive Scoring:**

Rewards should incentivize strengths instead of punishing weaknesses. Metrics that start from zero and count upward provide students with frequent validation, reduce competitiveness, and give kids a constant sense of progress.

## **OUTCOMES GOALS:**

- \* Increase graduation rates
- \* Increase school climate
- \* Increase community college enrollment
- \* Increase trade school enrollment
- \* Decrease behavior referrals
- \* Decrease diagnosed anxiety, depression, and suicide rates among students

## **IMPACT GOALS:**

- \* Increase small businesses
- \* Increase community investment
- \* Increase local jobs
- \* Increase creative jobs
- \* Increase parent and community involvement in education
- \* Decrease crime and incarceration rates

## **A GLIMPSE OF THE EDUCATION GAP**

- \* Grading metrics are reductive, competitive and measure comparative biases more than concrete learning.
- \* Conventional models of "education = success" fail to reach low-income students because they often don't have models of academic success in their lives.
- \* The college path is not optimal for many students.
- \* Programs like Gifted & Talented, youth leadership forums and financial aid have shown poor results, while disadvantaged schools desperately lack engaging options. The most consistent research shows that quality afterschool programs and community involvement, especially for low-income populations, increase attendance, math and reading scores, behavior outcomes and graduation rates. In the classroom setting, small group learning is the proven optimal way to achieve sustained results.

