

## DIGITAL BADGE & SKILLCOIN REWARDS MICRO-CREDENTIALING SYSTEM™



### The Revolution of STEAM Education

Financial Literacy ▪ Blockchain Technology ▪ Entertainment ▪ Entrepreneurship

## COMMUNITY ON DEMAND

COMMUNITY, SCIENCE & INNOVATION

STEAM EDUCATION & LIFE SKILLS DEVELOPMENT COURSE



### Project Digital Badge Collection

Entrepreneurship & Innovation

Workplace competencies are the motives and traits, as well as interpersonal and self-management styles that are honed in the workplace. Our second level of achievement focuses on the job search experience and increasing skills that lead to job retention and career advancement. This is represented by our Task Badge Digital Collection and awards micro-credentials that reflect workforce readiness, the ability to sell a personal brand, and the ability to complete day-to-day activities and tasks.

**Instructions:** Use this checklist to earn the following digital badges and document successful completion of activities. Submit proof of work using the links provided.



#### Event Program Types

Digital Badge	Competency	Applied STEAM Skills & Deliverables	Date Completed
	<b>Educational Programs</b>  Coordinate an educational event that supports your impact solution	✓ Select appropriate topics for discussion	
		✓ Conduct an evaluation before, during and/or after your program	
		✓ Review and manage costs of your program	
		✓ Develop an agenda for any meetings during your program	
		✓ Distribute copies of the agenda in a timely fashion for all session attendees	
	<b>Entertainment Programs</b>  Coordinate an entertainment event that supports your impact solution	✓ Solicit for contributions of products, services and supplies for your event	
		✓ Secure contract items for professional services (if needed)	
		✓ Create program checkpoints: dress of performers, length of program, appropriate material and dialogue, etc.	
		✓ Explain your review process one week prior to the event	
		✓ Conduct a rehearsal or dress run before the event	


"Do Better. Think BIGGER!"





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[www.nextstepsyep.org](http://www.nextstepsyep.org)

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	<b>Guest Services Programs</b>  Incorporate a guest services program to demonstrate how your team values, integrates and delivers customer service with your impact solution	✓ Read and interpret employment information on job boards and other employment assistance resources	
		✓ Effectively use the internet to search for job opportunities	
		✓ Describe the importance of personal contact during your employment search (i.e., public speaking, effective communications, body language, etc.)	
		✓ Identify three local Legacy Mentors within your STEAM career pathway that dress for success	
		✓ Access and use services available at three local career and employment assistance websites and facilities	
	<b>Speaker Programs</b>  Coordinate a speaker event that supports your impact solution	✓ Determined objectives and define topics to be covered	
		✓ Screened possible speakers	
		✓ Provided speakers with event information in a timely manner	
		✓ Made arrangements and accommodations for speaker in a timely manner	
		✓ Developed a logistics plan that covers all details regarding speaker program	

### Business Development Skills

Digital Badge	Competency	Applied STEAM Skills & Deliverables	Date Completed
	<b>Competitive Advantage</b>  Identify the primary factors that will lead to the success of your impact solution	✓ Defined terms commonly used on job applications specific to your STEAM career pathway	
		✓ Explained the importance of good references and secure one from your Partners In Education Network	
		✓ Interpreted application questions and provided appropriate, thoughtful and fact-based responses	
		✓ Completed 2-3 job applications using your STEAM Resume, digital and financial portfolios	
		✓ Located and/or secured your social security card and valid state or government issued ID	
		✓ Located and/or secured a copy of your birth certificate (or know where the notarized original is)	
		✓ Completed an I-9 form	
		✓ Completed the online application for a work permit (if under the age 16)	

Digital Badge	Competency	Applied STEAM Skills & Deliverables	Date Completed
	<b>Copyright, Patents &amp; Trade Secrets</b>  Identify basic agreements and options you should consider to protect your creative and intellectual property	✓ Explain the difference between patents, copyrights, service marks and trademarks.	
		✓ Determine if you have any creative or intellectual properties you need to protect	
		✓ Create non-disclosure or noncompete agreements for distribution and execution	
	<b>Product Life Cycle</b>  Explain the current position of your products and services within its STEAM industry and life cycle of production & distribution	✓ Determine the life cycle of your product from concept development to repeat execution.	
		✓ Describe the current stage of development of your products and services within its life cycle	
		✓ Identify factors that might lengthen, shorten or change the anticipated life cycle of your products and services	
		✓ Calculate and explain how many initial orders of your products and services you can deliver at each stage of your products and services life cycle	
		✓ Calculate and explain how many reorders of your products and services you can deliver at each stage of your products and services life cycle	
		✓ Calculate and explain how many volume purchases you can deliver at each stage of your products and services life cycle.	
	<b>Operations</b>  Describe how your project team or company's internal operations allow you to produce & deliver your products and services	✓ Populated your Community Involvement Growth Strategy (CIGS) Model	
		✓ Identified the techniques you used to manufacture and/or produce your products and services.	
		✓ Highlighted the level of experience your JEM Team has in order to deliver high-quality products and services	
		✓ Demonstrated the economies of scale to explain your proportionate savings in costs gained by an increased level of production	
		✓ Explained how your JEM Team will achieve lower direct costs through your operations plan	
	<b>Products &amp; Services I</b>  Identify how existing products and services are currently meeting the needs of your target market	✓ Identified your College Town marketplace needs to be satisfied.	
		✓ Developed method(s) of need satisfaction (products and services).	
		✓ Identified and connected with 2-3 individuals and/or organizations with the needs your products and services will satisfy.	

Digital Badge	Competency	Applied STEAM Skills & Deliverables	Date Completed
	<b>Products &amp; Services II</b>  Explain in specific detail how your products and services will better meet the needs of your target market	✓ Described the specific benefits of each product and service your JEM Team offers	
		✓ Described your abilities (from the user's perspective) on how your products and services meet the needs of your target audience	
		✓ Demonstrated the benefits of your JEM Team's products and services to your target audience	
	<b>Research &amp; Development</b>  Anticipate and/or measure how your target market will react to your products and services	✓ Utilize your Community On Demand service-learning project as a market test for your product and service delivery	
		✓ Provide information and demonstrations to potential customers within your College Town target audience	
		✓ Capture and record the reaction of potential customers to your product and service delivery	
		✓ Determine the importance of satisfaction in meeting the target audience's needs	
		✓ Determine the test group's willingness to purchase the Junior Executive Management Team's products and services at various price levels.	
	<b>Suppliers</b>  Identify the suppliers and service providers needed to execute your impact solution	✓ Identified a primary and secondary (backup) supplier for every aspect of your service-learning project	
		✓ Determined the lead time requirements for products and services to be delivered in time for your service-learning project.	
		✓ Evaluated the risks of critical element shortages and develop a risk aversion solution for each potential shortage	
		✓ Describe the existing and anticipated contractual relationship with each supplier and your plan to have them become a long-term Partner In Education of your JEM Team and/or College Town community.	