

# Designed By Youth.org

DBY develops STEM curriculum & programs for schools. The goal of our curriculum is to foster creativity, and independent thinkers while exposing them to workforce skills necessary for a career in a STEM related field.

## INNOVATE

Our curriculum trains students to think creatively, to problem solve, to imagine. We train and provide support for teachers to facilitate our curriculum as supplemental instruction or as an elective in the school.



### Digital Journalism Class

Developing independent thinkers. Fostering inquisitive minds to shape investigative students.



## INSPIRE

### APP Club @ Roosevelt Middle School



Using "Design Thinking" to identify a social challenge and solution with an App.



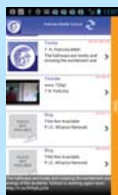
### Digital Media Club @ T.R. Pollicita Middle School

Mentors teaching problem-solving & coding.

## INVENT

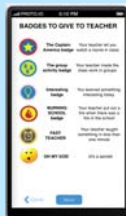
### School Connect App

Challenge: Increase parent involvement. Solution: A portal to connect parents with school related content written and produced by students in the Digital Media Club.



### APple for My Teacher

Challenge: Increase interest in learning. Solution: Improve teacher instruction with positive feedback from students on specific merits.



### Game Portal

Challenge: Fundraise for the App Club. Solution: Develop a game app. Now available at the Android Play Store. "Mindless Fun!" raves a user.



## IMPLEMENT

Real world projects make our students vested in their work. Developing social entrepreneurs help reach each program's goal of financial self-sustainability.



Website design for local businesses.



Design, production and sales of community themed t-shirts, seeded using Kickstarter.



Student & Volunteer with Bikewithmike.org, a campaign created and developed entirely by DBY students to promote health and increase bike-ability in the community.