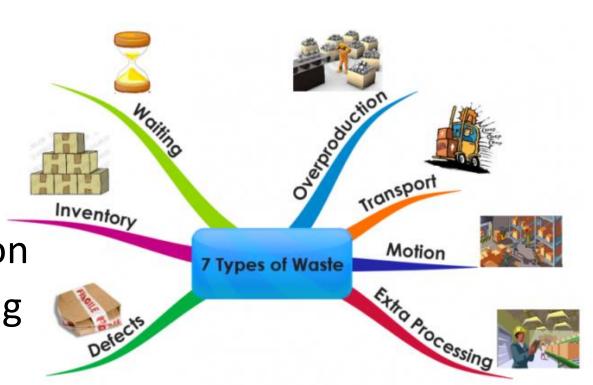






Lean Seven Deadly Wastes + 1

- Transport
- Inventory
- Motion
- Waiting
- Over-production
- Over-processing
- Defects
- Skills



Big Waste/Problem

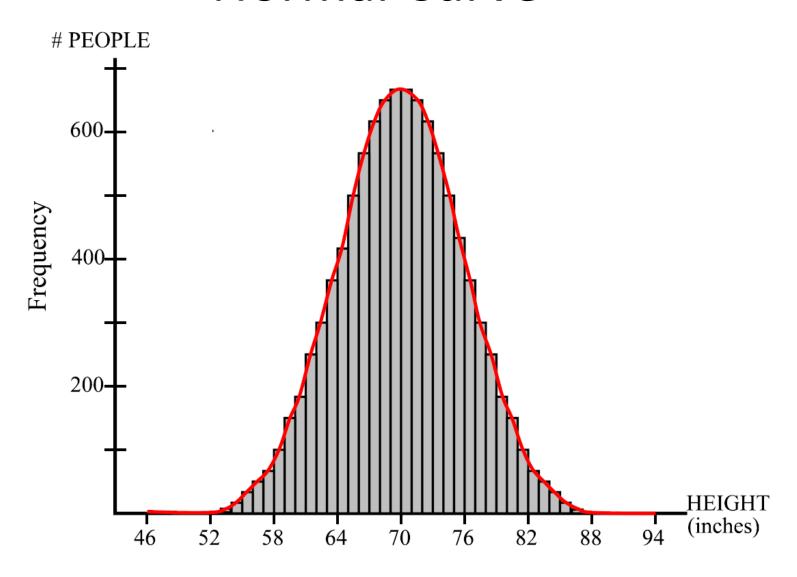
Stranded Asset of 34,000 16-24 Year Olds Disconnected from School & Work

Societal Perception

Lack of Respect for the Dignity of Technical Work.

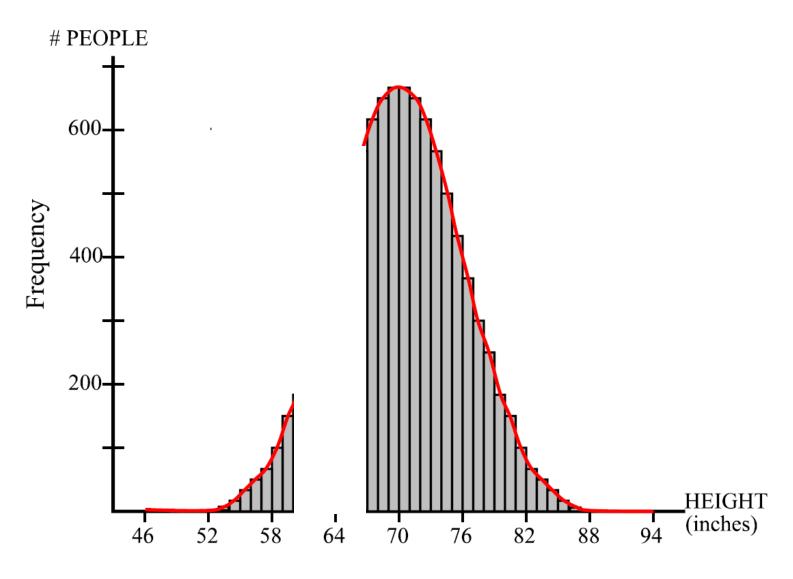
Manufacturing and Other Trade/Craft Work is Performed by "Losers".

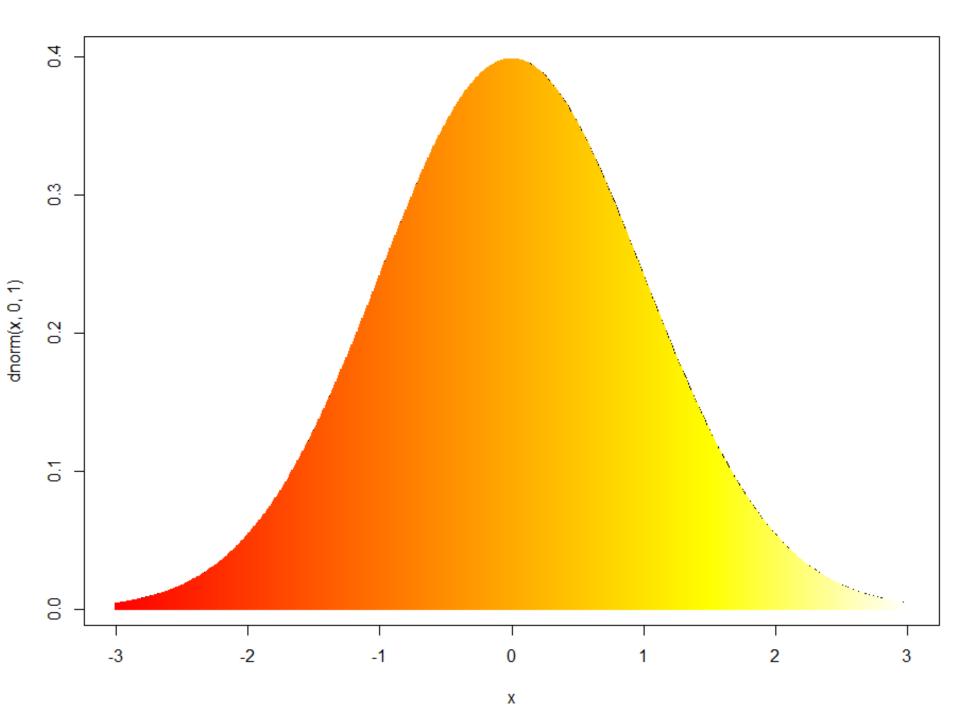
"Normal Curve"





Limited Education

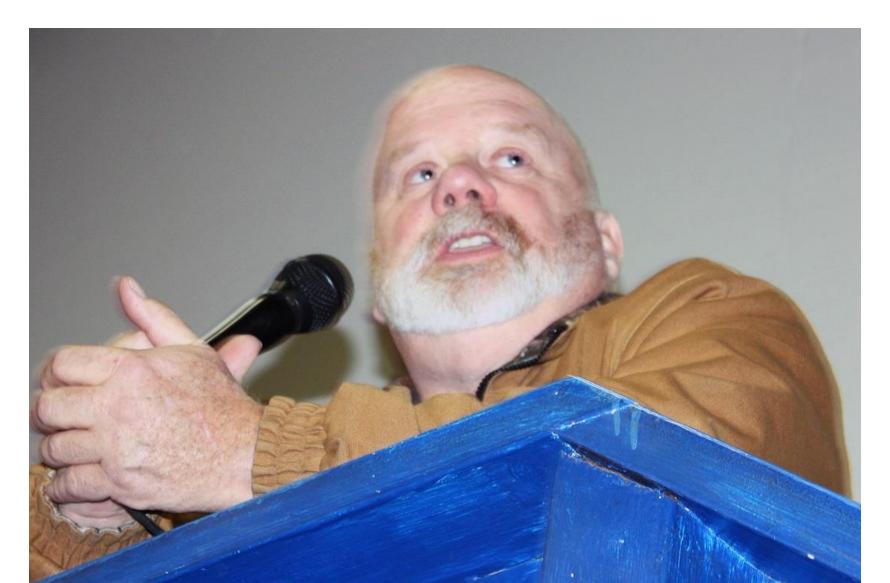




Solution

- Every Person Needs a Skill, and its Dignity.
- Expose Students To a Wide Variety of Things.
 - Every Student needs to Interact (Experience)
 with Designing and Building (Making)
 Something.

Tap Into the Skills and Talents of Craftspeople to make them Available for Classroom Work.



Bring Creative Programs into the School Day with Integrated STEAM Curricula.



Focus STEAM Investments on Results that Give Broad Experiential Exposure.

