Teen Tech Center
Information Session

Wednesday, June 26th 2019 at
11:00 AM Pacific / 2:00 PM Eastern
AGENDA.

• Best Buy’s Philanthropic Focus Areas
• Best Buy Teen Tech Center Overview
• National Partner: The Clubhouse Network
• The Clubhouse Network Learning Model
• Roles and Responsibilities
• About the RFP
• Q&A
Helping underserved teens build social and emotional learning skills through technology to prepare for college and careers.

• Best Buy Teen Tech Centers
• Geek Squad Academy
• Tag Team Awards
• Community Grants
Best Buy Teen Tech Centers are a place where teens can develop critical skills through hands-on activities and relationships that help build confidence.

- Are safe, catalytic environments
- Provide teens with access to latest technology, from software to hardware
- Encourage them to explore their personal passions through technology
- Enable teens to develop technology and life skills to prepare for college and careers
• Expanding to **Canada, Mexico** and **Puerto Rico** soon on the way to 60+ locations by 2020.

• Partnerships with Best Buy vendor partners like Canon, Adobe, and Sony for product donations.

• Co-investment partnerships with organizations like Eva Longoria Foundation, Sony, Bose, Klipsch, iRobot, and more.

• National Implementation Partner: The Clubhouse Network
Locations

Bellevue WA  Las Vegas NV  Los Angeles CA  Milwaukee WI  Minneapolis MN  New Orleans LA  Oakland CA  Phoenix AZ  Pittsburgh PA
Fort Lauderdale FL  San Antonio TX  San Marcos CA  St. Louis MO  St. Paul MN  Washington D.C.

To be joined soon by Louisville, Salt Lake City, Selma, Memphis, Atlanta, Kansas City, El Paso, Portland, San Jose, Los Angeles, Vancouver Canada, Puerto Rico, and Mexico.
NATIONAL IMPLEMENTATION PARTNER.

- A collaboration with the MIT Media Lab
- 25-year track record, 100+ Clubhouses in 19 countries
- Winner of Peter F. Drucker Award for Non-Profit Innovation
- Partnerships with Intel, Autodesk, Adobe, America’s Promise Alliance, Maker Ed, U.S. Department of Justice, and more
THE CLUBHOUSE NETWORK LEARNING MODEL.

Teens explore their passions and learn by doing, creating, and experimenting.

Best Buy Teen Tech Centers:
- Foster learner-centered, informal educational approach
- Provide a combination of self-guided and structured learning opportunities
- Offer cutting-edge curriculum content
## DESIGN PRINCIPLES.

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<tr>
<th>Learning by Designing</th>
<th>Following Your Interests</th>
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<tr>
<td>People learn best when they are actively engaged in designing, creating, and inventing, not just passively receiving information.</td>
<td>When people care about what they are working on, they are willing to work longer and harder, and they learn more in the process.</td>
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<tr>
<th>Building a Community</th>
<th>Fostering Respect and Trust</th>
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<tr>
<td>When people collaborate with others of diverse ages, cultures, genders, and backgrounds, they gain new perspectives for understanding the world – and themselves.</td>
<td>In places where everyone’s ideas and opinions are respected, people are more likely to take risks and experiment – and thus more likely to learn and innovate.</td>
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ROLES & RESPONSIBILITIES.
Year One:

Combination of granting and in-kind assistance.

- Technology grant for selected equipment hardware and software
- Facility design consultation and equipment set-up
- 1:1 matching Capital grant for construction of up to $50,000
- Teen-centric furniture grant
- $50,000 in support for program expenses (Coordinator staffing, professional development)
- Cutting-edge curriculum
- Best Buy employee volunteers
The Clubhouse Network Support.

Start up and on-going support.

- Professional development (orientation training, Annual Conference, regional workshops)
- Curriculum resources, operational assistance
- Career/College resources
- Clubhouse Village online community
- Evaluation and assessment
- Teen Summit (biennial)
Responsibilities.

• Demonstrated commitment to the learning model

• Work with schools and other organizations to build awareness among teens and ensure access to teens from surrounding neighborhoods

• Hire, support, and retain full-time Program Coordinator

• Physical transformation of the space to meet Best Buy branding expectations (paint, carpet, construction) to create an inviting, attractive physical space

• Encourage participation of adult mentors and Best Buy employees

• Participate in The Clubhouse Network (sharing best practices, etc.)

• Develop financial and community support for sustainability
Description of role:

- Assigned to this program 100% (40 hours per week)
- Help young people develop projects
- Recruit, train and support mentors
- Provide community outreach
- Perform basic computer maintenance
- Assist in fundraising development, PR
- Support youth in pursuing academic and job opportunities
- Participate in the Clubhouse Network to inspire expanded world view
### Best Buy & The Clubhouse Network

- Technology grant for hardware and software
- Facility design consultation and equipment set-up
- 1:1 matching Capital grant for construction
- Teen-centric furniture grant
- $50,000 in support for program expenses (Coordinator staffing, professional development)
- Professional development (e.g., orientation training, Annual Conference, regional workshops)
- Curriculum resources, operational assistance
- Career/College resources
- Clubhouse Village online community
- Evaluation and assessment
- Teen Summit (biennial)

### Nonprofit Partner Responsibilities

- Physical transformation of the space to meet Best Buy Brand Design Guidelines including paint, flooring, and furniture
- Creation of a music recording studio
- Commitment to the learning model
- Work with schools and other organizations to build awareness among teens and ensure access from surrounding neighborhoods
- Hire, support, and retain full-time Teen Tech Center Youth Coordinator
- Provide an inviting, attractive physical space for the Center
- Encourage participation of adult mentors (e.g. Best Buy employees)
- Participate in The Clubhouse Network
- Develop financial and community support for sustainability
OTHER CONSIDERATIONS.

- Center must be open 20+ hours per week, year-round
- Grant recipients will be required to abide by federal, local laws governing youth programs
- Best Buy and The Clubhouse Network will have the right to use any content or creative work developed at the Center
- License Agreement with The Clubhouse Network and Best Buy will be required
ABOUT THE RFP.
To identify community-based organizations to establish and support new Best Buy Teen Tech Centers in:

- Hayward / Union City CA
- Orlando FL
- Philadelphia PA
- Long Island NY
- Puerto Rico
  (Bayamon, Carolina, Hato Rey / San Juan)
ELIGIBILITY CRITERIA.

- Existing, successful after-school facility serving youth (ages 13-18)
- Located within 15 miles of a Best Buy store
- Minimum space requirement: 1300 sq. ft. (ADA-compliant)
- Minimum 3-year commitment
Response topics include:

- Mission & strategic direction
- Support of teens
- Program information and commitment to learning model
- Operational infrastructure
- Community relations & sustainability
- Organizational information
- Budget information
Elements of a winning proposal:

- Overall comprehensiveness, quality, and clarity
- Wherewithal and willingness to embrace the learning model
- A proven track record of supporting young people from your community
- Commitment to exploring the intersection of technology and youth expression
Proposal must be submitted no later than 5:00PM Pacific on Friday, August 30th 2019.

Review committee will evaluate and competitively rank proposals. Committee will conduct select site visits where appropriate.

Contingent Notification date: November 1st 2019
### PROJECTED ANNUAL OPERATING EXPENSES.

<table>
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<tr>
<th>Expense</th>
<th>Amount</th>
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<tr>
<td>Coordinator(s) salary and benefits</td>
<td>$72,000</td>
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<tr>
<td>Staff professional development/travel</td>
<td>$10,000</td>
</tr>
<tr>
<td>Program materials &amp; office supplies</td>
<td>$6,500</td>
</tr>
<tr>
<td>Mentor expenses</td>
<td>$500</td>
</tr>
<tr>
<td>Member recruitment</td>
<td>$3,000</td>
</tr>
<tr>
<td>Computer support</td>
<td>$2,000</td>
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<tr>
<td>Misc. software/hardware</td>
<td>$4,000</td>
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<tr>
<td>Internet connection/phone</td>
<td>$2,000</td>
</tr>
<tr>
<td>Computer depreciation</td>
<td>n/a</td>
</tr>
<tr>
<td>Rent and utilities</td>
<td>in-kind</td>
</tr>
<tr>
<td>Licensing fees (waived)</td>
<td>n/a</td>
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**TOTAL**  

$100,000
# A Week in the Life of a Coordinator

<table>
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<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
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<tbody>
<tr>
<td>11:00</td>
<td>Checking email/Village messages and/or contributions to Village and Network</td>
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<td>Reflection: Includes documenting success stories, working on semi-annual reports, participating in regional calls</td>
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<td>12:00</td>
<td>Technical Training: Includes creating projects, familiarizing oneself with various software titles, create project ideas for youth, etc.</td>
<td>Mentor recruiting: Includes presentations, phone calls, interviews, trainings, etc.</td>
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<td>CBO responsibilities: Includes staff meetings, assisting coworkers, etc.</td>
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<tr>
<td>12:30</td>
<td>Technical Training: Includes creating projects, familiarizing oneself with various software titles, create project ideas for youth, etc.</td>
<td>Mentor recruiting: Includes presentations, phone calls, interviews, etc.</td>
<td>Technical Maintenance: Includes servicing workstations, ordering supplies, maintaining server folders, etc.</td>
<td>C2C Planning: Includes placing phone calls to prospective sites or presenters, site visits, planning, etc.</td>
<td>Hosting outreach groups, giving visitor tours, planning special events, ex. mentor appreciation, parents’ open house, etc.</td>
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<tr>
<td>1:30</td>
<td>Lunch</td>
<td>Lunch</td>
<td>Lunch</td>
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<tr>
<td>2:00-7:00</td>
<td>Teen Tech Center Hours Working with youth DIRECTLY, Engaging Mentors, Inspiring Projects</td>
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Thank you.