

TABLE BADGING PROTOTYPING ACTIVITY

TABLE #1



Soft skill being addressed: leadership

1. Consumer/Participant: young adult

2. Workforce Problem(s): employment/promotion

3. Primary Badge Purposes: Create/expose pathway

4. Badge Program Provider(s): YMCA/YWCA, adult education/learning centers, sports team participation, military, education providers (e.g., community colleges), community-based orgs (e.g., YouthBuild), faith-based organizations, service orgs (e.g., Peace Corps)

5. Spheres of Influence:

- Current employers, prospective employers, friends/family
- Local community
- Colleges, education programs badge earners apply to
- Non-profits where might volunteers

6. Time Frame: 130 - 150 hours

7. Badge Constellation:

