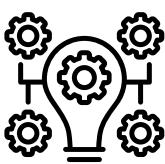




## BCI Innovation Labs - Launch Academy

If you have a budding entrepreneur, computer scientist, or indie hacker aged 14 - 17 who has a passion to build a web app or mobile application and/or launch a tech company, then the BCI Launch Academy is the perfect place to help expand their knowledge in tech entrepreneurship. The daily schedule will have both structured and unstructured learning time and during the day participants will have time to relax in the games room (which includes a variety of games including air hockey, video games, and a pool table). Participants will have the opportunity to speak to Infotech employees to ask questions and learn what it is like to work in a tech company. The day will be spent learning both the startup process and how to use No Code tools, such as Bubble.io, to create full-service web apps and digital platforms without having to learn to code!

Participants will have access to the software and the platform outside of the program hours so they can continue building their web application or digital platform even after the end of the program.



To create the next generation of pioneers, trailblazers, innovators, and change-makers.

### BCI Mission



To prepare secondary students for success in a dynamic world characterized by complexity, unpredictability, change, and opportunity.

### Purpose



Provide young entrepreneurs and computer scientists with experience designing, coding, building software products and launching tech companies.

### Program Objectives

## The Benefits of Launch Academy

Math, science, technology and engineering are the fastest-growing fields in the world. They have changed every aspect of our lives in the past decades and will continue to do so. Our Launch Academy was created to provide secondary school-aged aspiring entrepreneurs with the opportunity to begin to build their knowledge of foundations of these important fields.

Today's economy requires us to be agile, creative problem solvers, with the tenacity and perseverance to try, and fail, at new things. It is predicted that eighty-five percent of jobs that will exist in 2030 haven't been invented yet. We need to be able to "prepare students to solve messy, complex problems – including problems we don't yet know about – associated with living in a competitive, globally connected, and technologically intensive world." (OECD, 2017).

## Personalized Experiential Learning

During the program, the entrepreneurs learn to solve problems and design solutions for real customers. They will explore how to build a business model and pitch deck (including a financial plan) while building software and/or a tech company, they will develop the global competencies needed to excel in their future career.

BCI believes strongly that we need to give young people the opportunity to be 'theory builders', to test and revisit their knowledge gained through experiential learning. They need to recognize that fostering scientific thinking, is a process of finding out, and they need time, space, and materials to exercise their curiosity. Certain character qualities (attitudes) or dispositions are central to coding and computational thinking, innovation, and entrepreneurship. These include curiosity, a drive to experiment, and a desire to challenge theories and to share new ideas (Costa & Kallick, 2008).

## LEAN Education: Build | Measure | Learn

BCI Innovation Labs employs a learning framework that has been designed specifically for research-based experiential learning which supports the development of global competencies. The Launch Academy focuses specifically on the Lean Methodology of Build - Measure - Learn.

# The Foundation of Lean Education



BUILD

MEASURE

LEARN

Teens explore building, designing, assembling, constructing, and deconstructing in a simulated environment.

Teens are empowered to develop their skills in number sense, measurement, analysis, computational thinking and developing algorithms.

Teens learn through the active process of building and measuring and then exploring and analyzing what they have built while developing their own ideas and theories making science come to life.

## Young Engineers will develop the following Global Competencies:

- |  |                         |  |   |
|--|-------------------------|--|---|
|  | Computational thinking  |  | Problem-solving and Critical Thinking     |
|  | Communication           |  | Creativity, Innovation & Entrepreneurship |
|  | Research-based Thinking |  | Collaboration, Cooperation & Team Work    |

## Key Features of the Launch Academy

### Ongoing daily Formative Feedback

participants are given constant, ongoing feedback during the academy by entrepreneurs that help them to build their Web App and turn it into a company.

### Entrepreneurial Competencies Report

Participants are provided with a competency report at the end of the program that indicates what global competencies they have developed and strategies for continuing to develop.

### Research-Based learning (RBL)

All activities are research-based and driven by a problem that participants must solve. This encourages participants to develop their curiosity, critical thinking, and problem-solving abilities.

### Personalized Learning

Small groups allow each participant 1-on-1 attention and personalized choice in what they want to build.

## Launch Academy Makerspace

### Build a Tech Startup – The Tech Entrepreneurship Bootcamp



This makerspace is for budding innovators and entrepreneurs, interested in tech, that want to start a company. We know how difficult it is to find high school extracurricular programs that allow you to be able to build and learn critical tech and entrepreneurship skills. This makerspace provides the tools to build web and mobile applications and turn them into a company. These skills are especially important in current times, to stand out on university applications amongst your peers is becoming increasingly difficult. Students will develop skills in research, writing pitch decks, communication, oral presentation, and teamwork.



## STEM Instructors

**Dr Mark Weyers** is a Learning Scientist with a focus on STEM, the founder of Lean Education, and an Ontario-qualified educator with 20 years of experience teaching and training new teachers. He specializes in science education and has an additional qualification in teaching math.

**Sam Tattersall** is a BCI Business Analyst Intern and the Program Director of the Young Engineers Enrichment Program. Sam is a budding entrepreneur with a passion for innovation and is working towards building his own company.

**Bart Mika** is a senior software developer, and the CEO of Mika Software. He has taught software development and tech entrepreneurship to college students for over 5 years. He has a passion for education for coaching junior developers in their early career development.

**Amber Wallace** is an Ontario qualified teacher with 20 years of experience who had held roles as a classroom teacher, ESL, and TVDSB instructional coach supporting the development of system-level academic improvement alongside school administration.

## Dates / Times:

The launch academy program allows budding tech entrepreneurs to build their own Web Applications with the possibility to launch their own tech startup. Space is limited to a maximum of 10 participants per week. Current Thames Valley District School Board students are FREE. There will be a 1 - 10 (staff: participant) ratio.

**Start/End Time** 8.30 am - 4.00 pm daily

**Week 1** July 25th - July 29th

**Week 2** August 8th - August 12th

**Week 3** August 15th - August 19th

**Location** Infotech Research Group  
345 Ridout Street North  
London, ON, Canada  
N6A 2N8

**Cost: FREE\***

\*to current students in the Thames Valley District School Board



**Innovation Labs**

If you have any questions, please contact:

### Dr Mark Weyers

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Online: <https://bcinnovationlabs.com/launch-academy/>

# Daily Schedule

Time		Event
8.30am – 9.00am		Arrival & Registration
9.00am – 10.30am		Workshop #1
10.30am – 11.00am		Break
11.00am – 12.30pm		Workshop #2
12.30pm – 1.00pm		Lunch
1.00pm – 2.30pm		Workshop #3
2.30pm – 3.00pm		Free Time
3.00pm – 4.00pm		Pick-up

