The Bootstrapping Checklist

is a grassroots online student entrepreneurial learning community.





How to Run the Bootstrapping Checklist



It's 5 Steps in 5 months.

If you are a Teacher and want to run this in your class, it's 5 Steps in 5 months.

If you are a middle or high school student and you want to do it without a teacher, I would suggest starting at 5 steps in 5 months also - and as you get better at it, you can iterate faster, like 5 steps in 5 weeks or even 5 days.

If you want a quick fix to see how it works, check out the photos of the program from my twitter feed; <u>https://twitter.com/mistaboxta/media?lang=en</u>

We have a Bootstrapping Checklist YouTube Channel -

https://www.youtube.com/channel/UC79NIv2RcgixoRTe4IaPh3Q

The Bootstrapping Checklist YouTube Channel is a place to upload your experiences - share how you are doing the Bootstrapping Checklist in you class, or if you are going through it independently with your own team - share both successes and frustrations! Message me to upload your video!





What you are going to need;

- 1) A team,
- 2) A positive attitude,
- 3) A commitment to your team and to yourself to be responsible and not to promise anything that you can't deliver,
- 4) Computers or mobile devices and internet connection,
- 5) Cloud sharing like Google Drive, or similar.



Forming a Team (The Pitch)

- Volunteers can pitch their ideas to their classmates based on perceived school needs or 'pain points' (they can put out surveys using Google Forms) and present solutions.
- "Be Unreasonable" don't be afraid to pitch wild ideas, chances are it's being done somewhere that's an opportunity to connect with those doing it.
- Questions from potential team members after your pitch will help direct you into the design phase if you choose to work together.
- The 'crowd' waits until all pitches are done then have students mingle after to interview each other for the right fit.
- Will you join a new Team, do another cycle with the same Team, or pitch an idea to create new Team as Project Manager?
- Once Teams are formed, it's time to start Step 1 Design

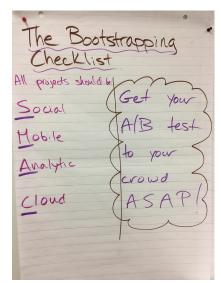


Step 1- Design (Who Are You Serving?)

These Anchor Charts are simple to drive the design phase;

Design!	
Mission Statement: Who are you Serving? Social Innovation	Bin Point What (social) Problem are you solving?
Value How are you solving that problem (What is your solution?)	Competition How are you better than those that are dready doing more value to what is dready happening?

Mission Statement: We are serving ... Team Member Roles: -Project Manager (PM) -WX (user experience) -Data Marketing -Art/Hedia -Researcher -Legal / public relations -Secretary (PH's role?)







Step 1- Design (Who Are You Serving?)

(Student Work)





with your student e-mail from TDSB.

<u>Pitch</u>: Remember that time when you were listening to the announcements but you couldn't make out a word they were soying because the announcers messed up and never gave you a straight answer? Or when there was just too much noise and you didn't even realize that the announcements were going on. You would then end up pondering the possibilities of what they were trying to say, but in the end you were still lost. Well say goodly to those days and welcome "Broadcasting Out Loud" into your life. With our website you will be able to know what is going on at your school and save yourself from missing out on school activities. With B.O.L you will never miss out on opportunities!

Value Broadcasting Out Loud is a great website to help you stay in the clubs you love. It helps you listen when important/mandatory meetings that may keep your status of being in the club. This help you get spirit points because you are reminded of meetings. The great part is that it's an appl

User Needs; Broadcasting Out Loud is great for catching up on school activities if you missed the announcements. Users can access their account in a minute. Our website provides the user with videos for them to listen and watch.

Broadcasting Out Loud



EIMAGINE EDUCATION

TEACHING DELIVERY AWARD

Step 2- Invest (\$\$\$ + Mentoring)

Investment doesn't always come in the form of \$\$\$ - in our case, in comes in the form of mentoring from our critical friends. Salar Chagpar from the Prepr Foundation mentors us about entrepreneurship and data collection and analysis.

"We can innovate education through collaboration, that's the core philosophy of Prepr. Richard successfully lives this philosophy in his class and inspires students to be creative thinkers in order to solve challenges."

Salar Chagpar, PMP - October 2015

prepr

http://prepr.org/



Step 2 - Invest (\$\$\$ + Mentoring)

Key Points from Marc Lijour*:

- 1) What are investor care-abouts?
- 2) Learn how to build a good team
- 3) A value proposition scratches an itch
- 4) Think about a disruptive solution (think like Uber)

Also -

- Collect data from the Crowd
- Team is extremely important for project success and to convince investors
- Tell investors 'exclusive info'
- Tell adults what they need to know to make lives easier/better
- Use DATA
- Ask questions about the world
- Give real life experiences that your product or idea would help
- Stress the pain point that your product resolves
- Tell your story. Get your show on the road. Invite people in! *From student notes.



Marc Lijour https://ca.linkedin.com/in/marclijour

- Lead the revision of the Technological Education Curriculum at the Ministry of Education
- Refreshed Cisco's vision and strategy for Education
- Helps students and citizens empower themselves to create a better society and a better world





Step 3 - Build (A/B Prototype)

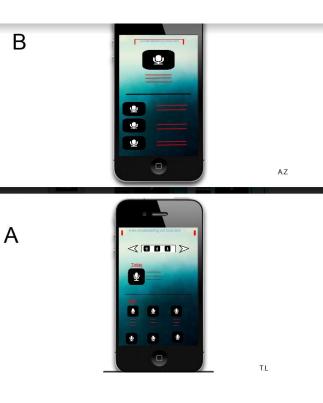
Now it's time to Build an 'A' and a 'B' - these 2 prototypes you will launch at the same time - let the 'crowd' (Your Classmates!) decide which one they want.

You can A/B test lots of things;

-Logos and website design

-UX (User Experiences) - try Rapid or Paper Prototyping https://www.youtube.com/watch?v=JMjozqJS44M

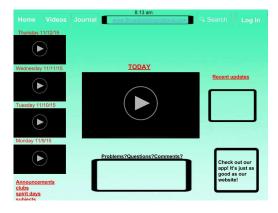
-Analog products like new cell phone cases or even food!





Step 3 - Build (A/B Prototype)

(student work)









Step 4 - Launch (Survey Your Crowd)

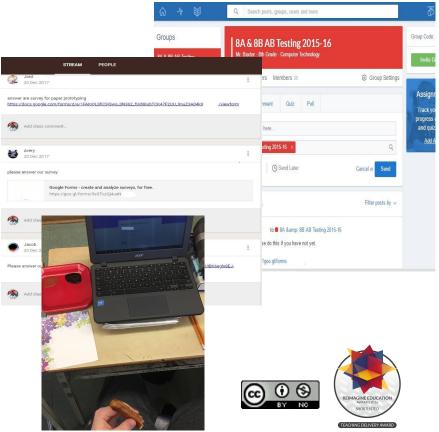
Create and use an online 'A/B Testing' group to encourage students to A/B test each other's prototypes to ***Collect Data***

Use an <u>LMS</u> like Edmodo or Google Classroom, but you can also use Facebook or Instagram or create a new one using a VPN.

You can use cloud based file and folder sharing like GDrive to store digital work or photos of analog work.

Once you are ready to Launch, you can simply post a link to the A/B Test group using a Google Form survey link or similar, or even better, stage a marketing event to engage with participants directly.

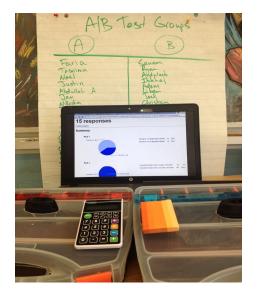
Make sure all responses from survey link directly to the spreadsheet - for analog data collected, input it manually.

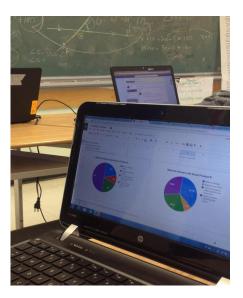


Step 5 - Analyze (Choose A or B!)

Once teams receive survey responses from their 'crowd', they must sit down together and decide which prototype to keep and which one to drop - either A or B.

Fundamentally, this is the phase where students learn to make design decisions based on data collected from potential users of their product (these are your early adopters! Treat them very well!).







REIMAGINE EDUCATION AWARDS 2016 SHORTLISTED

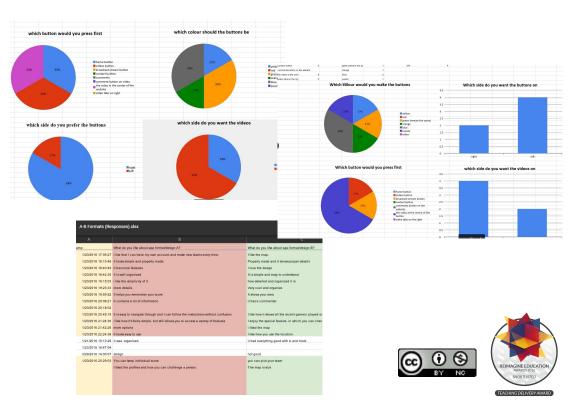
Step 5 - Analyze (Choose A or B!)

Analyze the data by looking at the graphs produced by your spreadsheet.

Important - Take Care of Your Email List and make sure you have an 'unsubscribe' option at all times

BUT!

If you are part of an online 'A/B Test group', then you agree to receive email and/or surveys (still, have an unsubscribe option).



Step 5 - Analyze

Student Sample Work:

"In conclusion, data has proven that our team must move on with Product A and eliminate Product B. This is because our team decided to test the best out of two different yet effective features that we were deadlocked upon. Product A has the Absent Button feature with a private chat system in which notes can be shared among homework buddies, while Product B has a public newsfeed layout of all the notes, similar to Facebook and Edmodo. Most users like the Absent Button feature and further comments from them tells us that the newsfeed layout was not effective at all.

Therefore, because more users like the features on Product A, we will be using that prototype to move forward with." The Notetaker, Grade 8 Team



Step 5 - Analyze & The Final Presentation

(Student Work - BOL)









Conclusion - Repeat (Only If You Want To!)

If YES, you will Repeat with the same Team

- Did you have a great time?
- Did you work well together?
- Do you think your project has potential?

You have decided to work together again through another cycle of the 5 Steps.

Now take the A or B prototype that the team chose from the last round, and split it, again, into *another* A/B that you will Launch again, and so it goes...

The Bootstrapping Checklist

If NO - well here is the good news;

- You have completed a full cycle, and maybe it was tough, but Congratulations -You did it!
- You might want to try a new project with a new team,
- You might want to be Project Leader this time around, or
- Maybe you don't want to be Project
 Leader this time around and that's ok!



Founder of The Bootstrapping Checklist is <u>Rich Baxter</u>

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For more information please visit my site: https://bootstrappingchecklist.org

Or email <u>baxterich88@gmail.com</u> for inquiries and visit our YouTube Channel to upload your videos about your experiences!!

https://www.youtube.com/channel/UC79NIv2RcgixoRTe4laPh3Q

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