



CLIENT-CONNECTED PROJECTS

Helping Students Help You

“I’ve had a chance to witness students participate in work experiences that are shaping their high school experience. I personally know how much these matter in helping students to think about the variety of career possibilities that are available to them.”

Crystal Everett
Kansas City Public Schools

Project Requirements

Client-connected projects are authentic problems which students solve in collaboration with professionals from industry, not-for-profit, or community-based organizations.

They provide students with access to industry professionals, real world problems, and essential skills. They are also one of the key work experiences that may be recognized as a Market Value Asset*.

Examples of client-connected projects can include:

- Cyber Security class built a website for Buckner Chamber of Commerce
- Summer students created a youth-centered product for Community America Bank
- Class provided focus group data for an energy drink for VML
- Health students took vitals and conducted intake survey for a heart clinic at St. Lukes
- AND MORE!

Client-Connected Projects can provide value for:

CLIENT/EMPLOYER	STUDENTS	EDUCATORS
<ul style="list-style-type: none"> • Access to emerging talent • Increased awareness of client organization • Leadership development opportunity for client/employer liaison 	<ul style="list-style-type: none"> • Authentic project work • Increase in professional network • School credit in real-world setting • Potential stepping stone for future internship 	<ul style="list-style-type: none"> • Authentic project prompts/problems • Exposure to industry trends and expectations

*a Market Value Asset is an industry valued and recognized skill that creates a seamless transition post-high school.

Who is Involved?

In **Real World Learning**, the student is at the center, but their success depends on supportive adults that guide, support, facilitate, and mentor them along their path. When creating **Client-Connected Projects**, consider these roles.

CLIENT-CONNECTED PROJECT ROLES			
Client/Employer Liaison	School District Real World Learning Lead	Lead Teacher/Educator	Subject Matter Expert(s)
			
A representative from the client organization	A representative from the school district that helps facilitate RWL experiences	A teacher supervising student groups	An industry-based professional interested in helping students along the way

How to Get Started

To get started on the planning process, it's recommended to have some details set on the front-end of the experience:

Project Prompt | Identify a project or problem from your to-do list that a high school student (or team of students) could help tackle. **Hint:** Look a few notches down, for something that's relevant and needed but not time critical.

Project Description | Develop a project description and timeframe for completion.

Client Liaison | Determine who would connect with the educator and students to lay out the project, give feedback on progress, and evaluate final output. **Hint:** Think about individuals who are earlier in their career and interested in helping others learn and grow. Total time commitment expected – at least four hours (students will receive consistent, regular support from other adults behind the scenes).

Get Involved

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