

Summer Report 2024

echoReverb Sparkbiz Start Your Biz, Be A Changemaker











As part of the **For Youth**, **By Youth** Center for Entrepreneurship and Economic Opportunities, **SparkBiz** was designed by young people, for young people. **echo** dedicates programming and fosters partnerships that empower teens with the skills and tools needed to navigate the rapidly changing workforce and educational landscapes.



Celeste Brown
Director



Sean Smith Director



Pilar Hurtado



Camp Facilitators

Madison Parker
Lelia Lemons
Nadia Arellano
Jenifer Perez
Alicia Brame





Entrepreneurial education, exposure, and experience.

Monday

- Ikigai
- Entrepreneu rial Mindset
- Intro to Human-Centered Design
- Field Trip or GuestSpeaker

Tuesday

- LeanCanvas
- Intro to Startups and Social Enterprises
- Ideation
- Field Trip or Guest
 Speaker

Wednesday

- Customer Discovery
- Team
 Work with
 near-peer
 Mentors
- Market Analysis
- Field Trip or Guest Speaker

Thursday

- Financial Literacy
- Team Work with nearpeer Mentors
- Storytelling and Branding
- Field Trip or GuestSpeaker

Friday

- PitchCompetition
- Fans, Friends and Family come to celebrate new Venture Ideas

Mentors



Rinah Rachel Galper Founder, JoyShout



Rachel Cash Founder, Elroi



Dale Ter Haar Co-founder, BW Adventures



Jamaal Bowden Founder, G3 Community



Mel Wright Founder, The Wright Village



Tamette Farrington Founder, T'Farri Solutions



Wa'quita Mccauley
Founder, Writefully Honest



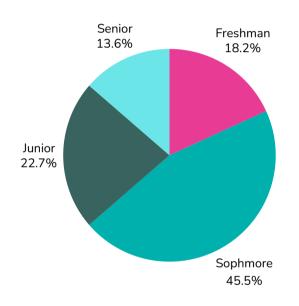
Yuly Bermudez El Centro Hispano



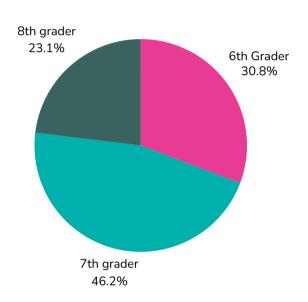


The SparkBiz Summer Camp accommodated 84 middle school students and 27 high school students across a span of 6 weeks. Middle school attendees engaged for 1 week, whereas high school students engaged in a more extensive 3-week program.

High school students

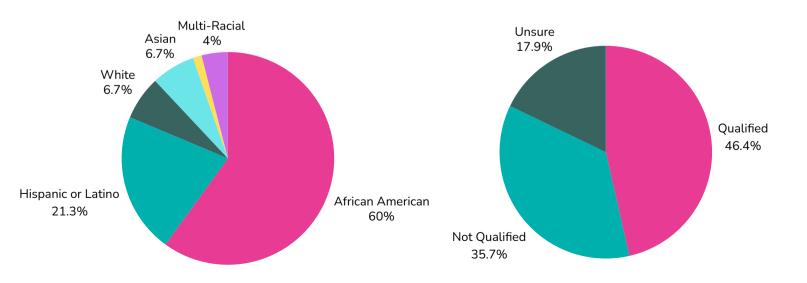


Middle school students



Race/Ethnicities

Qualify for Free/Reduced Lunch





Ventures

Student Ventures Pitched

"Eco Safe Earth" B2C Greentech App/Website for waste management.

"Art Never Dies" 501c3 Art Accessibility Program.

Technology Team B2G After-school tech clubs.

"Uplift Community Center" 501c3 providing advocacy to low income communities through social justice.

"EPS Sports Initiative" B2B to advocate and educate issues within the Sports industry such as injuries, discrimination, etc.

"Tech User Guide" B2C focused on repair management on technology with affordable prices.

"Environmental Rescue Mission" centered in developing a movable and affordable trash bin.

"Code Counseling" B2G extracurricular program for children interested in technology.

"Family Farms" 501C3 focused on tackling food insecurity through affordable and healthy produce.

"Music Mania" Startup focused on addressing fans' needs by sending their survey feedback directly to artists to inspire change through a website.

"Sphere" Startup for high school students where they can publish their academic work, connect with like- minded peers.

"Business Boost" is centered on teen entrepreneurship focusing in providing mentorship through workshops and events.

"Pop Connect" Startup centered around art specifically helping young artists share and sell their art through a website.

"Gear Generosity" B2C focused in providing affordable sports equipment and employment opportunities for low income communities.







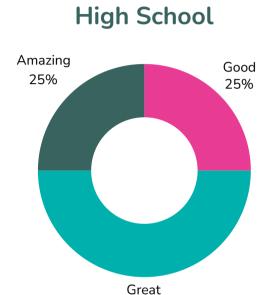




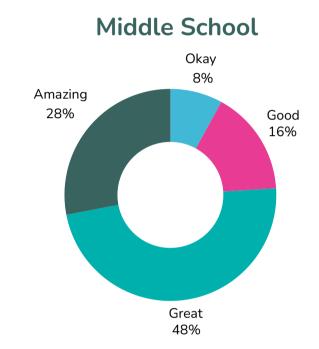


In the final Camp Survey, students had the opportunity to share their reviews, feedback, and reflections regarding their overall experience at the camp.

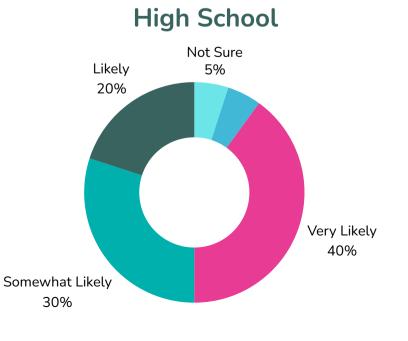
Overall Satisfaction

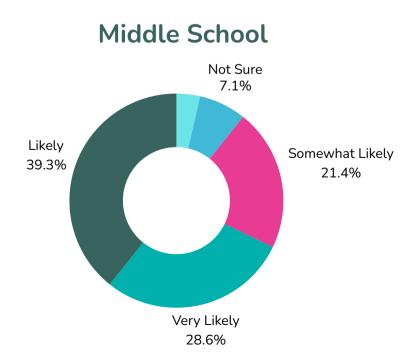


50%



Future Entrepreneurial Engagement

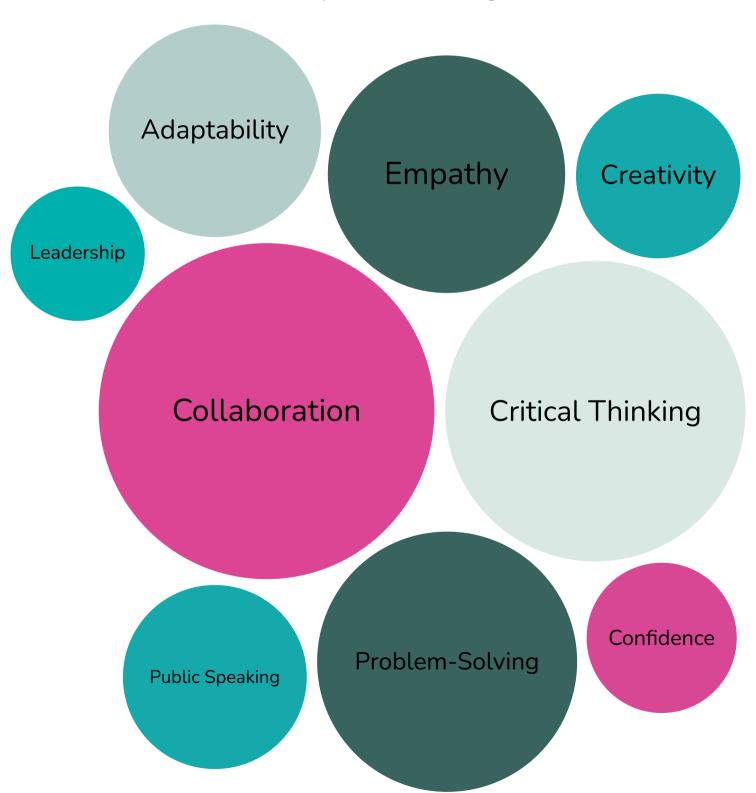








On the final day of camp, students were requested to evaluate their confidence regarding a wide range of skills, behaviors, and personal attributes that help individuals effectively navigate their surroundings, connect with others, perform successfully, and reach their goals.









We will invent better ways to help each other than the last generation by standing up for fair treatment in our culture and by being innovative with technology.



We will change the world by utilizing technology to create a better way of life through social media, climate change, empathy, understanding, and education. We could use the latest and improved social media apps to find ways to publish our hard and dedicated work rather than just scrolling and looking at other videos.



My generation will change the world by most teenagers and young adults becoming entrepreneurs so they aren't dependent on corporate jobs and have more independence.



I think that we can do anything that we want to and that we all have a chance to find what we want to do for the future. We will change the world starting one bit at a time.



As a 12-year-old girl, I think my generation will change the world because we are more aware of important issues like climate change and women's rights due to access to information. We will use technology to connect with people from all over the world and work together to find solutions to these problems.



Generation Z (my generation) is a very liberated generation. I believe we are capable of dismantling social constructs and systemic issues. We are already out there protesting against genocide and gun violence. We are transforming the world from what it is into what it will be.





