

Team-Based Challenge Template

PROJECT OVERVIEW	
Team-Based Challenge Title	Implicit Bias & Social Equity
Source	Boston's Summer Youth Employment Program (in partnership with Northeastern University and Practera)
Industry Partner(s)	Local business (in any sector)
Endorsement Area	Interdisciplinary
Problem to Investigate/Scope	<p>Student groups will help Industry Partner understand any Implicit Bias or Social Inequity that might be present in their <insert product or service> and associated marketing. Then, students will help the business understand how they can make this product or service and communication accessible to every person. Students will address:</p> <ul style="list-style-type: none"> - What is the product or service? - Who is the product or service for? - How might that product or service have been created either ignoring or perpetuating a bias against a marginalized and oppressed group? - How do we communicate about the product? - How might we adjust our communication to be inclusive? - What are some ways that we can adjust, pivot or revamp the product or service in order to be better representative or more accessible to those groups?
Project Outcomes	Students will practice problem-solving skills by identifying where biases or inequities exists, utilizing and honing this skillset. Students will also help design a solution for a challenge that exists across industries and sectors. These students will learn from their Industry Mentors about work within a particular sector, although the challenge may be applied across industries.

PROJECT OUTLINE

Stage:	Topics/Events:	Timeline:	Deliverables:
Preparation	<ul style="list-style-type: none"> - Set Expectations - Skill Development Part 1: Defining biases and inequity - Matched with Industry Partner 	Week 1	
Project Plan	<ul style="list-style-type: none"> - Meet with Industry Mentor - Refine problem/question – understanding the product/services offered - Develop an approach to addressing 	Week 1	Project Plan
Project Execution	<ul style="list-style-type: none"> - Research - Status Update #1 – Check for understanding about product/service - Skill Development Part 2: Cultural Competency - Status Update #2 – Initial ideas about how to solve 	Weeks 2 - 3	Status updates to Industry Mentor
Project Finalization	<ul style="list-style-type: none"> - Prep project Report - Prep project Presentation 	Week 4	Draft presentation to Industry Mentor
Project Presentation	<ul style="list-style-type: none"> - Skill Development Part 3: How to Make Your Pitch - Networking - Feedback from peers/ industry mentors 	Week 4	Presentation of the key findings of the research and project report

This resource was created by [Education Systems Center at Northern Illinois University](#).

The Illinois Work-Based Learning Innovation Network (I-WIN) is designed to help employers, educators, and students leverage innovative models for scaling high-quality work-based learning opportunities in school districts and community colleges across the State. This network explores ways to create equitable opportunities for students through both in-person and virtual learning. For more information on I-WIN and additional work-based learning resources, visit edsystemsniu.org/i-win/.

To access a resource bank of Team-Based Challenge templates, visit edsystemsniu.org/i-win-resources/.