

CLIENT CONNECTED PROJECTS



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

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 are:

- Cyber Security class built a website for Buckner Chamber of Commerce
- Summer students created a youth-centered product for CommunityAmerica Credit Union
- 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
- See the [RWL CCP Menu & Project Examples](#) PDF for more!



Client-Connected Projects provide value for:





CLIENT/EMPLOYER	STUDENTS	EDUCATORS
<ul style="list-style-type: none"> • Access to emerging talent • Increased awareness of client organization • Leadership development for the client liaison • Increased bandwidth for important but non-urgent project completion 	<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 • Students are more engaged in topic with real-world context.

*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 Liason 	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

It's recommended to create a project plan on the front-end of the experience (See project template here).

Project Prompt | Identify a project or problem from your to-do list that a high school student (or team of students) could help tackle or solve.

Project Description | Develop a plan that includes deliverables and a timeframe for completion.

Client Liason | 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).



What's a problem you need to solve? And more importantly, what do you want to learn? Because something that a student says will change the way you think about your business, and that's what I've seen every single time."

Anita Newton
CommunityAmerica Credit Union



The energy just shifts a little bit. You get a student that's excited about learning and you get a welder that's been welding for 10 years. And the welder sees how enthused and excited they are. And he's like, 'Oh, I get to teach this.' And then all of a sudden they're reinvigorated. There's just tons of unexpected benefits."

Dennis Kleyh
WEBCO Manufacturing



Considerations for Planning

To plan the work of the project, the Facilitator/Coach and the Client Liaison should work hand-in-hand while considering the following:

Evaluate Work

- What work is available?
- Is work appropriate for student involvement?
- Which work optimizes student and organizational needs?
- Who would be most appropriate to serve as the primary client contact?

Set Goals

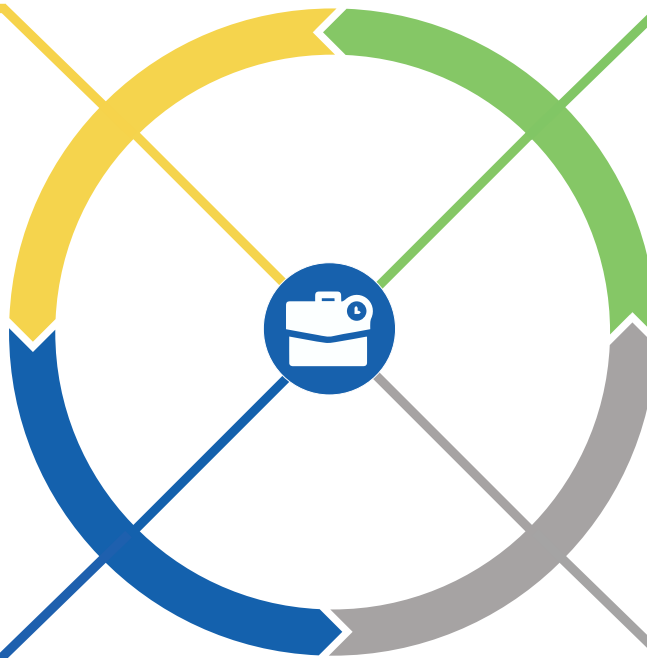
- What would make this experience a success for the employer?
- Which essential skills can be developed?
 - o Communication
 - o Collaboration
 - o Critical Thinking
 - o Interpersonal
 - o Proactivity
 - o Executive Function

Set Expectations

- Establish project parameters to help students understand the project and plan execution
- o Problem Statement
- o Student Goals
- o Engagement with SMEs
- o Feedback & Reflection Cycle
- o Documentation of Approach
- o Finished Product

Create Timeline

- Establish key milestones for students
- Ideate back-up plans for any surprises



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Planning the Process
 Consider this process outline as you plan the phases, roles, and respective activities throughout the project. Prior to starting this process, the teacher, course and learning objectives have been defined and mapped to necessary standards.

	Sourcing	Project Content	Level-setting	Project Work	Delivery	Post-work
Students	Identify learning objectives	Select from qualified assignments	Review assignments and assign students to projects	Set and execute work plan (facilitator/coach manage process)	Submit final product and receive feedback from client	Complete the process report and debrief the experience. Engage in reflection and share with peers.
Facilitator/Coach		Plan project content	Communicate project requirements and assign students to projects	Manage students through project completion and provide feedback	Manage final product and presentation	Provide feedback through the debrief and reflection process
Client Liaison	Identify learning objectives	Plan project content	Communicate project requirements and assign students to projects	Manage final product and presentation	Manage final product and presentation	Provide feedback and reflection
Subject Matter Experts (SME)			Provide subject matter expertise and feedback throughout the project. Review and provide feedback on final product.			

Real World Learning

Get Involved | Contact Us

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