

Market Value Assets

Building Pathways to Success for Future Learning and Employment

What is a Market Value Asset?

A Market Value Asset (MVA) is a cornerstone experience that prepares a student for future learning and employment. MVAs are authentic previews of the world of work or post-secondary education. While the professional and academic worlds are ever-changing, the outgrowths* students develop when they work on authentic projects with real employers and mentors are durable enough to benefit them throughout their lives.

The Kansas City Real World Learning network recognizes the following categories of MVAs:



Work Experiences

INTERNSHIPS

Learners perform authentic job tasks at a worksite or approved location (including virtual) under the guidance of a qualified supervisor. These experiences typically include some of the following:

- Academic credit (high school or college);
- Compensation;
- One hundred and twenty (120) hours of engagement; and
- Performance is evaluated by the work manager in addition to the educator.

CLIENT CONNECTED PROJECTS

Learners analyze and solve authentic problems by working in collaboration with other learners and professionals and impacting employer, civic, social, or faith-based organizations. These experiences typically include some of the following:

- Authentic methods and tools used by professionals in the work environment;
- Mentoring and evaluation by working professionals with multiple interactions;
- Twenty-four (24) hours of engagement, with project work throughout the school day(s) facilitated by the educator;
- Output or product solves a problem or addresses an employer need that is viewed as valuable by the client(s); and
- Performance is evaluated by the work manager in addition to the educator.

YOUTH APPRENTICESHIPS

Learners combine academic and technical classroom instruction with work experiences through a program registered with or through an employer sponsor. Historically involving skilled trades careers but increasingly applied to all occupations.



Entrepreneurial Experiences (EEs)

Using input and support from multiple stakeholders, learners iteratively analyze, prototype, implement, reflect on, and adapt potential solutions to a problem. Outputs of EEs typically include some of the following:

- Learners themselves identify, research, and develop a solution to solve a social or market problem;
- A market and stakeholder research summary;
- A business plan that includes an assessment of costs and benefits associated with the development and operation of their solution; and
- Feedback from relevant external stakeholders obtained through exhibition or Shark Tank-type pitch opportunities.



Regionally Vetted IRCs (Industry-Recognized Credentials)

These typically include: current lists published by state education departments (reviewed with employers and validated for applicability and relevance), and regionally customized and vetted credentials.



College Credit

Nine (9) or more hours of college-level credits, in which the student completes coursework progressing towards a college degree.