Next Generation Tech
Developing the Future of Technology

Preparing our youth with the essential skills to be successful in the workplace while building a pipeline of talent to lead and thrive in the future

PURPOSE: to *bridge the skill gap* between education & the business world

HOW:
- By *building an understanding of the strategic thinking, communications, and problem-solving skills* needed to develop and deliver technology solutions
- By using *project management, business analysis, design, and architecture* to expose students to diverse career opportunities
- By focusing on *finding a solution for a real-world problem*
- By introducing *students & teachers to technology in the business world*

THROUGH: Community mentors and industry experts who share their *inspiring experiences and expertise* to foster young talent beyond programming

Building a Foundation of six core Technology Principles

Focusing on Customer Value & Experience

Providing Real-World Experience & Skill Development

JOIN OUR BUSINESS COMMUNITY!

WHO: Mentors, judges and speakers are representatives of diversified disciplines (Project Manager, Business Analysis, Design, Developer, Architect, Product Manager, QA, DBA, etc.) and of varying business verticals.

HOW:

- As a Mentor, work hands on with students at the workshops and virtually, through the use of a secured online tool. Time *commitment is 2 hours a month during the 7 month program (14-20 hours total). All mentors are required to be a registered volunteer with Pinellas county schools.*
- As a Speaker, share your expertise and story.

SPONSOR: Donate by sponsoring a workshop, awards, tools, materials and/or grant.

CHECK OUT: YouTube channel: http://bit.ly/NextGenTech-YouTube

MORE INFO: Visit: https://www.pinellaseducation.org/initiatives/enhancement/next-generation-tech/ or **C**ontact: info@connectit360.org

2019-20 Program Schedule

tbtf Tampa Bay Technology Forum **2016 Student Program of the Year**

						Apr (TBD) Award Ceremony · Finalist Expo
Start	Oct 1 Workshop #1 4-6pm	Dec 5 Workshop #3 4-6pm	Dec 19 Finalist Announcement	Feb 6 Workshop #5 4-6pm	Mar 4 CATALINA Workshop #6 3-7pm	**Finish**
Sep 27 Application deadline	Nov 6 Workshop #2 4-6pm	Dec 13 Product Pitch Deadline	Jan 8 Workshop #4 4-6pm	Feb 11-12 synapse Synapse Summit @ Amelia Arena	Apr 1 Final Presentation 3-7 pm	

Pinellas Education Foundation — 12090 Starkey Rd, Largo, FL 33773
Pinellas Technical College — 6100 154th Ave N, Clearwater, FL 33760
CATALINA — 200 Carillon Pkwy, St. Petersburg, FL 33716

NEXT GENERATION TECH (NGT) MISSION

NGT's mission is to bridge the skill gap between education and business by providing expertise from business community mentors teaching students' industry best demonstrated practices.

NGT BUSINESS MENTOR

NGT Business Mentors represent diversified disciplines such as Project Management, Business Analysis, Design, Development, Architecture, Product Manager, Quality Assurance, Database Administration and more.

As a NGT Business Mentor, you will work with teams of 3-5 students to foster and expand the participant's technical knowledge and skillset. Mentors listen, provide support and feedback, share thoughts and ideas, and actively engage in the mentorship process.

As part of working with Pinellas County Schools all mentors must be registered volunteers and adhere to the county's rules and regulations for interacting with students. To register, sign up on-line at: https://asd.pcsb.org/schoolwiresforms/volunteer/

MENTOR CODE OF CONDUCT

- Listen and be a sounding board – *learn about your mentees and discuss their program goals.*
- Be a role model – *share your knowledge and professional expertise.*
- Communicate your viewpoints openly and honestly – *provide insight to challenge participants personal growth and provide constructive feedback. Coach them on how to overcome obstacles.*
- Fully commit to mentoring your mentees – *keep scheduled meetings and be mentally present at each meeting.*
- No disputing of ideas with other mentors in front of mentees. If you are working together with a team settle your differences outside of your meetings with the students. *Provide a united approach.*
- Adhere to the NGT Rubric & Student checklist. Reach out to the NGT chair if you need clarification or interpretation of anything that pertains to the NGT program.

MENTOR RESPONSIBILITIES

Mentoring is a partnership between a mentor and mentee(s) to support the mentee's understanding of the concepts, processes, skills &, tools required to develop Technology solutions. This is done by;

- o Being an NGT Ambassador
- o Commitment to NGT process and goals with focus on helping mentees improve their skills
- o This partnership is based on mutual trust and respect
- o Sharing of Skills/Knowledge/Expertise
- o Motivate, Encourage, Inspire others and Positive Attitude
- o Trustworthy, non-judgmental, and ethical
- o Values others' opinions and abilities
- o Lead by example
- o Register as a Pinellas County Schools volunteer and adhere to their rules and regulations
- o Adhere to NGT rubric
- o Adhere to Non-Disclosure agreement for sharing student ideas

MENTOR GROUNDS FOR DISMISSAL

As a mentor, the following activity would be grounds for dismissal in the NGT program:
- o Advising mentees against NGT's processes
- o Demean or devalue a mentee's idea or concept
- o Use inappropriate language or gestures
- o Do work on the project for the team
- o Try to take control of the project or force their ideas on mentee(s)

MENTOR GROUNDS FOR DISMISSAL *(continued)*

- o Adopt mentee(s) ideas for personal or professional gain
- o Friending on Social Media
- o Communication with mentee(s) outside of approved events, meet ups or Software tools

NON-DISCLOSURE

The undersigned acknowledges that any information provided and shared as a participant in the Next Generation Tech competition with the students competing in the competition whether it is in discussion or written format is to be held in the strictest confidentiality; therefore, _____ agrees not to disclose any information regarding any of the students' projects, without the express written permission from the following parties; the Next Generation Tech Administrator, School administration and students' parents.

It is acknowledged that all information furnished in any competition dealings or relationships shall in all respects remain confidential, other than information which is in the public domain through other means and that any disclosure or use of information regarding any students' project in the Next Generation Tech competition may result in legal action against them and/ or their organization.

As an NGT Business Mentor, I agree to follow the guidelines and non-disclosure within this agreement for the Next Generation Tech (NGT) Program.

Name: _____ Signature: _____ Date:_____

This document is to be returned to the Next Generation Tech chair prior to the start of the NGT program.; **info@connectit360.org**

2019-20
Next Generation Tech Rubric

Criteria	Skill	1-5	6-10	Key Deliverables
Creativity 15%	Problem Ideation	Students identified an existing problem with no new or unique perspective.	Students identified a new problem, or is approaching a familiar problem in a new way.	- Product Charter - Marketing Plan
Creativity 15%	Solution Ideation	Students identified a derivative solution, with limited or no new or unique perspective.	Students identified an original, unique and imaginative solution.	- Product Charter - Marketing Plan
Critical Thinking 40%	Solution Feasibility	Students cannot sufficiently prove the solution can be built, using the project charter and reportouts.	Students can clearly prove the solution can be built, using the project charter, reportouts and demo.	- Project Plan - Business Requriements - User Stories - Design Docs (including UI) - Architecture Doc(s) - Test Plans
Critical Thinking 40%	Solution Viabilitiy	Students cannot sufficiently prove the solution supports a viable business model, using the marketing plan and reportouts.	Students can clearly demonstrated the solution supports a business model, using a marketing plan and reportouts.	- Project Plan - Business Requriements - User Stories - Design Docs (including UI) - Architecture Doc(s) - Test Plans
Overcoming Obstacles 15%	Solution Development	Students cannot sufficiently pinpoint hurdles overcome and demonstrate how, using design specs and reportouts.	Students can pinpoint hurdles overcome and demonstrate how, using design specs and reportouts.	Highlight in report outs, Product Pitch and Final Presentation
Overcoming Obstacles 15%	Solution Validation	Students cannot sufficiently describe what market information was learned from customer interviews and secondary data sources.	Students can describe what market information was learned, using customer interviews and secondary data sources.	Highlight in report outs, Product Pitch and Final Presentation
Communication Skills 30%	Concept Presentation	Students demonstration does not work, is not well thought out, or does not address the identified problem.	Students can demonstrate a working and well thought out final product that directly addresses the original problem.	Demonstrated in workshops, report outs, presentations and interactions with team mates, teachers and mentors
Communication Skills 30%	Product Presentation	Students cannot sufficiently articulate how they arrived at their final product and how it has changed from their original assumptions.	Students can clearly articulate how they arrived at their final product and how it has changed from their original assumptions.	Demonstrated in workshops, report outs, presentations and interactions with team mates, teachers and mentors