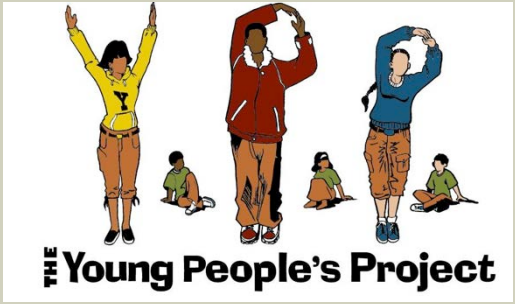
THE YOUNG PEOPLE'S PROJECT



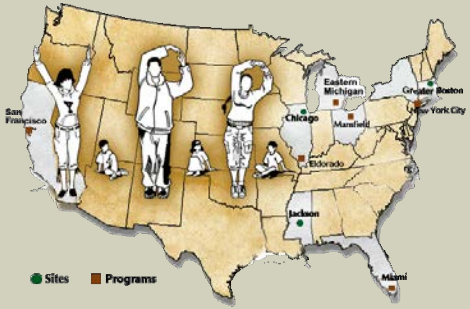
"MATH LITERACY + SOCIAL CHANGE"

WWW.TYPP.ORG

The Young People's Project (YPP)

YPP was founded in 1996 in Jackson, Mississippi

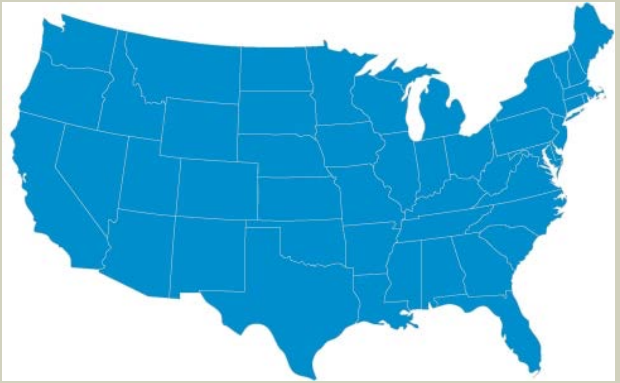
YPP is an outgrowth of The Algebra Project founded by 1960's voting rights organizer, Robert Moses

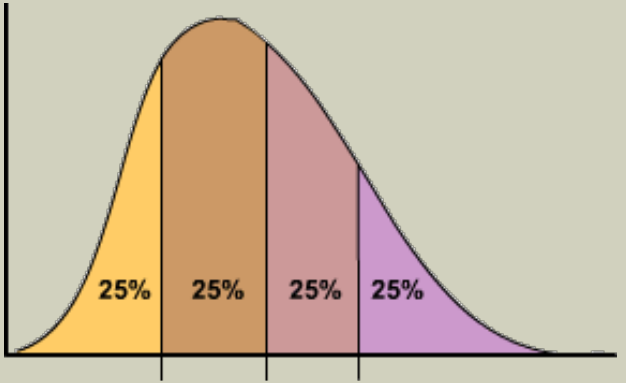


Over past 10 years, YPP has evolved into a national non-profit organization serving over 1000 students annually in 9 US states

THE MATH/STEM CRISIS:
JACKSON, MS & THE *NATIONAL* "BOTTOM QUARTILE"

- **75.6% of Jackson's young people (0-24) live in neighborhoods with concentrated poverty.**
- **In 2014 Jackson Public Schools received a D on the state report card as two out of three middle schools are *failing*.**
- **Nearly half (47%) of all JPS students are not proficient in math. The number is higher (55%) in the YPP target schools.**
- **49 states had higher *average* math scores than MS on the NAEP.**





YPP Vision

YPP ENVISIONS A DAY WHEN EVERY YOUNG PERSON — REGARDLESS OF ETHNICITY, GENDER, OR CLASS — HAS ACCESS TO A HIGH QUALITY EDUCATION AND THE SKILLS, ATTRIBUTES, AND COMMUNITY SUPPORT S/HE NEEDS TO SUCCESSFULLY MEET THE CHALLENGES OF THEIR GENERATION.

The YPP Approach

YPP **USES NEAR-PEER LEARNING** TO ENSURE THAT ALL STUDENTS **SUCCEED IN MATH** AND DEVELOP CORE **STEM COMPETENCIES.**

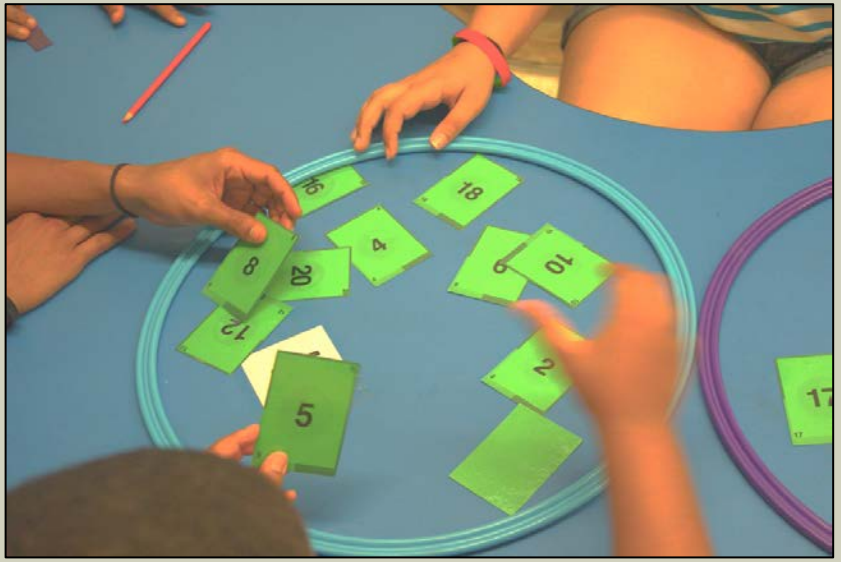
Learning happens out of school, in ***informal afterschool*** settings.

Core Content Area: MATH

FLAGWAY **– YPP'S PATENTED SIGNATURE MATH LITERACY GAME, ADDRESSES PRIME NUMBERS, FACTORIZATION, COMBINATIONS/ PERMUTATIONS, ALGEBRAIC SUBSITUTION,...**

FUN INTERACTIVE, PHYSICAL, SCAFFOLDED...

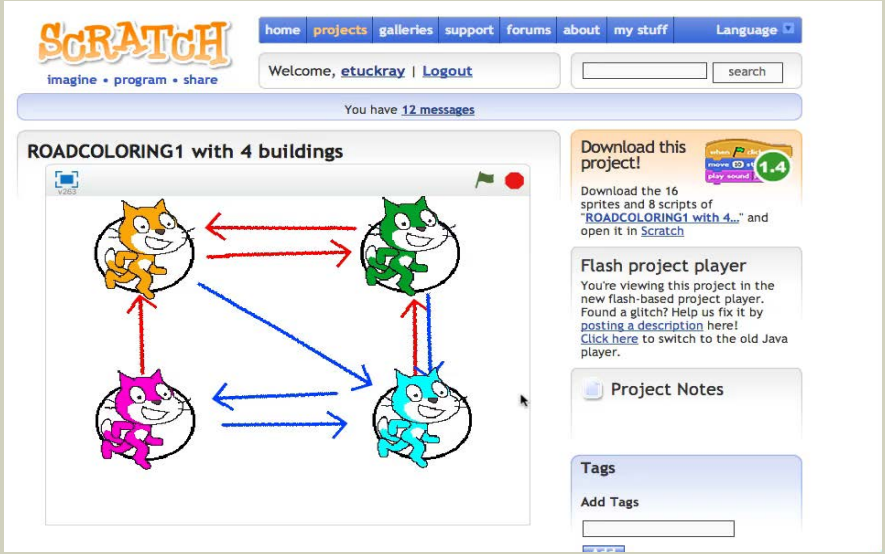
CAN BE PLAYED VISIBLY IN THE COMMUNITY -- A "SPECTATOR MATH SPORT"



Emerging Content Area: MATH and CODING

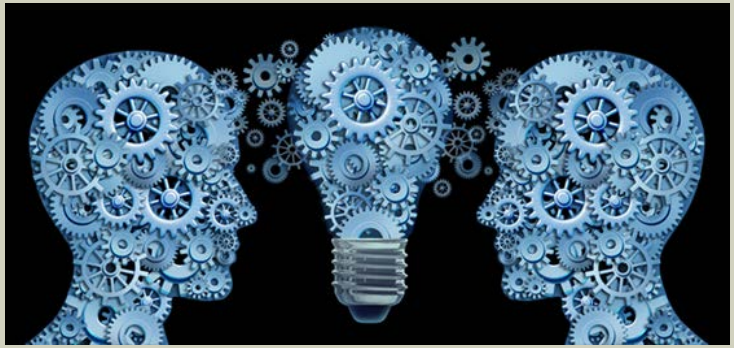
NSF-ITEST (award # 1031633): YPP created a pilot program called "Bridging Math & Media Literacy" (BMM)

HS students learned to code in SCRATCH, created individual projects and original Flagway inspired computer games for elementary student participants to play in order to enhance learning.



“ENTRY LEVEL KNOWLEDGE WORK”

In Addition To Students Learning STEM Content…High School Students Are Introduced To “Knowledge Work”



Knowledge Workers Will Be The 21st Century’s New “Working Class”

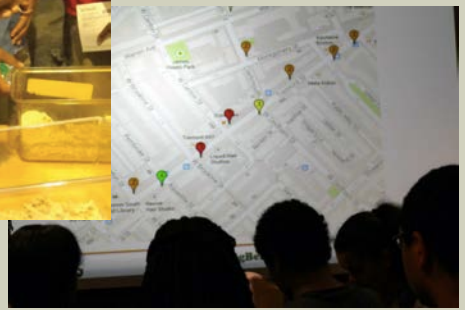
Additional Programs

TEEN S.T.E.A.M. DAYS

At S.T.E.A.M workshops high school students…

Learn a key competency, lead by a creative class professional or artist.
At STEAM days, students are introduced to an innovation/STEAM competency, such as a coding 101, through a creative hands on activity.

….Then apply the new skills in simulated experiences.



CODING CAMPS

“Hackathon” (1-week long)

Over the course of one week, students are taught by tech professionals, and coached along by their peers, as they spend a week building web- sites. During that time, they learn HTML/CSS, pick up agile/lean practices, and they meet local tech entrepreneurs and author. The first coding camp featured presentations by VSnap CTO Chris Swenor, and Tim Wright, author and tech director of UX at Fresh Tilled Soil.

Demo Day

On the last day, the Coding Camp participants present their work to their peers, parents, community members and the tech industry volunteers and their colleagues. Each presentation ends with A “next steps,” during which the student talk about what they want to do next with their websites.