YOUTH DRIVING LEARNING

www.GripTape.org
PROBLEM

Hundreds of schools
Thousands of students
The same patterns

Going through the motions

- Bored.
- School is a place we come to be told what to do.
- If we just do well here, then we can do what we want later – maybe in college or when we’re adults.
LEARNING CHALLENGE

What is it?
Youth define what they want to learn, however they want to learn it. We provide time, authority, $500, and a Champion.

Who qualifies as a challenger?
• ages 14-19
• lives in the U.S.
• lacks resources or opportunities
• has a passion

What does a Champion do?
Belief - Interest - Thinking
Keep Youth in the drivers seat!
Topics:

- designing dolls
- publishing a book
- starting a business
- health care inequities
- beat-boxing
- theatre lighting
- voter registration
- sustainable clothing
- urban gardening
3200+ Alumni
“... a complete 180 ... I let myself be more open, I gave myself permission to make mistakes ... Before I would shut down and get angry. Now, I’m able to take advice, reflect, and learn and improve.”

– Former Challenger
01  YOUTH LOVE AND VALUE GRIPTAPE

02  Behaviors  Seize, Create, Advocate, Spread

03  Skills  Reflection, Goal Setting, Regulation...

04  Mindset  Confidence, Direction, Desire

OUR IMPACT

VERY IMPORTANT >
CONCERT RESEARCH

70 constructs assessed during the research

550+ we have studied 550+ teenagers over time

11,000 daily surveys spanning 70 days per youth

ENVIRONMENTAL MASTERY
feeling in control of one’s responsibilities, able to select for optimization

AUTONOMY
perceived independence, able to act against social pressures and shape environments

SELF-ACCEPTANCE
confidence and happiness with oneself, ability to be at peace with most parts of the self

Psychological Wellbeing
2023: Another BIG Year

- Support 1000 teenagers across the country
- Expanding our R&D Hub
- Support implementation partnerships
APPLICATIONS ARE OPEN!

Youth can apply on our website up until September 30th.

griptape.org