



Youth AI & Digital Opportunity Pilot

AI literacy. Creative media. Career readiness. Entrepreneurship.

Mission: equip youth in historically underrepresented neighborhoods with practical, age-appropriate AI knowledge they can use now - in school, creative expression, career planning, entrepreneurship and the emerging AI-enabled economy.

One core. Two age bands. Three practical outcomes.

Who participates	Working reach	What they complete
Ages 8-12	8-10 youth	4-week core + AI creative-media track + 3-4 minute video/cartoon
Ages 13-17	8-10 youth	4-week core + Career & Education OR Entrepreneurship track
Whole pilot	16-20 youth	7 weeks + final youth showcase + measurable pre/post outcomes

Why this matters

86%

AI TRANSFORMATION
of surveyed employers expect
AI/information processing to transform

92%

DIGITAL JOBS
of jobs analyzed require digital skills.

1 in 3

SKILL GAP
workers lack foundational digital skills.

33.5%

JOB GROWTH
projected growth for data
scientists, 2024-34.

How the pilot is funded

Working cash budget: \$3,950 with Blake Library laptop support, or \$5,950 without library equipment support. Guy Davis / 10th Street Recreation Center is the planned program site, so no separate facility, hotspot or presentation-equipment cost is carried in either scenario.



Your program at a glance

1

PRE-LAUNCH

Confirm participant list, parent/guardian forms, facilitator roles, device plan, accounts and youth-safety rules.

2

WEEK 1

What AI is - and is not. Learn the basic language of AI, useful applications, limitations and human responsibility.

3

WEEK 2

Prompt engineering. Learn how to ask stronger questions, add context, refine instructions and compare outputs.

4

WEEK 3

Safety + verification. Privacy, bias, hallucinations, source checking, copyright, impersonation and responsible use.

5

WEEK 4

Applied AI lab. Research, opportunity search, light financial literacy, budgeting and a practical skills check.

6

WEEKS 5-7

Split by age: ages 8-12 enter Creative Media; ages 13-17 choose Career & Education or Entrepreneurship.

7

SHOWCASE

Youth demonstrate final work, complete post-assessment, receive recognition and help HOA document lessons for the next cohort.

Suggested delivery: one 90-minute core session each week. During Weeks 5-7, run younger and older cohorts at different times so the same laptops can be reused. Final schedule should match facility availability, instructor capacity and participant transportation.



Two age groups. One shared AI foundation.

All youth | Four-week AI core

Every participant learns what AI is, how to prompt effectively, how to verify outputs, how to protect privacy, and how to use AI responsibly for research, school, money basics and problem-solving. The core is intentionally practical - youth should be able to explain what AI can do, what it cannot do reliably, and when a human must verify the answer.

Ages 8-12 | AI Creative Media

The younger group moves from AI basics into creative expression. Youth develop an original character/avatar, build a simple story and storyboard, create scenes and narration with age-appropriate tools, and assemble a short 3-4 minute digital video or cartoon. Instruction includes consent, copyright, synthetic-media awareness and simple editing.

Ages 13-17 | Choose one pathway

CAREER & EDUCATION

OPPORTUNITY RESEARCH

- Research careers, schools, majors, certifications and apprenticeships.
- Compare admissions, costs, requirements and realistic next steps.
- Build a scholarship/grant tracker and identify trusted sources.
- Create a resume/portfolio starter and a 1-3-5 year pathway.

ENTREPRENEURSHIP

BUSINESS + DIGITAL TOOLS

- Identify a problem, customer and value proposition.
- Create a simple business plan, startup budget and pricing logic.
- Build a basic website connected to the business idea.
- Learn a simple CRM/customer follow-up flow and prepare a short pitch.

Light-touch financial literacy

Budgeting, price vs. cost, revenue vs. expense, comparing school costs, scholarships/grants, and recognizing scams are built into the work rather than taught as a heavy standalone finance course.

The teen track is a choice. A young person does not have to create a business. Career and education planning is an equally complete pathway.



From curiosity to capability

01

UNDERSTAND

Learn what AI is, what it is not, and where it already shows up in everyday life.

02

PROMPT

Turn goals into clear instructions with context, constraints and examples.

03

VERIFY

Check sources, compare answers and recognize hallucinations or misleading content.

04

PROTECT

Use privacy, age-appropriate safety, copyright and responsible-media protocols.

05

RESEARCH

Use AI to explore real questions, opportunities, schools, careers, markets or creative ideas.

06

PLAN

Convert research into a storyboard, career roadmap, education plan or business plan.

07

BUILD

Create the media project, website, budget, tracker, resume or digital workflow.

08

PRESENT

Explain the final work, show what AI helped with and identify what the student verified.

09

REFLECT

Complete a post-assessment and identify the next skill or advanced program to pursue.



Budget | With Blake Library laptop support

This model assumes Blake Library / Martin County Library System can support the pilot with a shared laptop pool, subject to inventory and checkout rules. The Guy Davis / 10th Street Recreation Center remains the class site and is treated as an in-kind facility contribution.

Budget item	Amount	Working assumption
12 shared laptops	\$0	Target library equipment support; exact block availability must be confirmed
8 low-cost tablets	\$400	Approx. \$50 each for younger creative-media activities
Cases / headphones / styluses	\$300	Shared accessories and basic protection
AI / media / web software	\$350	Pilot licenses or paid-feature contingency
Lead instructor / facilitator	\$1,200	Preparation + seven-week delivery allowance
Assistant / youth mentor stipends	\$600	Track support and participant supervision
Curriculum / printing / project materials	\$250	Worksheets, certificates and creative materials
Snacks / participant support	\$350	Working seven-week allowance
Safety / insurance / incidentals	\$200	Planning allowance
Showcase / recognition	\$150	Final youth presentation and certificates
Contingency	\$150	Small reserve for unforeseen pilot needs
TOTAL CASH BUDGET	\$3,950	Facility + standard internet/presentation setup not carried as cash cost

In-kind value to document separately

- Guy Davis / 10th Street Recreation Center room use and existing facility connectivity/presentation setup.
- Library laptop access or checkout support, if formally confirmed.
- Volunteer mentors, guest speakers and donated snacks/materials where applicable.

These are planning allowances, not vendor quotes. Confirm library device availability, software account requirements and any insurance/room conditions before finalizing the funding request.



Budget | Without library laptop support

This model keeps the same curriculum, staffing and Guy Davis / 10th Street Recreation Center site, but HOA must supply the laptop pool. Because younger and older groups can meet at different times, the equipment is shared across sessions rather than duplicated.

Budget item	Amount	Working assumption
12 refurbished / bulk-value laptops	\$1,800	Approx. \$150 each; shared across staggered sessions
Charging / mice / basic storage	\$200	Low-cost shared equipment support
8 low-cost tablets	\$400	Approx. \$50 each for younger creative-media activities
Cases / headphones / styluses	\$300	Shared accessories and basic protection
AI / media / web software	\$350	Pilot licenses or paid-feature contingency
Lead instructor / facilitator	\$1,200	Preparation + seven-week delivery allowance
Assistant / youth mentor stipends	\$600	Track support and participant supervision
Curriculum / printing / project materials	\$250	Worksheets, certificates and creative materials
Snacks / participant support	\$350	Working seven-week allowance
Safety / insurance / incidentals	\$200	Planning allowance
Showcase / recognition	\$150	Final youth presentation and certificates
Contingency	\$150	Small reserve for unforeseen pilot needs
TOTAL CASH BUDGET	\$5,950	\$2,000 higher than library-supported model

What does not change

- No separate facility rental budget: the pilot is planned for Guy Davis / 10th Street Recreation Center.
- No separate hotspot/cart budget: use existing facility internet/presentation infrastructure, subject to confirmation.
- The same laptop pool can serve multiple age groups because track sessions are staggered.

The \$1,800 laptop line is a target bulk/refurbished allowance. If actual device pricing is higher, seek an in-kind technology donor before increasing the pilot budget.



Partnerships with defined roles

Partner	Role to agree
Heritage & Opportunity Alliance	Program lead; recruitment; parent/youth communication; curriculum coordination; volunteer management; safeguarding; outcomes tracking.
Guy Davis / 10th Street Recreation Center	Program site; room coordination; access to existing facility internet and presentation setup; schedule support.
Blake Library / Martin County Library System	Explore shared laptop access, Take Home Tech coordination, digital research resources, library orientation and possible staff support.
United Way / funders	Cash or in-kind support for tablets, accessories, software, instructor/mentor stipends, snacks, evaluation and future scale-up.
Schools / churches / youth partners	Participant referrals; parent communication; trusted outreach; attendance and transportation support where available.
Business / tech / college volunteers	Career speakers, mentors, website/CRM demonstrations, entrepreneurship exposure and project feedback.
Families	Permissions, age-appropriate account support, attendance commitment and reinforcement of responsible AI use at home.

Library equipment note

Martin County Library System publicly offers technology lending, but the exact number of laptops available for a block youth program is not published. The pilot should request a formal device-access arrangement rather than assume a guaranteed quantity.

Funding message for partners

The pilot is intentionally small. Sponsors are not being asked to fund a permanent technology lab before the model is tested. The first goal is to prove participation, skill growth, project completion, device needs and the right curriculum for a larger second phase.



What success looks like

Measure	Pilot target
Enrollment	16-20 youth ages 8-17; final age split based on enrollment
Core completion	At least 80% of enrolled youth complete the four-week AI core
AI literacy growth	Pre/post improvement in prompting, verification, privacy/safety and responsible use
Ages 8-12 deliverable	Original character/avatar + storyboard + completed 3-4 minute digital video/cartoon
Career & Education deliverable	Career/education research plan + school/program comparison + scholarship/grant tracker + 1-3-5 year roadmap
Entrepreneurship deliverable	Simple business plan + basic budget + simple website + basic CRM/customer follow-up workflow
Showcase	Youth demonstrate final work to families, partners and potential supporters
Pilot learning report	Attendance, device use, software issues, costs, in-kind support, skill growth and recommendations for Level 2

Next implementation decisions

- Confirm Guy Davis room dates, class times, internet/presentation setup and maximum room capacity.
- Ask Blake Library for a formal answer on group laptop availability, checkout limits and renewal/reservation options.
- Choose age-appropriate AI, video, web and CRM tools; complete parent/guardian permissions and media releases.
- Recruit lead instructor, youth mentors and guest career/entrepreneurship speakers.
- Finalize the pre/post skills assessment and youth AI safety protocol.
- Secure the \$3,950 library-supported cash target or \$5,950 self-equipped target; document in-kind support separately.
- Run the seven-week pilot, hold the showcase, publish a short results brief, then design the next-level program.

Scale-up principle

Pilot first. Measure what works. Improve the curriculum. Then expand into deeper AI media, coding/automation, advanced entrepreneurship, college/career planning, data literacy and workforce-connected programs.