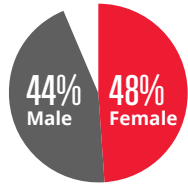




# SNAPSHOT 2016

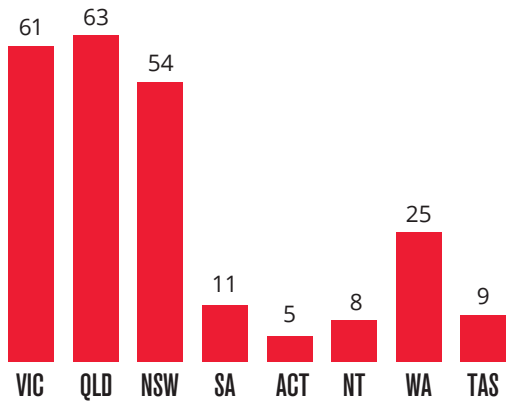
## REACH

10,186 STUDENTS



236 SCHOOLS

**38%** of schools identified from a low socio economic location



2,500+ BUSINESSES CREATED

## IMPACT

Using Business for Good



of students said they learned how businesses can create positive change in the community



of teachers said their students learnt that businesses can have a social or environmental purpose



of students donated some or all of their profits to charity

'It really does prepare them and make them more aware for life beyond school.' - Teacher'

### Young people are better off because of \$20 Boss



of students learned they can start their own business

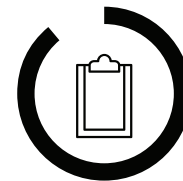


of teachers felt their students developed financial and business literacy skills.

Thank you for making me realize no matter who you are or what age, you can start a business and even be beneficial to the planet and the people around you.' - Student

## QUALITY

Immersive Learning Model



of students found the \$20 Boss program practical



of students found \$20 Boss educational



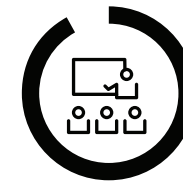
of students found the \$20 Boss program fun

'It was a good way for us to understand how business operates and what we need to do to start a business ourselves.' - Student

### Teachers Value \$20 Boss



of teachers found the program flexible enough for their school setting



of teachers would consider recommending the program to other teachers

'It was learning by doing, and I think that's really a valuable part of this learning. When [the students are] sitting in the classroom, learning about business can be pretty dry. But getting out there, and making a profit, is actually really exciting [to see]' - Teacher