



Adult Career Pathway Design Challenge Phases & Timelines

PHASE	KEY ACTIVITIES	APPROXIMATE TIME FRAME
1. Idea Generation/ Team Formation/ Selection of SMEs	<ul style="list-style-type: none"> • Teams formed • Ideas generated • Applications submitted • SMEs finalized 	June 1, 2018 – June 29, 2018 1 month
2. 1st Review Period/Selection of Teams & Coaches	<ul style="list-style-type: none"> • Top 10 teams/ideas selected by IEL • 5 coaches finalized, once teams are finalized 	June 30, 2018 – July 20, 2018 3 weeks
3. Refinement of Ideas into Formal Proposals	<ul style="list-style-type: none"> • Teams refine ideas at Design Camp* • Post-camp, team work with Coaches • By conclusion of this phase, teams are ready to “pitch” their programmatic solutions at the Career Pathway Festival and may even have some implementation funding lined up 	Early August 2018 – Early August 2019 1 year
4. 2nd Review Period (via Career Pathways Festival where ideas are “tested”)	<ul style="list-style-type: none"> • 10 teams pitch ideas at Career Pathways Festival and get scored based on panel and live audience feedback • Funders with pre-commitments to provide implementation funding for ideas/teams they like will be invited • Teams should be ready to share how much/if any “gap funding” they need to implement program 	August 2019 2.5 days
5. 3rd Review Period/Awarding of Prize Money	<ul style="list-style-type: none"> • 10 teams refine programmatic solutions based on Career Pathway Festival feedback and respond to brief application to be selected as one of three Prize Winners • Consideration to be a prize winner is contingent upon teams showing proof in their prize money application that they have implementation funding lined up and/or significant leads in place 	August 2019 – January 2020 6 months
6. Program Implementation	<ul style="list-style-type: none"> • Top 3 teams implement their programs using funds they’ve raised (via the Career Pathways Festival and/or other sources) and IEL begins to track their results** 	January 2020

*The prize money is intended to reward teams for their creativity and may be used to assist implementation, subject to other terms and conditions.

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