



**Starbucks and Youth Venture**  
***Dream it. Do it. Tour***  
**More info**

Interested, but dubious, or have more questions? Here's some additional information to help.

- **What exactly is this *Dream it. Do it. Tour* and why is this happening?**  
The Tour is a unique opportunity to engage and support Washington youth as changemakers. Starbucks Foundation has a strong focus and commitment to support youth as leaders, and Youth Venture is a leading national organization that is spurring a movement of youth leading real and positive social change.
- **What are the criteria for youth to be selected and to receive the start-up funding?**  
The specific criteria are as follows:
  - 1) the venture must be youth-created, led, and managed
  - 2) it must be community-benefiting (youth get to define and justify how their idea meets this criterion)
  - 3) the venture must be structured as a lasting organization (meaning not just a one-time event, for example, but rather, an ongoing entity—like a new school Club, a business, or a new community organization)
  - 4) the venture must involve a strong team (meaning *at least* two people), with clear, attainable goals and budget (each team will receive up to \$1,000 based on their demonstrated need—actual costs to start-up their venture), and the commitment to lead their venture
  - 5) each venture must have at least one Ally—a supportive adult who guides and encourages the team without taking control (Youth Venture can help suggest and connect youth to Allies if they need one)
- **How are youth going to be supported in developing their ventures?**  
The Dream it. Do it. workshop is designed to inspire ideas and a basic plan. From there, youth interested in starting their own ventures will be guided to use Youth Venture's action plan, and they'll also have the support of designated Youth Venture staff and volunteers. The Action Plan guides youth to consider all the core aspects of a successful venture—developing clear goals, action steps, developing a team and delegating responsibility, knowing how to evaluate success and impact, etc. Plus, Youth Venture offers more than 100 on-line resources to help youth succeed as changemakers.
- **What are some examples of successful Ventures?**  
Youth Venture has so far supported more than 1,200 teams of young people as Venturers, many of which are profiled on the Youth Venture website ([www.genv.net](http://www.genv.net)). Ventures include everything from art programs to advocacy groups; pie-baking businesses to computer consulting operations; snowboarding clubs to efforts to build community skate parks. Almost anything goes! As the workshop name suggests, we aim to inspire youth to “Dream it. Do it.”
- **This isn't a competition—really?**  
Each team that meets the criteria will be welcomed to become an official Youth Venture team, and will receive up to \$1,000 each to support the start-up costs of their venture. *Teams will not compete with each other for that.* We will also award two highly deserving teams with an additional \$1,000 each for their venture, plus other recognition including being featured in all Washington Starbucks stores.
- **Fine-print: any?**  
Venture teams are prohibited from any activities relating to political campaigning, religious proselytizing, or any illegal activity.



- **How are schools being selected?**

Schools are being selected based largely on how many young people can be engaged in each workshop, the indicators of enthusiasm and commitment for youth-led community change, and with an eye towards providing the opportunity to students from throughout the state.

- **What happens if my School is selected?**

You'll be contacted by phone or email to schedule the workshop at your school, and you'll be sent a confirmation letter to sign and return. Then, all you have to do is arrange for your youth to be in the venue you've suggested at the designated time. Youth Venture will take care of everything else.

- **What if my school isn't selected—can my students still participate in some way?**

Yes. We hope to enable area youth who are not students of the host schools to also participate in the workshops—though on a somewhat limited basis per available space. Worst case, Washington youth can still apply to Youth Venture online.

- **Want more of a sense of Youth Venture?**

Check out [www.GenV.net](http://www.GenV.net)

- **Or want to talk with someone—a real person—with questions or for more information?**

Call Jim Hamel toll-free at Youth Venture at 866/923-9863.