

Action Plan: An Action Plan is a resource to plan and launch a successful Venture and the gateway to becoming a part of the global network of young people creating and leading positive social change. The Action Plan is structured to help you think through your community-benefiting idea and form it into a successful Venture (an ongoing organization that positively impacts the community).

Ally: An Ally is an individual who enjoys working directly with young people and who respectfully helps and supports Venturers – without taking over. Allies help teams think through their Venture idea and provide advice and support throughout the Venture, while always leaving the youth in charge. Allies are generally adults, although some teams choose youth Allies.

Ambassador: An Ambassador is a current or former Venturer who promotes Youth Venture in his or her school and/or broader community. Ambassadors also advise young people in their region on how to start their own Ventures and assist existing Venture Teams. Because the Youth Venture movement is spread most effectively from one youth to another, the role of Ambassadors is very important.

Champion: A Champion is an individual responsible for directly supporting the YV movement within a school, partner organization, or community. A Champion recruits Venturers, helps answer questions about Action Plans, runs Selection Panels, and generally supports Youth Venturers. A Champion is usually a staff member or volunteer of a Youth Venture partner organization.

Changemaker: Anyone who sees a problem in his/her world and takes initiative to solve that problem.

Community: Community can be thought of in a very local sense, such as a school or a neighborhood, or it can be thought of in a very broad sense, such as all of society or the world. Youth Venture defines community however youth define it for themselves.

Conditions: In the process of being accepted as an official Youth Venture Team, a team may meet all the Youth Venture Selection Criteria and may be accepted as ready to launch, or a team may be accepted with certain conditions that the Selection Panel feels they need to address before launching. When the Team meets these conditions they will officially launch their Venture.

Dream it. Do it.: The “Dream it. Do it.” is a workshop used to inform youth of the Youth Venture opportunity. During the activity, young people are asked to identify problems in their community and brainstorm possible remedies to the problems.

Entrepreneur*: One who organizes, manages, and assumes the risks of a business or enterprise.

Seed Funding: Funding that supports a new concept or project in the early stages of its development. Youth Venture provides seed funding to Youth Venture Teams to launch their Venture idea.

Selection Panel: After completing an Action Plan, Venturers are asked to give a ten-minute presentation before a Selection Panel. A Selection Panel is a group of youth and adult community members who listen to team presentations, ask questions, and see if the team’s plans meet the Youth Venture Selection Criteria.

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