“Science, for me, gives a partial explanation for life. In so far as it goes, it is based on fact, experience and experiment.”

- Rosalind Franklin
chemist, molecular biologist, and one of the key figures behind unlocking the structure of human DNA
EXECUTIVE SUMMARY
The project
An innovation park with a high-school dedicated to STEAM & entrepreneurship education, University and experiential labs at Innovation center with business eco-system.

Background
Lack of equal access to education in Afghanistan slows down the developing of the country and increases inequality. Women in Afghanistan face many dangers and challenges when pursuing education and success.

EXECUTIVE SUMMARY

Stages

PHASE I
Build and equip a top technology high-school and Innovation center for Afghan students aged 14-17 plus smaller at four zones: Kabul, Mazar, Jalalabad and Kandahar.

PHASE II
Building the University that follows the MIT model, will focus on Blockchain, AI, Robotics, Machine learning and Aerospace.

Executive Team

Roya Mahboob
Chief Executive Officer

Keri Kukral

Kimberley Motley
General Counsel
Fatemah Qaderyan

Fatemah would like to be a software engineer. She would also like to help establish a STEM school for girls in Afghanistan.

“There are many girls who have intelligence and talents that no one knows about”, said Fatemah, “these things need to be brought out. People need opportunity. We must give them an opportunity, so we can have people such as Einstein in our country...”
Problem
Lack of equal access to education, lack of infrastructure, limited access to STEAM training.

Solution
An innovation park that begins with a high-school building dedicated to STEAM & entrepreneurship education & experiential labs in innovation center to test marketable businesses, continues with a MIT-style university, and creates a business eco-system around it.
Key To Success
Dreamer Institute is a Public-Private Partnership with the Central Partnership Authority of Afghanistan, to initially create a STEAM (science, technology, engineering, arts and math) high-school and University.

In order to compete and prosper in the 21st century, countries must be able to access and harness the groundbreaking technologies that are transforming our world.

Dreamer Institute is a Public-Private Partnership with the Central Partnership Authority of Afghanistan, to initially create a STEAM (science, technology, engineering, arts and math) high-school and University.
KEYS TO SUCCESS

HIGH SCHOOL, UNIVERSITY AND INNOVATION PARK

GOVERNMENT
- Provides Land
- Strategic and financial support
- Manufacturing Laboratory
- Power connection
- Internet connection

THE DREAMERS
- Private sector partnerships and involvement
- Scholarships for low-income students
- Enroll students from around the country
- Partnerships with IT schools around the globe
- A leadership team with experience and resources
HIGH SCHOOL

- Project-based learning will afford students the opportunity to learn based on real world, relevant and complex problems; the work may include internships, co-ops, work studies, mentorship, and job shadowing.
- Classroom work will be facilitated by teachers who guide students to ask questions research, solve problems and develop new technologies. An Experiential Manufacturing Lab will provide students with a remarkable opportunity to visit with college-level instructors and manufacturing professionals to learn valuable, high-wage skills across a variety of industries
  1) Communication
  2) Collaboration
  3) Critical Thinking
  4) Creativity
STEM & STEAM SCHOOL LOGIC MODEL

Learning and Teaching
- Learning that prepares ALL students for higher education, careers and entrepreneurship in STEM, preserving disciplinary and interdisciplinary integrity
- Authentic, Problem-Based Learning and Design Thinking
- An integrated, innovative STEM curriculum based on international best practices
- Dynamic Assessments that include performance-based assessments and community involvement
- A well-prepared teaching staff, with ongoing and personalized professional learning

Pathways to Success
- Curricular connections to business and industry, providing opportunities and access for success in higher education, career and entrepreneurial initiatives
- STEM related formal and informal experiences with the community that are personally relevant to the student
- Collaborative partnerships with business, industry, and higher education locally and abroad that provide and enhance opportunities for practical and real world experience

- Cultural strategies that reflect innovation, entrepreneurship, inquiry and collaboration, with individual accountability
- Inclusive STEM Mission to increase equal access to education
- Student Autonomy and Personalized Learning
- Flexible, Transparent and Autonomous Leadership that communicates a shared vision and supports instruction
School Outcomes:

- Feeling of belonging, cooperating and working together while valuing individual differences
- Engaging in cognitively demanding work
- Increased participation in service learning and "giving back"
- Enjoyment of learning and confidence during school work
- Student ownership of personal learning path
- Developing knowledge and interest in STEM and STEM careers and enterprises
- Cultivating deep STEM content and process knowledge
- Building creativity, collaboration, critical thinking, and communication skills
- Developing persons who self-identify as STEM capable

Expected Long Term Student Outcomes:

- Prepared for higher education, career & entrepreneurial success in STEM
  - Demonstration of creativity, collaboration, critical thinking and communication skills
  - Demonstration of competency in personal, civic, professional and entrepreneurial contexts
  - Increased participation in STEM degrees and certifications
  - Increased high school graduation rates, college participation and completion of 4 year degrees
  - Demonstration of academic achievement
  - Engagement as responsible community members and global citizens
  - Demonstration of STEM literacy in a variety of contexts, including social and political
It will be a hub for young women and from various parts of Afghanistan, providing them the real opportunity to get access to modern education and high-tech jobs. The building will be designed by Yale University.

The government of Afghanistan already donated six acres (260,000 ft²) of land inside of the Kabul University (worth $12mil) for first phase.
The goal is to utilize local, regional and national resources and expertise to build and equip a top technology high school & Innovation center for Afghan students aged from 14 to 17.

The building will be connected to high-speed internet and be powered at least partially by solar energy. At a later stage, we expect to have enough space to accommodate the dormitories and Innovation Center.
The School

The school will have a variety of labs for math, physics, aerospace & STEAM. The building will be connected to high-speed internet and be powered by solar energy on the rooftop.

Branches

Smaller branches will be created across Afghanistan’s four zones including Kabul, Mazar, Jalalabad and Kandahar.
As a part of the Dreamer Institute, there will be an Advanced Manufacturing and Innovation Center. It helps businesses to get access to scientific research and also will be the source of talented students of engineering, business and STEAM.

Design by Yale University
The University

The university will follow the MIT model, as a continuation after high school. It will focus on Engineering, Blockchain, AI, Robotics, Machine learning, and aerospace fields.

Design by

Yale University
IN A COUNTRY WHERE 41.8 PERCENT OF THE POPULATION IS UNDER 15 YEARS OF AGE, EDUCATION QUALITY, EQUITY, AND ACCESS REMAIN URGENT NATIONAL DEVELOPMENT CONCERNS. SO STEAM LEARNING OPPORTUNITIES WILL HELP TO BUILD A SCIENTIFICALLY INFORMED CITIZENRY, CREATIVE, PROSPEROUS AND RESILIENT POPULATION.
Technology
EdyEdy is an online learning management system serving as a platform that enables STEAM schools to work together and share their content with public. The program provides educational videos from top schools, industry professionals and individuals serving as specialists in STEAM with functionality of a learning management system. The platform utilizes a beautiful user interface combined with interaction opportunities with the educator, quizzes, competitions and prizes that the students may win by demonstrating their understanding of course materials. Through virtual training immersion and the acquisition of a certificate to demonstrate completion, EdyEdy will also directly increase the employability of individuals and college enrollment success rates of its users. This platform allow students of public schools also have access to the course.
Target audience is 8-18 year olds in the following areas of EdyEdy app: Afghanistan, Middle East and South Asia and South America.
The e-learning industry achieved $23.8 B in revenues within the North American market alone in the year 2013. The market combined with Latin America and Asia generated a total of nearly $10 B in revenues with a growth rate between 10-17%. It is clear that this is a rapidly growing market globally, partially amongst skill based learning programs that have direct applications within the work force.
The Dreamer Institute and its first STEAM high-school with its satellites, will only be the start. It will fuel our youth, provide opportunities, and create the scientists and entrepreneurs of Afghanistan’s future.

Our goals is Equality to high tech education in developing countries, bridge the gender gap in STEAM & AI workforce.

**A LAUNCHING PAD**

**Knowledge systems**
Focus on generating new knowledge and technologies

**Innovation Ecosystems**
Integrate exploration knowledge, and exploration business ecosystem.

**Complete business ecosystem**
New business creates jobs that are the basis of our future economic well being.
Our Process

July 2018 – May 2019
- Understanding brand identity & direction & planning

May 2019- July 2019
- Build brand through leveraging partners & Influencers
- Mou with Afghan Government

August 2019 – Dec 2019
- Design of the campus and find the funding

Jan 2020 – Dec 2020
- Biding process & building
FINANCIAL PLAN
Start-up Expenses for first phase

- Building: 70% of $4,240,000 = $2,968,000
- STEM Machinery Equipment's: 23.5% of $4,240,000 = $996,400
- Computer and other Office Equipment: 2.83% of $4,240,000 = $120,000
- Furniture & Fixtures: 2.83% of $4,240,000 = $120,000
- Application Expenses: 8.2% of $4,240,000 = $343,600

Total Start-up Expenses: $4,240,000

Building Expenses: Start-up Expenses of Building is $3,000,000

STEM Machinery Equipment's: Start-up Expenses Are $10,000,000

Computer and other Office Equipment: Start-up Expenses Are $120,000

Furniture & Application Expenses: Furniture plus application expenses are $470,000
Start-up Assets

- Other Current Assets: $0
- Long-term Assets: $642,000
- Total Assets: $893,400
- Cash Required: $251,400
- Total Requirements: $5,133,400
Partner’s Investment

Afghan Government
6 Acre $12 M

Yale University
Design of the campus

EdyEdy
Application $250k
**Start-up overview**

<table>
<thead>
<tr>
<th>Category</th>
<th>Value</th>
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<tr>
<td>Expenses</td>
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<tr>
<td>Assets</td>
<td>$8,934,000</td>
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<tr>
<td>Investments</td>
<td>$51,334,000</td>
</tr>
<tr>
<td>Loans</td>
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</tr>
</tbody>
</table>

**Chart:**

- **Expenses:** $42,400,000
- **Assets:** $8,934,000
- **Investments:** $51,334,000
- **Loans:** $0.00
Further recruitment of the key talent & Staff phased in 2020 to include:
Chief Technology/Product officer
Marketing, social PR, content
Content developer manager
Business development
The Dreamer’s project has an exceptional board and network of advisors who provide support and guidance on the Dreamer’s strategy.

- **Philip Reiner**
  Executive Director of Tech4GS
  President Obama’s Senior Director in the National Security Council

- **Chris Carberry**
  Chris Carberry is the Executive Director and Co-Founder of Explore Mars

- **Nagin Cox**
  Spacecraft operations engineer

- **James Garvin**
  Former Chief scientist for Mars exploration of NASA, member of the science team mars curiosity

- **Anita Sengupta**
  Senior Vice President - Hyperloop One
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