

Woman-Owned Business Accelerator

Scholars Collective



Convenience



Quality



Purpose

What makes us unique?

- Mentoring local future teachers
- Provide access to technology
- Reinforce STEAM concepts and academic standards
- Promotion of art
 - Art classes
 - Artist in residence
- Open late until 9:00 pm M-F
- Collaborate with local businesses to encourage commerce
 - Parents' Night Out
 - Hot lunches / dinners
 - Coupons and flyers

Business Model

Sources of Income

**Homeschool
Classes**

Local charter
school funding

**Daily
Enrichment,
Camps &
Tutoring**

Individual
families in the LB
community

**Contracts with
School
Districts**

LAUSD
IVA

**Space Rental
& Events**

Peerspace
Non-profits
Family Parties

What's Next?



ESports League for Long Beach Youth

- Corporate sponsors for school teams
- STEAM classes for each team
 - Art & Design
 - Scholars design their own logos, jerseys, and mascots
 - 3D Printing
 - Learn to design, code, and print their favorite game characters and items
 - Media Production
 - Create content for their own website and social media
- Tutoring and homework help
- Counseling and mentoring for team members

Impacts of COVID-19

- Decline in clients
 - Children infected must stay home for 1-2 weeks
 - Parents are concerned about health and safety and less likely to enroll in activities
- Staffing availability
 - Staff infected must stay home for a week
 - Limits our ability to serve more students during camps
- Extra costs
 - Masks, wipes, sprays, etc.
 - Hours added to shifts for sanitization of computers, toys, supplies, furniture, etc.
 - Not qualified for COVID relief grants / loans because we did not have a long enough history

Plan for Grant Funding \$1,500

Anticipated Costs to Launch ESports League

- Outreach - Meet with local school principals and sponsors
 - \$500
- Promotion - Flyers, Social Media Ads, Tournaments
 - \$500
- Recruitment and training of of ESports coaches - college students from CSULB & CSUDH
 - \$500