**ONE MILLION TEENS BY 2020**

**The Problem:** In 2016, the U.S. had 3 million more STEM jobs available than it had skilled workers to fill them. By 2020, 77 percent of all jobs will require some degree of technology skills. At the same time, there are 5.5 million 16 to 24-year-olds who are neither working nor enrolled in school. These “opportunity youth” are disconnected from the individuals, institutions and experiences they need to be successful in the future.

**Our 2020 Goal:** Prepare 1 million teens in underserved communities for tech-reliant jobs each year.

**OUR PATHWAY**

**Geek Squad Academy**
Ages 12-14

*Increased interest and awareness in tech-related careers*

**Best Buy Teen Tech Centers**
Ages 13-21

*Improved access to training, credentialing and employment*

**Career Pathways**
Ages 17-21

*Supported tech career progression*

**Geek Squad Academy**

Geek Squad Academy partners with local nonprofits and other organizations to introduce students to the latest technology in a fun, interactive setting. Best Buy employees teach workshops on a variety of topics such as robotics, coding and digital music mixing. The program reaches nearly 10,000 students every year.

**Best Buy Teen Tech Centers**

Teen Tech Centers are free after-school programs that provide a creative learning environment where teens can explore, build confidence and gain employable skills through access to state-of-the-art technology such as 3-D printers, digital media, robotics and coding. Best Buy employees are engaged as mentors and volunteers. As of May 2018, 16 Teen Tech Centers are operating across the U.S.; an additional 45 will open by 2020.

**Career Pathways**

Career Pathways is our newest signature program, designed to facilitate technology training and skills development for underserved teens in high demand fields such as cyber security, coding and IT support. The program starts with a structured training program and culminates in an internship at a local company to provide real-world experience. We partner with businesses to design curriculum and create meaningful placements so teens are prepared for a successful career.

**DEFINING SUCCESS**

After participating in our programs, teens will: achieve a degree or credential with real value in the current labor market; achieve employment with self-supporting wages; and/or have opportunities for further education and career advancement. We are already seeing success with our Teen Tech Centers, as 95 percent of teens in the program plan to continue their education beyond high school, and 80 percent plan to study STEM fields and attend a four-year college.

Sources: ¹CNBC, ²Devex, ³Aspen Institute