

#squadgoals #lifegoals



Gef Help...



Give help...



licve Fun!

7.4% Teens drop-out of school

20% Teens suffer with mental health

50% of lifetime cases begin by age 14

 2^{nd} highest leading cause of death for teens is suicide



42 Million teens in America

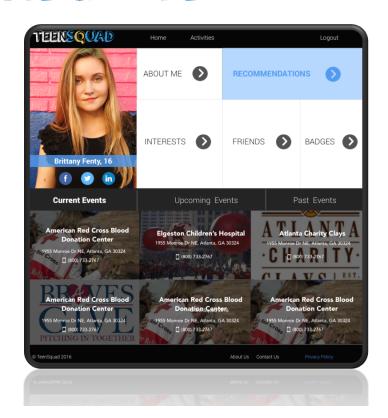
21% of high school students don't have access to a school counselor.

"Programs ... that combine life skills training with mentoring and rewards for participation in programs ... result in higher graduation rates.

Teen Social Media Use

Teens are likely to include:

- ☐ 12% Photo of themselves *
- ☐ 22% Teens Value Privacy and anonymity
- ☐ 91 Post their school name*
- ☐ 10% Post the city or town*
- ☐ 92% Real name
- 84% Interests
- 82% Birth date
- ☐ 62% Relationship status
- ☐ 24% Videos of themselves





Educators +





Government+ Community +











My Squad

Social Media Badges



- Answering Questions
- Watching Interactive Videos
 - Taking Short Surveys
- Gamification (ex. Pokemon Go)

Gamify

Sponsored Stories & Promoted Tweets S

4.2 mil Social Media Audience

Pay for short surveys

\$

Live Broadcast of Social Activities

Ads.

Activities Ads.

"...businesses ...which believe, and rightfully so, that mobile is the future would be well-served by focusing on teens."

- Inc.com

"Pokemon Go"

Potential Gross Revenue

\$50,000 - \$750,000

Promotions

- Back-to School
 - I liealth Fairs
- Community Fairs



Henneh Moleffe

Antic Evans

Whitley Bacon

Demi Lesisi

Shirley Hicks

Kertiene Stephens