



MINI MONEY MATTERS

Relevant Factors
Social | Economic

Target Audience
Primary School Students

Time Spent
2110 Hours

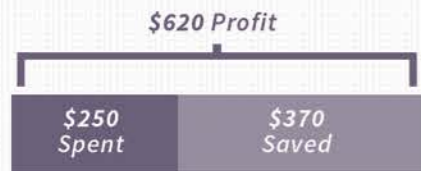
Project Objective

To educate primary school children about financial literacy and to instil saving and budgeting habits.

Project Stages

- 1. Practical Experience:** Interactive workshops and an online game, MoolahVerse.
- 2. Simulation Activities:** Inform the children on how they can efficiently budget regularly.
- 3. Tracking Behaviour:** Regular contact with the teachers to track children's behavioural patterns.

Project Results



- Over a 1 month period, 20 students saved an average of \$37.85.
- Students have gained an improved understanding about needs and wants resulting in smart spending choices.
- Students have developed money management skills in terms of savings and how to put money in the bank.



Partnered With
playmoolah™



INNOVATIVE YOUTH CHALLENGE

Relevant Factors
Social | Economic

Target Audience
International Students
SuperGrip Tools

Time Spent
1816 Hours

Project Objective

To instil the power of entrepreneurial action and practical skills in international students, to solve real business problems.

Project Stages

- 1. Seminars:** Students attend a seminar with business leaders.
- 2. Competition:** Students are given two weeks to prepare a business plan addressing the problem. The plan is submitted as a video submission to our website.
- 3. Implementation:** One business plan is selected and implemented into the business, incorporating the winning team with the relevant business partners.

Project Results



- Currently formalising a partnership with Uber.
- Formed a partnership with Golden Key International society.



Partnered With
SuperGrip Tools | **FOOD BANK** | **GOLDEN KEY INTERNATIONAL HONOUR SOCIETY**



VERTICAL PLANET

Relevant Factors
Social | Economic | Environmental

Target Audience
Unemployed individuals

Time Spent
1114 Hours

Project Objective

To empower socially and economically disadvantaged individuals, who able to work, through the production and sale of handmade vertical garden structures.

Project Stages

- 1. Pre-orders:** Participants receive pre-orders from individual buyers through social media and e-commerce.
- 2. Collect Materials:** JIT inventory management systems allow participants to collect environmentally friendly raw materials directly from suppliers.
- 3. Implementation:** Built product is then delivered through post.

Project Results

- First prototype was used to trial a range of herbs: mint, parsley and thyme.
- Assembled the first batch of prototypes.
- Pre-orders are being received and partnerships with cafés are being developed.



\$117 of total revenue



Partnered With
BUNNINGS warehouse



COFFEE CYCLE

Relevant Factors
Social | Economic | Environmental

Target Audience
Low-income earners who can work and handle tools safely

Time Spent
711 Hours

Project Objective

To generate income for local communities by producing organic fertilisers made from recycled wood chips and coffee grounds.

Project Stages

- 1. Making fertiliser:** Re-used waste products such as coffee grounds and woodchips to create fertiliser.
- 2. Develop a business model:** Currently creating a sustainable business model to be operated by communities to create profit.

Project Results



- Perfected the fertiliser mixture.
- Partnered with 5 businesses at Macquarie University to supply materials to make fertiliser; upcycle materials and reduce wastage on campus.



Partnered With
Macquarie University Gardens



ASHA KI KIRAN

Relevant Factors
Social

Target Audience
Female acid victims in India

Time Spent
1200 Hours

Project Objective

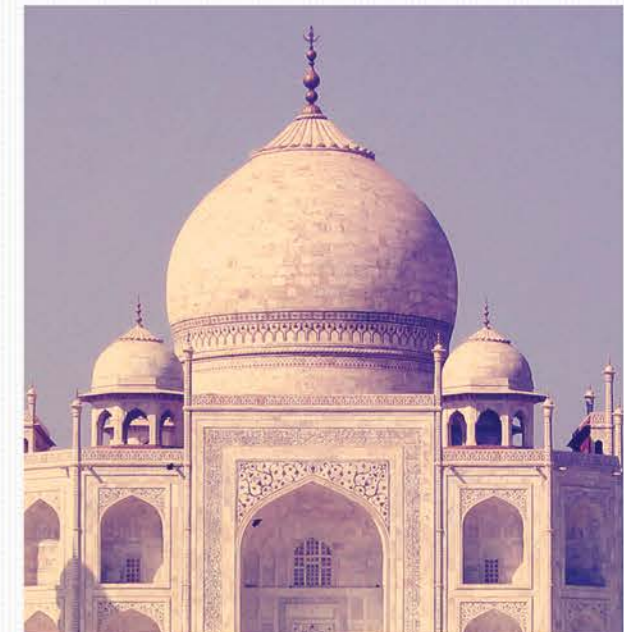
To empower acid attack victims in India through education and work opportunities to earn a sustainable income and become self-sufficient.

Project Stages

- 1. Business model and needs assessment:** Designed a business plan and created a needs assessment.
- 2. Develop networks:** Expanded our networks in India and contacted Restless Development India, Enactus India and Macquarie International.
- 3. Form partnerships:** Formed a partnership with Restless Development India. Working with partners to conduct a needs assessment to assess the feasibility and efficacy of our business plan.

Project Results

- Finalised business plan and needs assessment model in India.
- Established a partnership with Restless Development India.



Partnered With
RESTLESS DEVELOPMENT
THE YOUTH-LED DEVELOPMENT AGENCY