



**STEAM STACK**

# VISION

---

## for who?

STEAM Stack brings small business owners the opportunity to become the place for kids to build their coding, tech, digital creation and esports skills, primarily focused on kids age 5-14.

## why?

Almost all children love using their imaginations to create digitally. Coding is not generally thought of as an exciting or fun endeavor. We make coding fun using games and a fun atmosphere.

## how?

We give owners of kid-centric businesses an opportunity to monetize their slow times or simply to increase their revenue and bring in new customers. With minimal upfront cost we offer a very attractive option to many different kinds of businesses.

## what do we offer?

We offer camps and classes like DJ/Music Production, eSports/Streaming, YouTube Creators, Minecraft coding, Drones, 3D Design/LEGO, and Roblox/LUA game making. With entrepreneurship intertwined.

# PROBLEMS



Tech knowledge will be mandatory for the future. Significant shortage of Computer scientists in the market.



24 million US families have children >13 and those kids need worthwhile activities. Their parents need childcare during the summer.



None of our competition is offering digital creation and eSports on a significant level.



Gaming centers need more business. Tutoring centers struggle during the summer. Many more businesses just need a bump in revenue.



Our competition exclusively focuses on school districts. Our offering takes advantage of a niche worth tens of millions of dollars.

1

Businesses like Mathnasium, Main Event, and any number of others that cater to families decide to license with us.

2

We help them choose the topics that will work best based on their goals.

3

We create a classroom for them in our LMS with all of their camps loaded. We help train their staff and give amazing customer support once they begin.

4

We give advice on marketing and operations. They run the camps and we receive a royalty on gross revenue.

# SOLUTIONS

# COMPASSIONATE VISION

*A Socially Conscious Company  
With Tremendous Upside*

---

We will use our significant market penetration to enact change in the lives of thousands of disadvantaged kids who wouldn't otherwise have the opportunity to learn the important skills we teach.

To this end, we created TF Promise. This 503c will utilize our licensees to deliver high quality STEAM learning and digital creation to kids across the country. TF Promise will not only partner with local schools but various other non-profits and community organizations.

---

# POTENTIAL REVENUE STREAMS

*We will have the happiest licensees in the business*

## Labs at your location

- 20 classes a week 10-15 students in each
- 6/1 student teacher ratio
- \$149 - \$225 a month per student

## After School Labs at offsite locations

- 10 classes a week 10-15 students in each
- 6/1 student teacher ratio
- \$45 -\$90 a month per student

## Summer Camps

- 30 weeklong camps 12-15 students in each.
- 6/1 student teacher ratio
- \$250 - \$449 per student

## TF Promise

- Using funds raised by TF Promise
- Licensees will teach after school classes at local Title One schools
- Licensee receives funds based on availability and amount raise

## Other Revenue Opportunities

- Birthday Parties, \$300-\$450 2 hours
- Parents Nights Out, \$50 per child
- Scout STEAM Badge labs...

## eSports Club Teams

- 4-10 teams at each license
- 6-8 athletes on each team
- \$200-\$250 a month per athlete