URBN MANSION

# THE BUILDER'S CODE

## YOUTH IMPROVEMENT 101

LESSON 10

# THE BUILDER PROJECT: FROM IDEA TO IMPACT

**BUILD - OWN - GROW**

**Digital Capstone Lesson + Action Workbook**

Recommended ages 12-18 | Multi-session project

Core message: Everything you have learned becomes more powerful when you use it to build something real.

# LESSON GOAL

Lesson 10 is the Builder's Code capstone. Youth will choose a realistic idea, define who it helps, plan the work, identify resources, create a budget, assign responsibilities, execute safely, document results, and reflect on what they learned.

The project can be personal, entrepreneurial, creative, educational, environmental, or community-focused. The goal is not size. The goal is responsible execution.

**IDEA -> PLAN -> BUILD -> TEST -> IMPROVE -> IMPACT**

# YOUR BUILDER TOOLKIT

This project brings together the skills developed throughout Youth Improvement 101: inventory, discipline, value, communication, planning, decision-making, self-reliance, wellness, leadership, and service.

**YOU ARE NOT JUST FINISHING A COURSE. YOU ARE PRACTICING HOW TO BUILD.**

# STEP 1: CHOOSE THE IDEA

Choose something useful and realistic enough to complete with your available time, resources, permissions, and support.

**My project idea:**

_____

_____

_____

_____

_____

_____

**What problem, need, or opportunity does it address?**

_____

_____

_____

_____

_____

_____

**Who could benefit?**

_____

_____

_____

_____

_____

_____

**Why does this project matter to me?**

_____

_____

_____

_____

_____

_____

**What would a successful result look like?**

_____

_____

_____

_____

_____

_____

# PROJECT IDEA FILTER

Before committing, test the idea.

**USEFUL: Does it solve a real problem or create meaningful value?**
**REALISTIC: Can I complete a version of it with the time and resources available?**
**SAFE: Can it be done without unnecessary risk?**
**RESPONSIBLE: Do I have the permissions and adult support I need?**
**MEASURABLE: Will I know whether I completed it?**

**What makes my idea useful?**

_____
_____

_____
_____

_____
_____

**What could make it unrealistic?**

_____
_____

_____
_____

_____
_____

**What permission or supervision is needed?**

_____
_____

_____
_____

_____
_____

**What is the smallest version I could complete successfully?**

_____
_____

_____
_____

# STEP 2: DEFINE THE OUTCOME

A project becomes easier to manage when the finish line is clear.

**Final project outcome:**

_____
_____

_____
_____

_____
_____

**Who is the intended user, customer, audience, or community?**

_____
_____

_____
_____

_____
_____

**What will I deliver, create, improve, organize, or complete?**

_____
_____

_____
_____

_____
_____

**Target completion date:**

_____
_____

_____
_____

_____
_____

**Three signs the project was successful:**

_____
_____

_____

_____

_____

_____

# STEP 3: BREAK THE PROJECT INTO PHASES

Large projects become manageable when the work is divided into stages.

**PHASE 1 - Research / preparation:**

_____

_____

_____

_____

_____

_____

**PHASE 2 - Materials / resources:**

_____

_____

_____

_____

_____

_____

**PHASE 3 - Build / create / organize:**

_____

_____

_____

_____

_____

_____

**PHASE 4 - Test / review:**

_____

_____

_____

_____

_____

_____

**PHASE 5 - Improve / complete:**

_____

_____

_____

_____

_____

_____

**PHASE 6 - Present / deliver / share:**

_____

_____

_____

_____

_____

_____

# STEP 4: RESOURCE INVENTORY

Builders look at what they already have before buying or requesting more.

**Skills I already have:**

_____

_____

_____

_____

_____

_____

**People who can help or advise:**

_____

_____

_____

_____

_____

_____

**Tools / technology available:**

_____

_____

_____

_____

_____

_____

**Materials already available:**

_____

_____

_____

_____

_____

_____

**Information I still need:**

_____

_____

_____

_____

_____

_____

**Resources I need to obtain:**

_____

_____

_____

_____

_____

_____

# STEP 5: PROJECT BUDGET

Even a small project benefits from a basic budget. Estimate before spending and track actual costs.

**Item 1 - Need / estimated cost / actual cost:**

_____

_____

_____

_____

**Item 2 - Need / estimated cost / actual cost:**

_____

_____

_____

_____

**Item 3 - Need / estimated cost / actual cost:**

_____

_____

_____

_____

**Item 4 - Need / estimated cost / actual cost:**

_____

_____

_____

_____

**Item 5 - Need / estimated cost / actual cost:**

_____

_____

_____

_____

**Item 6 - Need / estimated cost / actual cost:**

_____

_____

_____

_____

**Estimated total:**

_____

_____

_____

_____

**Actual total:**

_____

_____

_____

_____

**How can I reduce cost without reducing safety or usefulness?**

_____

_____

_____

_____

_____

_____

# STEP 6: TEAM & RESPONSIBILITIES

If other people are involved, define roles clearly. A team works better when everyone knows what they own.

**Team member / role / responsibility 1:**

_____

_____

_____

_____

**Team member / role / responsibility 2:**

_____

_____

_____

_____

**Team member / role / responsibility 3:**

_____

_____

_____

_____

**Team member / role / responsibility 4:**

_____

_____

_____

_____

**Who makes final decisions when the team disagrees?**

_____

_____

_____

_____

**How will we communicate updates?**

_____

_____

_____

_____

# STEP 7: RISK & PROBLEM CHECK

Responsible builders think ahead. Identify obstacles, safety concerns, permissions, and backup plans before work begins.

**Possible obstacle #1 / backup plan:**

_____
_____

_____
_____

_____
_____

**Possible obstacle #2 / backup plan:**

_____
_____

_____
_____

_____
_____

**Possible safety concern / how it will be handled:**

_____
_____

_____
_____

_____
_____

**Permission or adult supervision required:**

_____
_____

_____
_____

_____
_____

**What would make me stop and ask for help?**

_____
_____

_____

_____

_____

_____

# STEP 8: BUILD THE TIMELINE

Give the project milestones. A deadline without intermediate steps can become last-minute pressure.

**Milestone 1 / date:**

_____
_____

_____
_____

**Milestone 2 / date:**

_____
_____

_____
_____

**Milestone 3 / date:**

_____
_____

_____
_____

**Milestone 4 / date:**

_____
_____

_____
_____

**Final completion date:**

_____
_____

_____
_____

**Presentation or delivery date:**

_____
_____

_____
_____

# STEP 9: THE FIRST 24-HOUR MOVE

Do not leave the project as an idea. Complete one meaningful action within 24 hours of approving your plan.

**ACTION CREATES MOMENTUM.**

**My first action:**

_____
_____

_____
_____

_____
_____

**When will I complete it?**

_____
_____

_____
_____

_____
_____

**What do I need before I begin?**

_____
_____

_____
_____

_____
_____

**Who needs to know?**

_____
_____

_____
_____

_____
_____

**Result of my first action:**

_____

_____

_____

# STEP 10: BUILD, TEST & IMPROVE

Your first version does not need to be perfect. Build enough to test the idea, gather useful feedback, and improve it.

## VERSION 1 -> FEEDBACK -> REVISION -> BETTER VERSION

**What did I create or complete first?**

_____
_____

_____
_____

_____
_____

**What worked?**

_____
_____

_____
_____

_____
_____

**What did not work?**

_____
_____

_____
_____

_____
_____

**Feedback I received:**

_____
_____

_____
_____

_____
_____

**What will I change?**

_____

_____

_____

_____

_____

_____

**What improved after the change?**

_____

_____

_____

_____

_____

_____

# DOCUMENT THE BUILD

Builders keep records. Documentation helps you explain what happened, prove progress, improve future projects, and show others what you can do.

**Project start date:**

_____
_____

_____
_____

_____
_____

**Important photos/videos/documents to capture:**

_____
_____

_____
_____

_____
_____

**Major decisions I made:**

_____
_____

_____
_____

_____
_____

**Problems I solved:**

_____
_____

_____
_____

_____
_____

**Skills I used:**

_____
_____

_____

_____

_____

_____

**Skills I learned:**

_____

_____

_____

_____

_____

_____

# MEASURE THE IMPACT

Impact means the change created by the project. Not every project needs to affect hundreds of people. A small useful result is still a result.

**What changed because of the project?**

_____

_____

_____

_____

_____

_____

**Who benefited?**

_____

_____

_____

_____

_____

_____

**How many people/items/tasks were reached or completed, if measurable?**

_____

_____

_____

_____

_____

_____

**What feedback did I receive?**

_____

_____

_____

_____

_____

_____

**What evidence shows the project worked?**

_____

_____

_____

_____

_____

_____

**What would increase the impact next time?**

_____

_____

_____

_____

_____

_____

# PRESENT YOUR PROJECT

Practice explaining the project clearly. This can be used for a class presentation, community showcase, portfolio, interview, sponsor conversation, or future opportunity.

## THE 60-SECOND BUILDER PITCH

**My name and project:**

_____

_____

_____

_____

**The problem or opportunity:**

_____

_____

_____

_____

**What I built or did:**

_____

_____

_____

_____

**Who it helped:**

_____

_____

_____

_____

**The result:**

_____

_____

_____

_____

**What I learned:**

_____

_____

_____

_____

**What I want to do next:**

_____

_____

_____

_____

# BUILDER PROJECT REFLECTION

**1. What was the hardest part of completing the project?**

_____

_____

_____

_____

_____

_____

**2. Which Builder's Code skill helped me most?**

_____

_____

_____

_____

_____

_____

**3. What mistake taught me something useful?**

_____

_____

_____

_____

_____

_____

**4. Where did I show leadership?**

_____

_____

_____

_____

_____

_____

**5. What would I do differently if I started again?**

_____

_____

_____

_____

_____

_____

**6. What am I now capable of doing that I could not do before?**

_____

_____

_____

_____

_____

_____

# MY NEXT 90 DAYS

The capstone is a beginning, not an endpoint. Choose how you will continue building after the course.

**One skill I will continue developing:**

_____

_____

_____

_____

_____

_____

**One financial goal I will work toward:**

_____

_____

_____

_____

_____

_____

**One practical skill I will learn:**

_____

_____

_____

_____

_____

_____

**One health/wellness routine I will maintain:**

_____

_____

_____

_____

_____

_____

**One leadership or service action I will complete:**

_____

_____

_____

_____

_____

_____

**One new project I want to start:**

_____

_____

_____

_____

_____

_____

# THE BUILDER'S CODE

**BUILD what creates value.**
**OWN your choices and responsibilities.**
**GROW through discipline, learning, service, and experience.**

You do not need to know everything before you begin. Learn what you need. Ask for guidance. Work responsibly. Keep your word. Adjust when the plan fails. Take care of yourself and the people around you. Finish what you can, learn from what you cannot, and keep building.

**BUILD. OWN. GROW.**

# FINAL BUILDER COMMITMENT

**I will build:**

_____
_____

_____
_____

**I will take ownership of:**

_____
_____

_____
_____

**I will continue growing in:**

_____
_____

_____
_____

**I will use my abilities to contribute by:**

_____
_____

_____
_____

Student / Builder: _____ Date: _____

Mentor / Facilitator: _____ Date: _____

YOUTH IMPROVEMENT 101

# BUILDER COMPLETION PAGE

This page recognizes completion of The Builder's Code Youth Improvement 101 curriculum and its capstone Builder Project.

**BUILDER NAME**

_____

_____

_____

_____

**CAPSTONE PROJECT**

_____

_____

_____

_____

_____

_____

**DATE COMPLETED**

_____

_____

**BUILD - OWN - GROW**

Builder Signature: _____

Facilitator / Mentor Signature: _____

**URBN MANSION**

# FACILITATOR / PARENT GUIDE

**Purpose:** The final lesson integrates the curriculum into a practical capstone. The student should demonstrate planning, responsibility, execution, communication, problem-solving, reflection, and appropriate help-seeking.

**Project scale:** Keep the project achievable. A completed small project is more useful than an oversized idea that never reaches execution.

**Suggested process:** Approve the project concept; review safety and permissions; establish milestones; conduct brief progress check-ins; allow the student to solve age-appropriate problems; review final results; complete the reflection and presentation.

**Safety:** Projects must be age-appropriate, lawful, and appropriately supervised. Activities involving construction, power tools, electricity, vehicles, hazardous materials, food service, financial transactions, public events, vulnerable populations, or other regulated/high-risk activities require suitable adult oversight and, where applicable, qualified professionals or organizational approval.

**Assessment:** Evaluate the process as well as the outcome: preparation, reliability, communication, adaptability, responsibility, documentation, teamwork, and learning.

This workbook is educational and developmental material. Adapt the capstone to age, ability, environment, available resources, and supervision requirements.