

The Wakaboomee Program

2025 Impact Report

January 2025 – December 2025

Empowering Students Through STEAM, Wellness & Entrepreneurship Across North Carolina and Beyond

Our Mission

Since its inception in 2016, The Wakaboomee Program, a 501(c)3 Non-Profit organization, has been committed to delivering accessible, hybrid learning experiences that transform the trajectory of lives. Through a powerful blend of STEAM, Wellness, and Entrepreneurship Education, we equip Pre-K through 12th-grade students with the knowledge, confidence, and skills required to thrive in an ever-evolving world.

Our mission is to ensure that every child - across Wake County, Durham County, all counties - including rural communities throughout North Carolina - has equitable access to hands-on, inclusive, and life-changing educational opportunities.

Grounded in the North Carolina Standard Course of Study (NCSCOS), Common Core, and ISTE standards, our programs emphasize inquiry, creativity, problem-solving, and collaboration.

By nurturing curiosity and cultivating leadership, The Wakaboomee Program prepares young people for success in college, career pathways, entrepreneurship, and meaningful community impact.

We are building the next generation of innovators, creators, and compassionate leaders - one transformative learning experience at a time.

2025 At a Glance

Category	2025 Impact	Details & Highlights
Volunteer Hours	966.78 hours	Contributed by 13+ Youth-Led Organizations supporting our year-round hybrid programming
Tae Kwon Do Hybrid Sessions	250+ sessions	Delivered nationwide by our partner, Sterner's Tae Kwon Do, strengthening confidence, discipline & mental focus
Youth-Led Entrepreneurship	22+ sessions	Supported by NC IDEA; leadership, innovation & business development for teens
Mindfulness	26+ sessions	Supported by practitioners and community Leaders whose work is rooted in helping communities thrive: Transformation Counseling & Consulting, The Flourish Experience, The American Red Cross; mental wellness practices, leadership and self-regulation development for K-12 students
Major Community Events	15+ events	Hosted & partnered with organizations across NC to expand access to STEAM,

Category	2025 Impact	Details & Highlights
		Wellness & Entrepreneurship through Wellness Events on farms, Pitch Competitions and Summits
Students & Families Reached	2,000+ individuals	Through hybrid sessions & community partnership events
Hybrid Program Expansion	STEAM, Mindfulness & Entrepreneurship	New Robotics Sessions in Durham & Morrisville, expanded hybrid focused sessions and Summits for Teens
Strategic Partnerships	25+ acquired annually	Daycares, After School programs, schools, universities, Non-Profits & businesses sustaining transformative youth education

WELLNESS EDUCATION

Building Resilience, Emotional Strength & Healthy Leadership

Mindfulness & Whole-Child Wellbeing

From January through November 2025, Wakaboomee delivered more than 26 virtual STEAM and Entrepreneurship Sessions and more than 22 Wellness/Mindfulness Sessions for students in grades K–5, 6–8, and 9–12. These hybrid-accessible sessions strengthened students' emotional regulation, self-awareness, focus, and stress-management skills – equipping them with tools to thrive both in and out of the classroom.

Our wellness and leadership programming was made possible through powerful collaborations with

- Nicole Wallace, Transformation Counseling & Consulting
- Dr. Janelle Ellis-Holloway, The Flourish Experience
- The American Red Cross, delivering youth-centered Preparedness Leadership Sessions that empower K–3 students to understand how to prepare for and safely respond to emergencies and disasters.

In addition, Teen Leaders supporting Youth-Led Organizations benefited from dedicated wellness coaching through Duke Certified Wellbeing Coach Lakshmi Krish, participating in *Lead with Balance* sessions on July 14 and July 28. These sessions strengthened their ability to lead with clarity, self-awareness, and resilience.

Impact Highlights:

- 22+ virtual Entrepreneurship sessions delivered
- 26+ virtual Mindfulness sessions delivered strengthening emotional regulation & self-awareness
- Enhanced focus, stress-management, and confidence
- Teen leaders coached in resilience and leadership

ENTREPRENEURSHIP EDUCATION

Developing Leaders, Innovators & Problem-Solvers

Youth-Led Entrepreneurship (NC IDEA Supported)

From January–November 2025, Wakaboomee hosted **22 bi-weekly virtual Entrepreneurship Sessions**, empowering youth to pitch ideas, apply financial literacy skills, and develop teamwork and communication abilities.

Impact Highlights:

- 22 hybrid entrepreneurship sessions hosted
- Strengthened leadership, financial literacy, creativity, communication, and confidence
- Mentorship exposure to real-world career pathways
- Summit provided platform for teens to pitch ideas and receive feedback

Teen Entrepreneur Summit 2025

October 18, 2025 | American Underground Downtown Campus

Theme: “From Idea to Execution”

Led by Board Member Mark Moore and community partners, the inaugural Summit gathered **over 85 attendees** for a “Business Plan in a Day” experience featuring live mentorship, industry panels, and a 90-second pitch competition.

Funds raised are fueling the next Entrepreneurship event scheduled for **January 26, 2026 at First Flight Venture Center**.

How Entrepreneurship Transforms a Child:

- Builds leadership and financial literacy
 - Strengthens creativity, communication, and confidence
 - Teaches students how to turn ideas into real solutions
 - Prepares youth for future careers, internships, and community impact
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STEAM EDUCATION

Expanding Access to Innovation, Discovery & Engineering Skills

Robotics Pathways

Wakaboomee's Robotics initiatives opened new doors for students across North Carolina, emphasizing engineering design, collaboration, and real-world problem solving.

2025 Highlights

- *January:* Cyber Bears Robotics kickoff in Cary
- *March 15:* Durham Robotics launch in Durham (Ebenezer)
- *June 21:* STEM Plug Robotics hands-on building
- *October:* Robotics expands to Morrisville thanks to our partnership with PathForge Learning

These programs align with NC Essential Science & Engineering Standards and are supported by partners including NCSU, Eaton, PathForge Learning and community volunteers.

Solar & Sustainability Learning

- *April 26 – Go Green Day of Service:* 50+ attendees engaged in solar demos, youth presentations, and community gardening.

- *July 12 – Lyons Farm Elementary Solar Festival:* Students showcased projects demonstrating the power of renewable energy to over 100+ attendees advocating for solar and environmental conservation.

Engineering Exposure

- *July 22:* Wakaboomee student Emilio received a scholarship to the NCNOMA Project Pipeline 2025 Architectural Engineering Camp, bringing back insights that inspired peers to explore design, architecture, and engineering.

How STEAM Transforms a Child:

- Builds critical thinking and problem-solving skills
 - Encourages curiosity, creativity, and innovation
 - Strengthens math, science, and technology readiness
 - Increases exposure to 21st-century careers
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COMMUNITY IMPACT & EVENTS

February – Love to Read Month

100+ books donated to PBS NC by Jewel Lowe to strengthen early literacy.

February 10 – Career Exposure Day

Organized by former Board Member Amy DeWinter, over 50 attendees, a day of connecting students with industry leaders and the career pathways of their dreams.

February 28 – Athena in STEM Girls Conference (Meredith College)

Inspired 35+ high school girls to pursue STEM and community leadership.

March 1 – Art & Wellness Day

A creative and reflective experience for middle school students at Dreams of Freedom Farm centered on Wellness techniques and practices to sustain the human.

March 28 – Raleigh Firebirds STEM Game Event

STEM demonstrations for **675 attendees**; Firebirds serve 400+ Wake County youth annually.

April 12 – 3rd Annual Wakaboomee Earth Day Gala

Hosted by WRAL Anchor Gerald Owens, highlighting youth innovators and sustainability leaders in a vast number of professions.

May 31 – Soccer & Mindfulness

Partnered with The People's Game and Purpose Learning Lab (over 50 students enrolled annually) to bring Sports + Wellness to K–5 students.

Rootle Roadster Tour 2025 (April–September)

Led by Jewel Lowe, partnering with 29 organizations and reaching **3,496 children and families** in Dare, Mecklenburg, Wake, and Alleghany Counties

June 20 – Morrisville Juneteenth Celebration

Delivered free Robotics to 100+ students, with hands-on kits for families.

August – Back-to-School Supply Drive

In partnership with Savills and Raleigh Firebirds, delivered supplies to **506 students** at Millbrook Elementary.

OUR REACH

Counties Served: Wake, Durham, Alamance, Guilford, Johnston, Dare, Mecklenburg, Alleghany, and rural NC

Focus Areas: STEAM • Wellness • Entrepreneurship

Format: Hybrid / virtual and in-person

Alignment: NCSCOS • Common Core • ISTE Digital Learning Standards

SCHOOLS & EDUCATIONAL PARTNERS SERVED 2016 - PRESENT



Wakaboomee Program – 2026–2028

Strategic Business Goals

Based on 2025 Performance Outcomes

2025 Program Performance Snapshot

- **Volunteer Hours:** 966.78 hours contributed by 13+ Youth-Led Organizations supporting year-round hybrid programming.
- **Tae Kwon Do Hybrid Sessions:** 250+ nationwide sessions delivered with Sterner's Tae Kwon Do; increased discipline, confidence & mental focus.
- **Youth-Led Entrepreneurship:** 26+ leadership and innovation sessions supported by NC IDEA.
- **Mindfulness & Wellness:** 22+ sessions facilitated by licensed practitioners and community leaders promoting mental wellness, self-regulation & emotional resilience.
- **Major Community Events:** 15+ STEAM, Wellness & Entrepreneurship events statewide (farms, summits, pitch competitions).
- **Students & Families Reached:** 2,000+ individuals through hybrid programming & partnership events.
- **Hybrid Program Expansion:** Robotics launched in Durham & Morrisville; teen summits and hybrid STEAM/Mindfulness tracks expanded.
- **Strategic Partnerships:** 25+ annual partners; 17+ educational partners served including YMCAs, Boys & Girls Clubs, and organizations serving hundreds of youth.

2026–2028 Strategic Growth Goals

1. Volunteer Engagement

- Increase annual volunteer hours by **25%** (target: 1,200+ in 2026; 1,800+ by 2028).
- Expand Youth-Led Organization involvement from 13 to **20+ partners**.
- Establish a **Youth Leadership Council** to drive engagement and peer-led initiatives.

2. Program Growth – STEAM, Wellness & Youth Leadership

- Scale Tae Kwon Do and Wellness sessions by **10–15% annually**.
- Expand Youth-Led Entrepreneurship to **50+ sessions annually** by 2027.
- Increase Mindfulness sessions to **40+** annually with trauma-informed support for K–12 and Veterans.
- Launch **Veteran–Teen Innovation Labs** connecting Veterans with youth around community problem-solving.

3. Community Events & Impact Reach

- Grow from 15+ to **25+ statewide events annually** (STEAM Summits, Wellness Days, Food Security Innovation Fairs).
 - Expand regional hubs to Charlotte, Triad & Eastern NC for broader access.
 - Increase youth and family reach from 2,000+ to **5,000+ served annually** by 2028.
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4. Addressing Critical Community Needs

- Integrate programming specifically targeting:
 - **Food insecurity** (youth-led community gardens, mobile market partnerships, family resource workshops)
 - **Veteran support** (wellness sessions, mentorship, skill-building collaborations)
 - **Rural and underserved demographics** often overlooked in STEAM and wellness access
 - Develop specialized hybrid modules that combine wellness, entrepreneurship and STEAM to address systemic barriers.
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5. Strategic Partnerships & Sustainability

- Grow from 25+ to **40–50 partnerships annually** across schools, universities, nonprofits, and corporate partners.
- Expand collaborations with YMCAs, Boys & Girls Clubs & faith-based organizations—each serving hundreds of students—to scale reach efficiently.

- Formalize long-term Memorandums of Collaboration (MOCs) with educational systems and community agencies.
- Build a **multi-year funding strategy** centered on technology infrastructure, CRM adoption, and capacity-building to support expansion.

Projected Outcome

By strengthening partnerships, expanding hybrid access, and aligning with community priorities such as food insecurity, Veteran support, and underserved youth needs, Wakaboomee is positioned to **double statewide impact within three years** and lead in equitable STEAM, Wellness & Entrepreneurship education across North Carolina.

2026–2028 Growth Projections Based on 2025 Actuals

(To be inserted into your full business plan in the Growth Strategy & Projections section)

2025 Baseline (Actual Numbers)

Category	2025 Actual
Volunteer Hours	966.78 hours

Tae Kwon Do Hybrid Sessions	250+ sessions
Youth-Led Entrepreneurship Sessions	26 sessions
Mindfulness Sessions	22 sessions
Major Community Events	15+ events
Students & Families Reached	2,000+ individuals
Strategic Partnerships	25+ annually
Educational Partners (Schools, YMCAs, BGCS, etc.)	17 partners served
Hybrid Expansion	Robotics in Durham + Morrisville

Projected Growth 2026–2028

Projections based on:

- 10–12% annual growth in hybrid participation
- 15–20% annual growth in partnership-driven enrollment
- High scalability of virtual/hybrid education
- Expansion into food insecurity initiatives, Veteran support, and overlooked communities

• *Increased demand from YMCAs & Boys & Girls Clubs serving hundreds of students each*

1. Program Output Projections

A. Volunteer Hours

2025 Actual: **966.78 hours**

Year	Projected Hours	Drivers
2026	1,075 hours	Expansion of Youth-Led org involvement, onboarding 2–3 new Youth-Led groups
2027	1,210 hours	Growth of Teen Leadership Cohort; new service-learning pathways
2028	1,350 hours	Statewide volunteer infrastructure & cross-county hubs

B. Tae Kwon Do Hybrid Sessions

2025 Actual: **250+ sessions**

Year	Projected Sessions	Drivers
2026	280 sessions	Increasing demand for SEL + discipline-based wellness
2027	315 sessions	Expansion to additional counties + new rural partnerships
2028	350 sessions	National scalability & multi-state adoption

C. Mindfulness Sessions

2025 Actual: **22 sessions**

Year	Projected Sessions	Drivers
2026	28 sessions	Increased need for K–12 emotional regulation & resilience programs
2027	34 sessions	Dedicated hybrid schedule + more school partnerships
2028	40 sessions	Integration into community centers & Veteran programs

D. Youth-Led Entrepreneurship Sessions

2025 Actual: **26 sessions**

Year	Projected Sessions	Drivers
2026	32 sessions	Scaling NC IDEA-supported curriculum
2027	38 sessions	Teen-run business accelerators + pitch programs
2028	45 sessions	Multi-city youth entrepreneurship labs

E. Major Community Events

2025 Actual: **15+ events**

Year	Projected Events	Drivers
2026	18 events	More wellness farm events, summits, and robotics days
2027	22 events	Hybrid Youth Summits

2028

26 events

Statewide youth expo + Veteran & rural community events

2. Population Impact Projections

Students & Families Reached

2025 Actual: 2,000+ individuals

Year	Projected Reach	Drivers
2026	2,400 individuals	Stronger YMCA & BGCS partnerships (each serving hundreds)
2027	3,000 individuals	Expansion to rural counties with high need
2028	3,800 individuals	Food insecurity + Veteran family programs attract wider community participation

Strategic Partnerships

2025 Actual: 25+ partnerships annually

Year	Projected Partnerships	Drivers
2026	32 partnerships	New partners in rural NC & Veteran-serving organizations
2027	40 partnerships	Corporate sponsorships (STEAM, Wellness, Entrepreneurship)
2028	50 partnerships	Multi-state collaborations & health system alliances

Educational Partners (schools, YMCAs, BGCS, daycares)

2025 Actual: 17 partners served

Year	Projected Partners	Drivers
2026	22 partners	New YMCA clusters + rural afterschool programs
2027	28 partners	Demand for robotics, SEL & entrepreneurship
2028	35 partners	Statewide adoption of hybrid STEAM + Wellness model

3. New Strategic Initiatives (2026–2028)

A. Food Insecurity Initiatives

- Farm-to-Wellness events expand to include nutrition education
- Partnerships with food banks and community gardens
- Monthly Family Wellness & Food Security pop-up events

Projected impact: +500 new individuals annually by 2028

B. Veteran & Military-Connected Family Engagement

- Mindfulness and resilience sessions
- Youth support programs for children of deployed or disabled Veterans
- Partnerships with VA centers and military nonprofits

Projected impact: +300 Veteran families by 2028

C. Rural Community Access

- Robotics & hybrid labs deployed into Tier 1 + Tier 2 counties
- Traveling STEAM & Mindfulness pop-up sessions
- Mobile learning days at community colleges

Projected impact: 10 new rural communities served by 2028

4. Overall 3-Year Growth Summary (2025 → 2028)

Category	2025 Actual	2028 Projection	Growth %
Volunteer Hours	966.78	1,350	+40%

Sessions (all programs combined)	~298	~435	+46%
Major Events	15	26	+73%
Students & Families	2,000	3,800	+90%
Strategic Partnerships	25	50	+100%
Educational Partners	17	35	+105%