PLACES for Learning

P**ersonalized **L**earning **A**nd **C**ommunity **E**cosystem**S

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1 Problem

For decades, education systems have promised proficiency — yet national long-term data show that large numbers of learners still do not read or do math proficiently by the end of elementary school. At the same time, AI, workforce disruption, and economic volatility are accelerating. The system is structurally misaligned — advancing learners by age and seat time rather than demonstrated proficiency. ***The cost of weak foundations compounds across a lifetime — in remediation, retraining, and lost productivity.***

2 Solution

PLACES for Learning redesigns education around development and demonstrated capability.
PLACES — ***Personalized Learning and Community Ecosystems*** — replace grade-based progression with dynamic advancement through three developmental PLACES: Core Learning Spirals, Exploratory Learning Studios, and Real-world Learning Spaces. ***Our non-negotiable commitment is clear: By approximately age nine, every learner demonstrates proficiency in the Core Learning Powers. Proficiency first. Growth next. Application continuously.***

3 ROI

PLACES generate value across three revenue streams:

- **Ecosystem Licensing:** Schools, microschools, and faith-based networks license PLACES.
- **Recurring Digital Platform Subscriptions:** AI-supported personalization, Learning Layout delivery, and performance tracking.
- **Workforce & Community Partnerships:** Paid collaborations, sponsorships, and applied learning integrations.

This model combines physical footprint flexibility with recurring SaaS revenue and scalable network growth.

$ Seed Funding & Partnership Opportunities

PLACES for Learning is currently seeking early investors and strategic partners to help launch the first generation of PLACES sites and the supporting digital learning ecosystem. We invite investors, education networks, community leaders, and workforce partners who are interested in rethinking the architecture of learning to contact us to explore funding, pilot partnerships, or collaborative development opportunities.

Let's explore how PLACES for Learning can be built together...

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"LEARNING ARCHITECTURE"

- **ECOSYSTEM**
- **DEVELOPMENTAL PLACES**
- **PEOPLE**
- **GROWTH**
- **DESIGN**
- **FLOW**
- **POWERMAKER LEARNING**
- **ACCOUNTABILITY**
- **KAIZEN**

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- ***ECOSYSTEM***

PLACES for Learning

If schools and classrooms had never existed, what would we design today for children, youth, and adolescents growing up with Human Intelligence + Artificial Intelligence?

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• *Developmental PLACES*

Three Developmental PLACES

Core Learning Spirals	*Exploratory Learning Studios*	*Real-world Learning Spaces*
		
Children Ages 4-9	**Youth Ages 9-14**	**Adolescents Ages 14-18**

Three progressively different PLACES where learners develop and apply Learning Powers as they grow.

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• People

Learners



Ages 4-9



Ages 9-14



Ages 14-18

PowerMakers

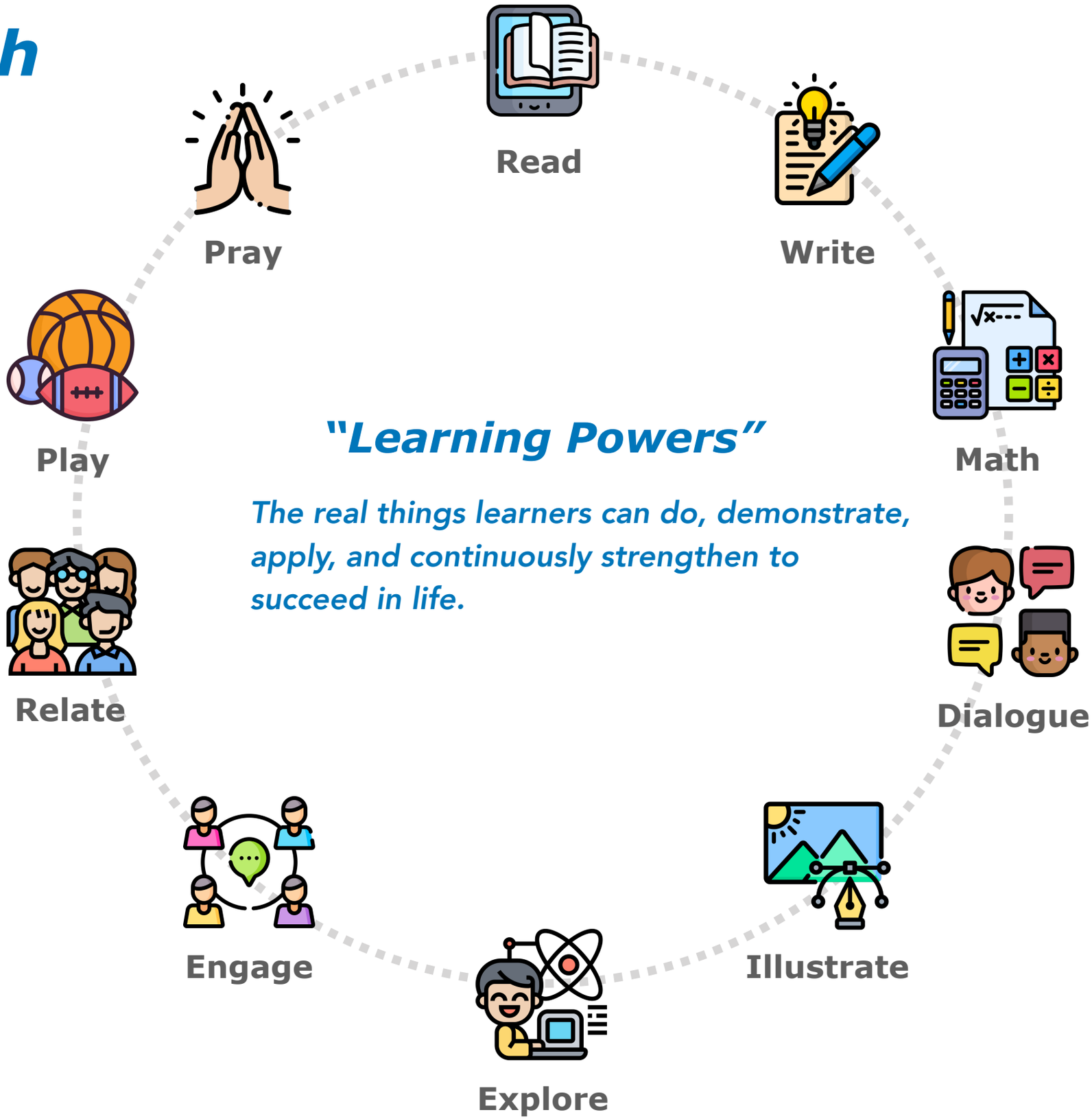


Parents & Partners



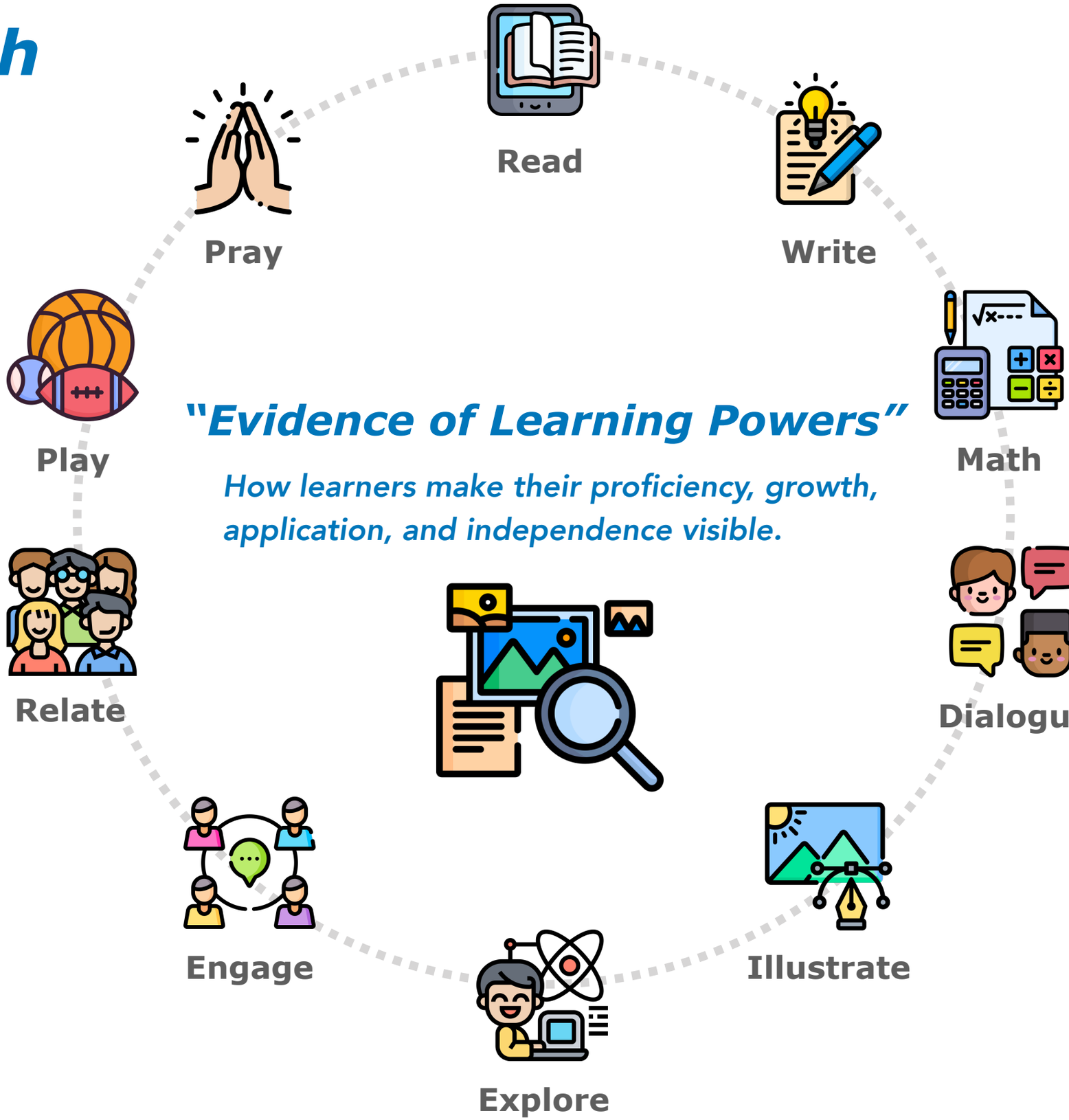
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- ***Growth***



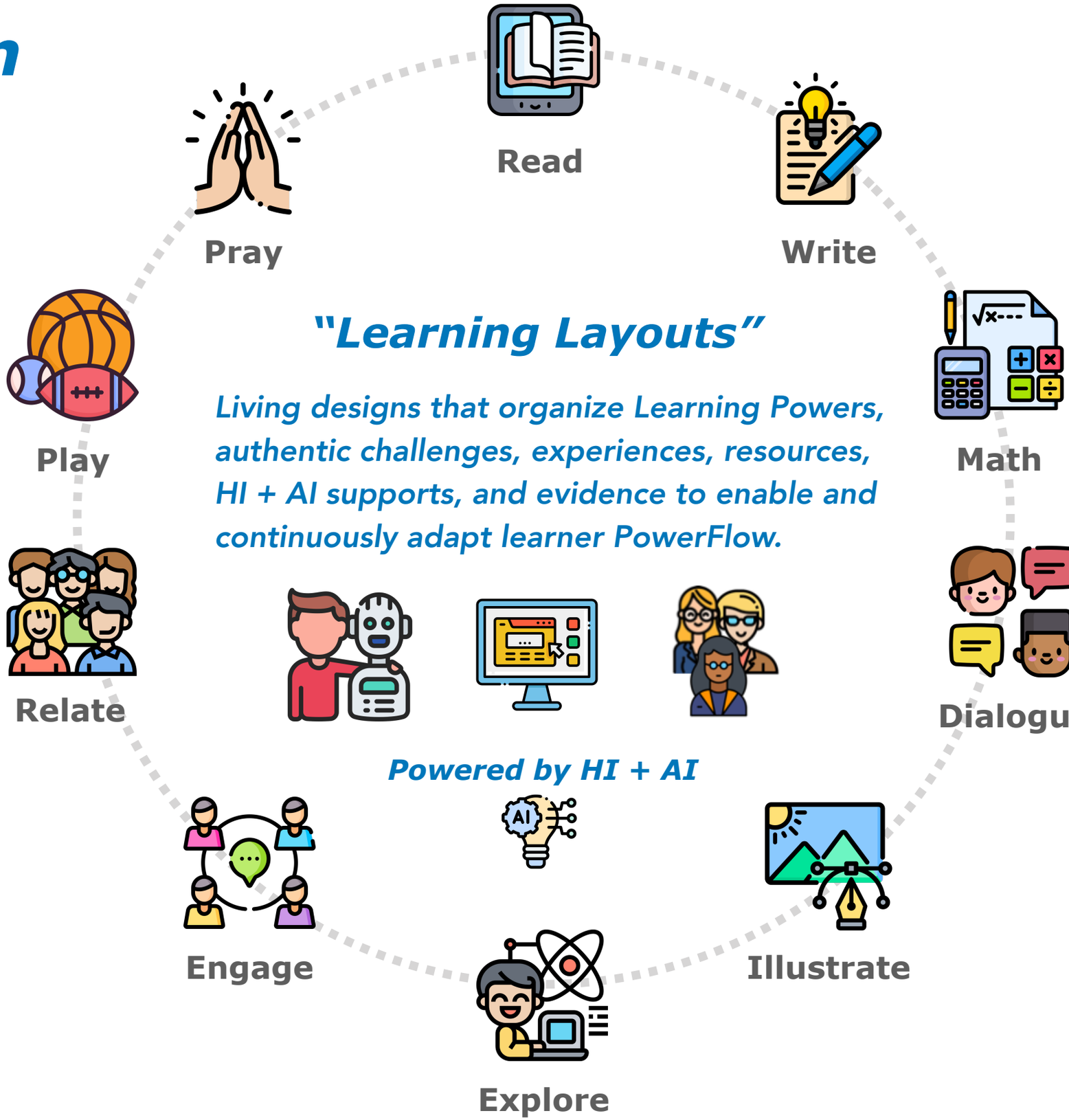
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- ***Growth***



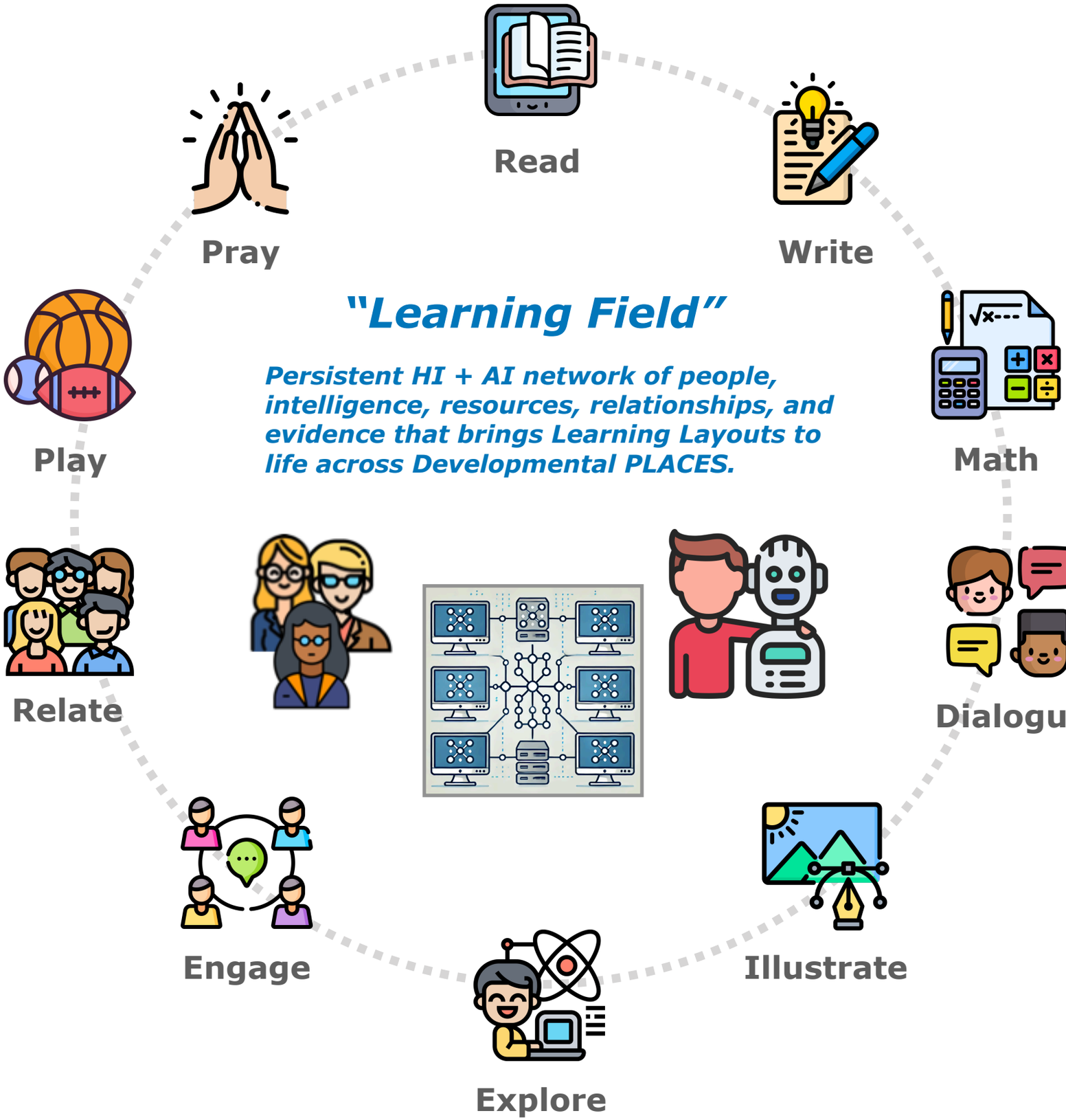
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• Design



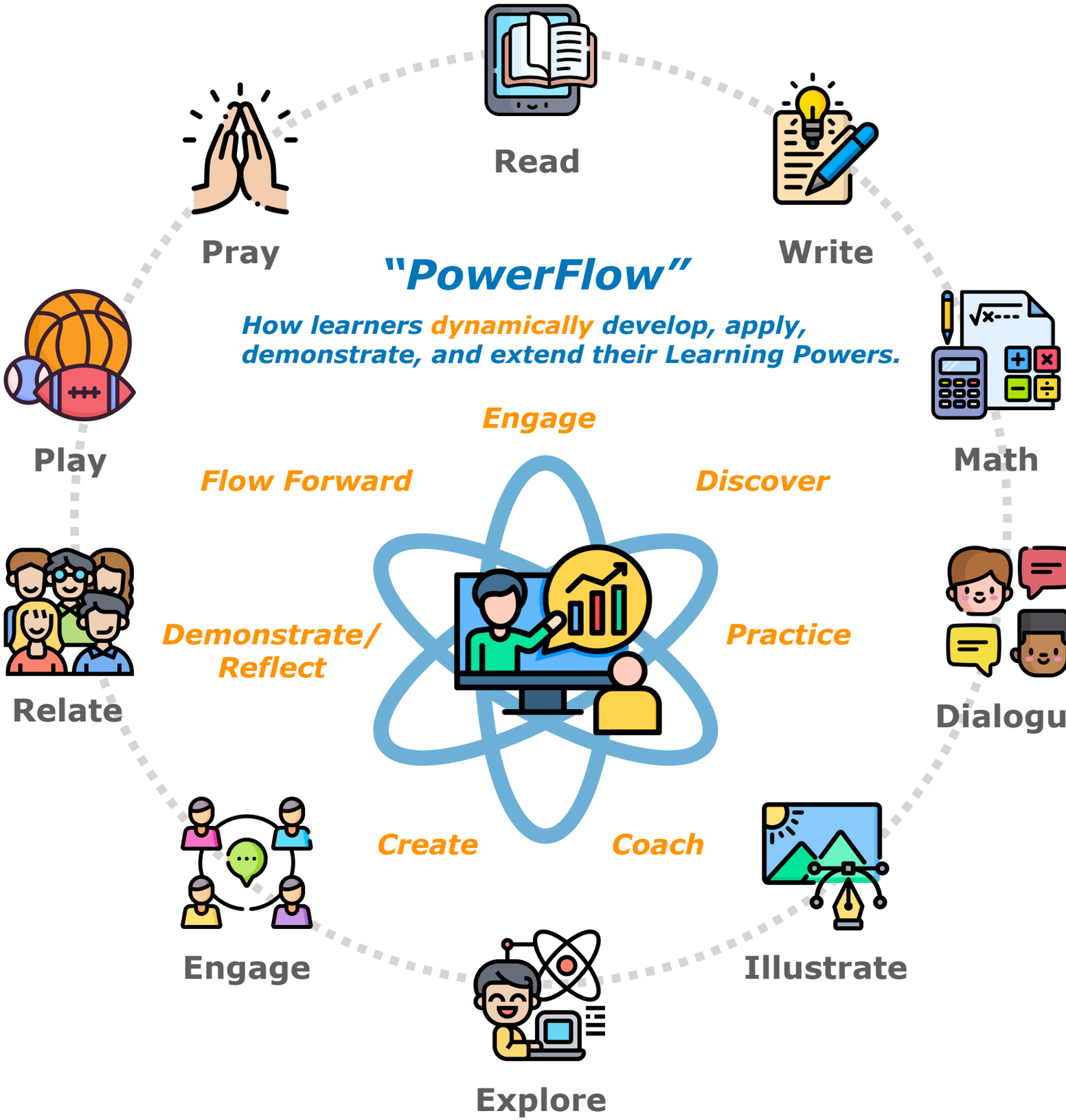
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- ***Flow***



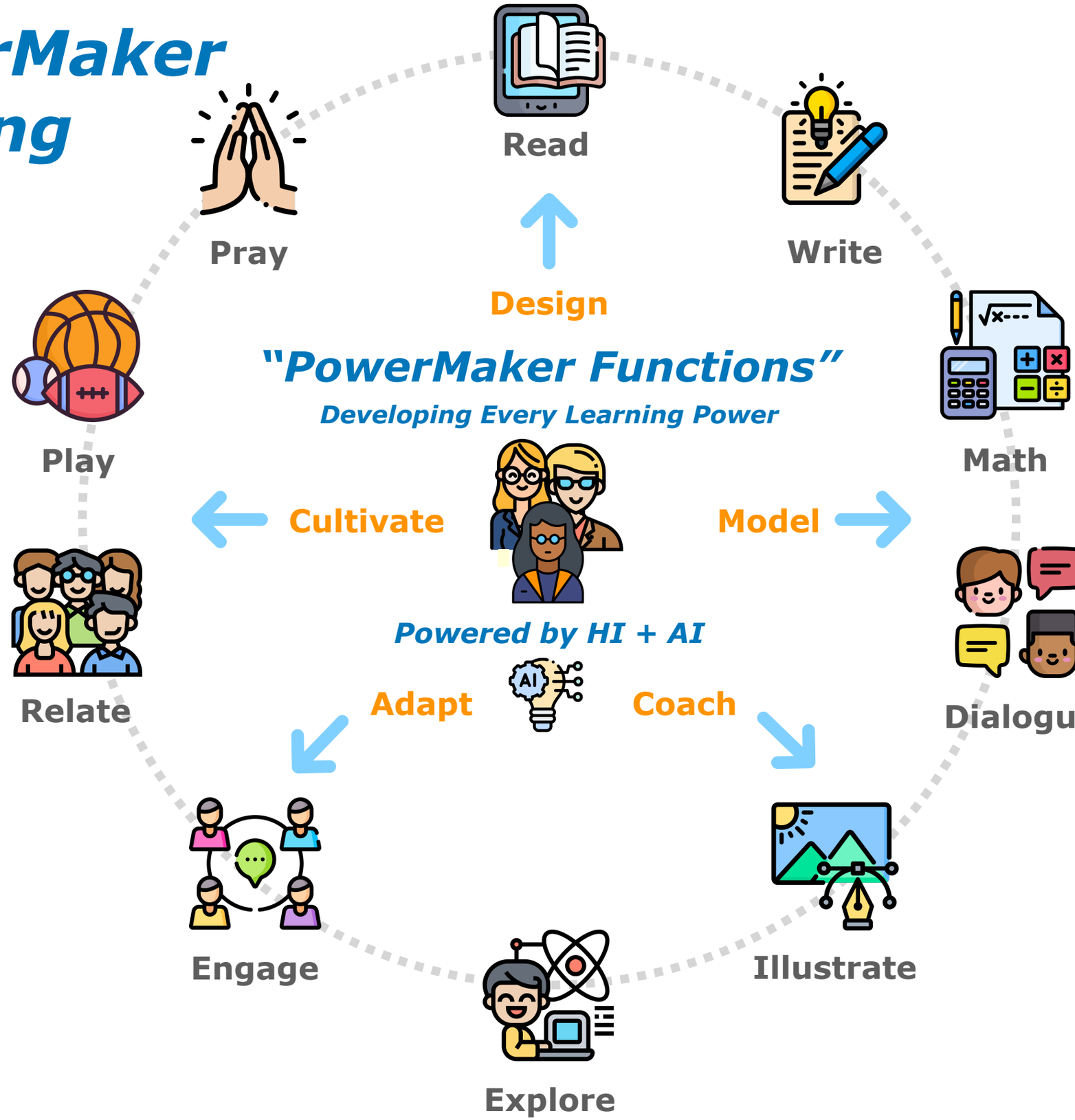
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- ***Flow***



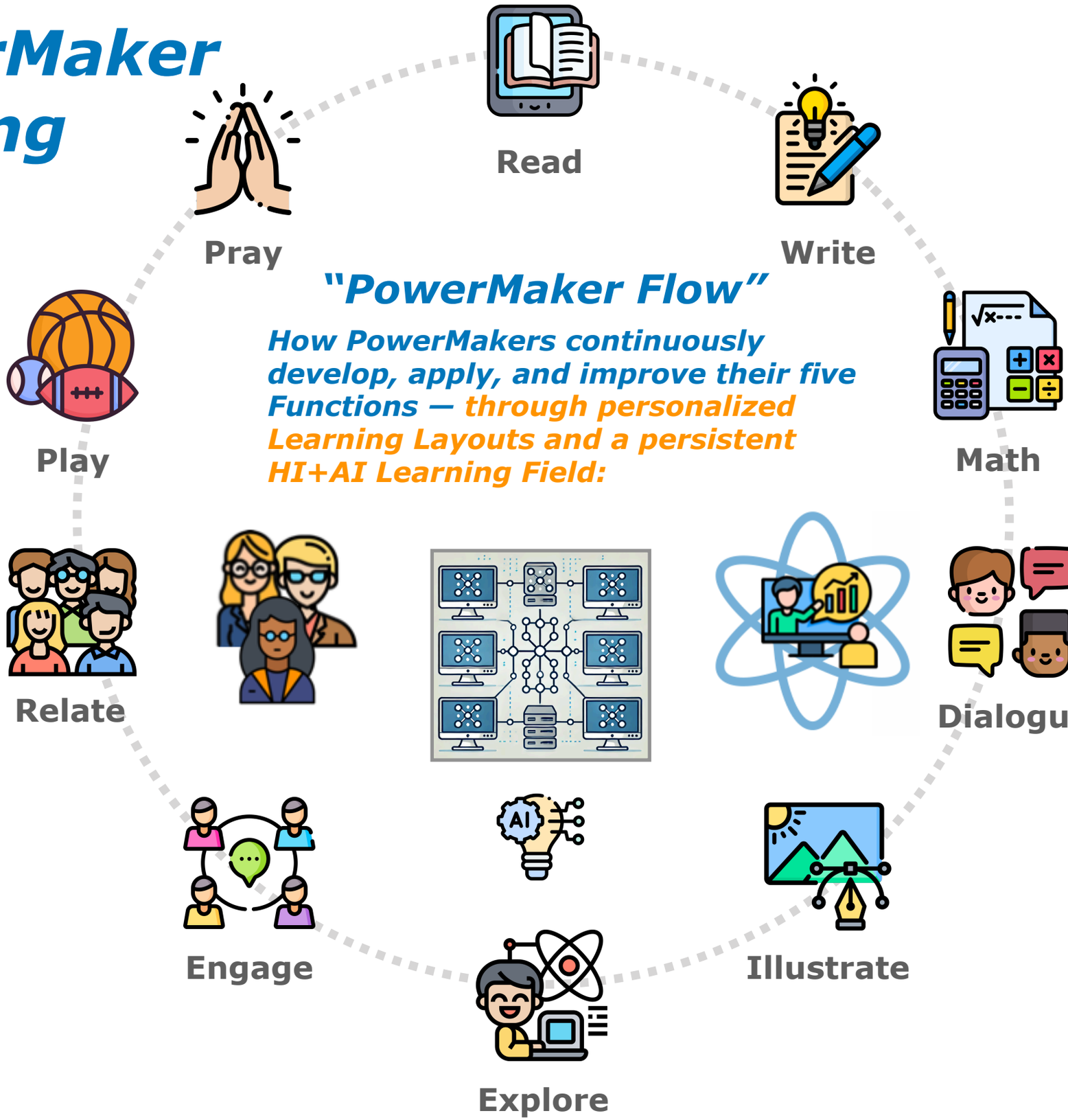
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• *PowerMaker Learning*



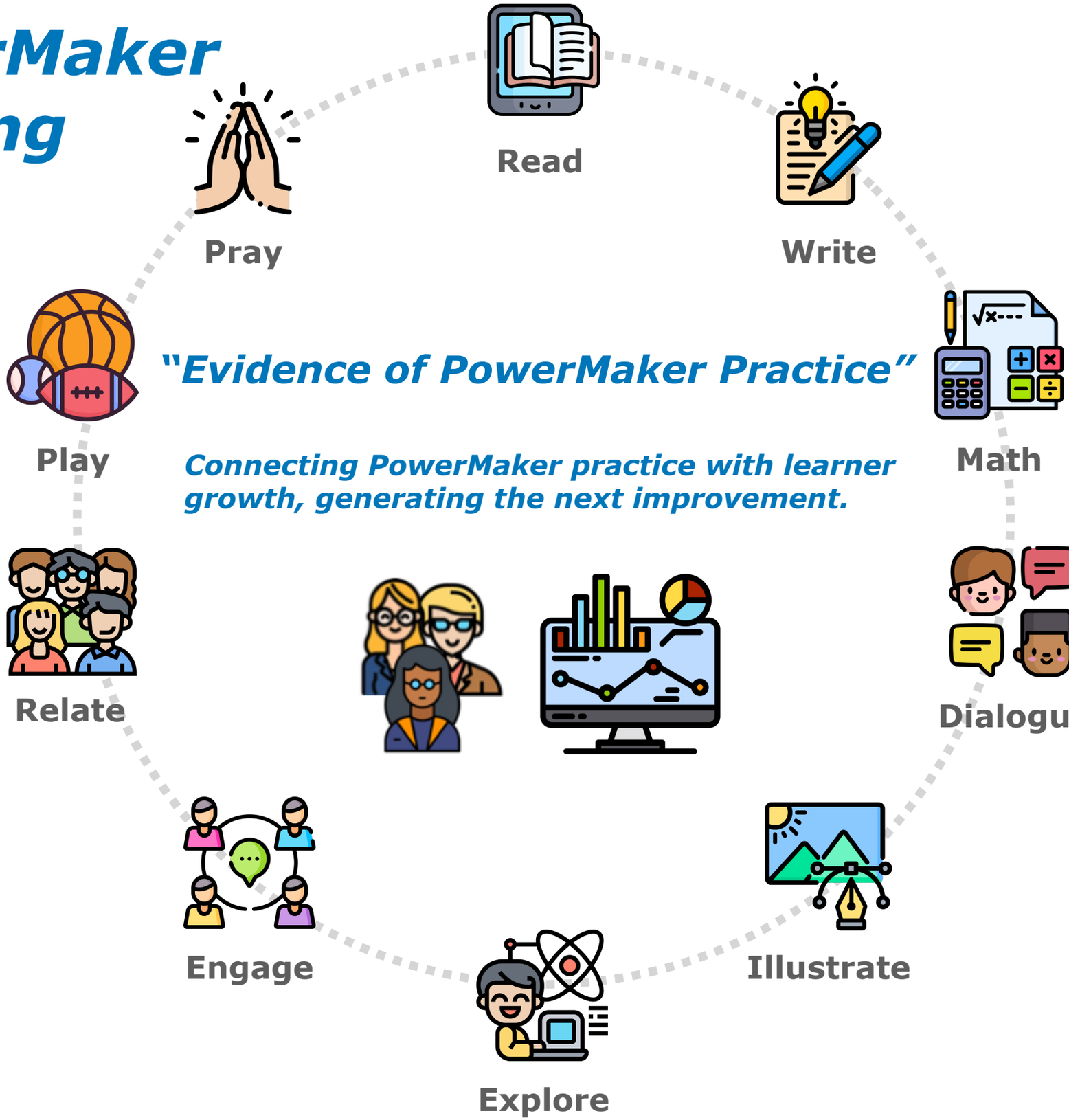
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- ***PowerMaker Learning***



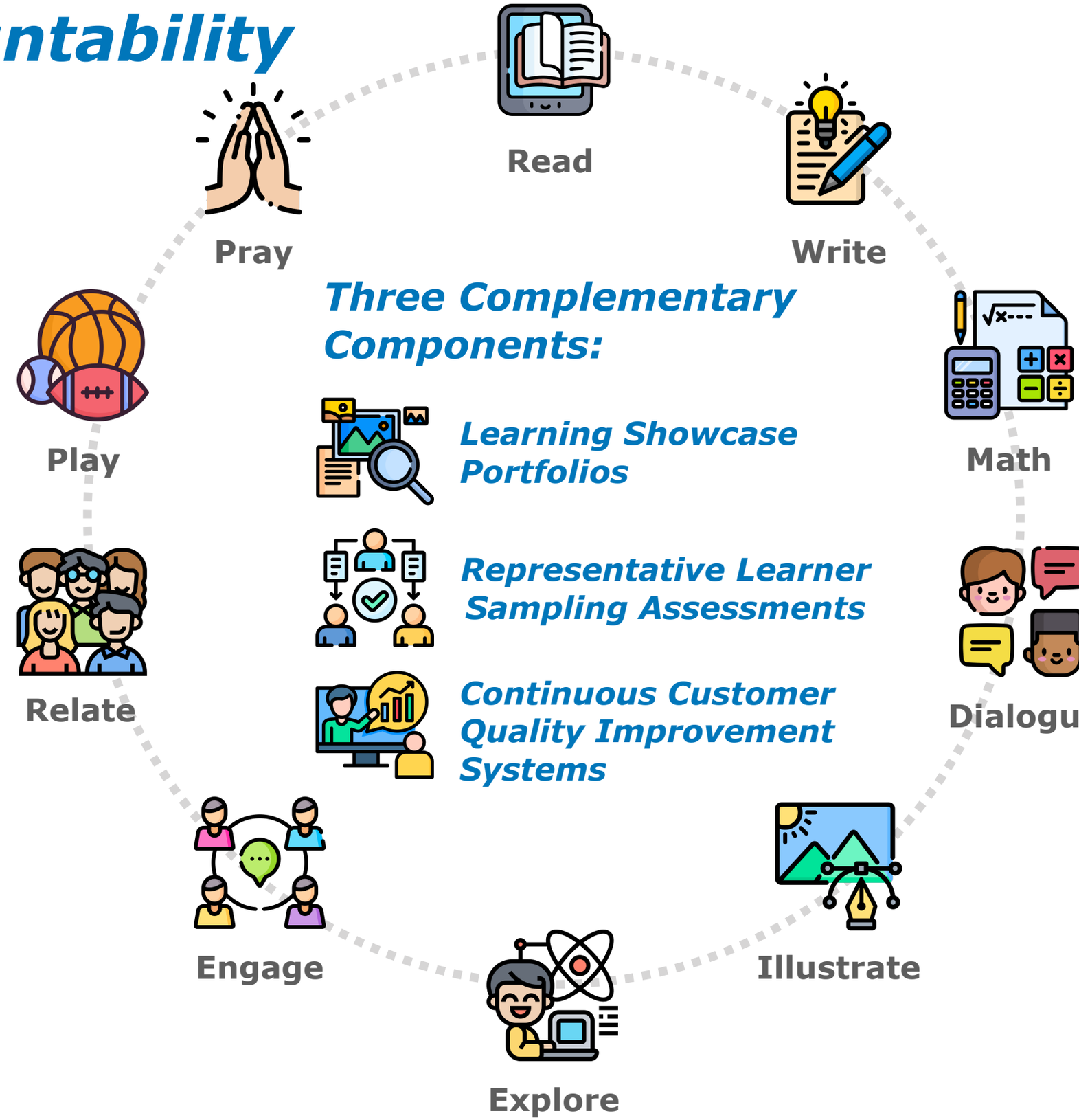
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- ***PowerMaker Learning***



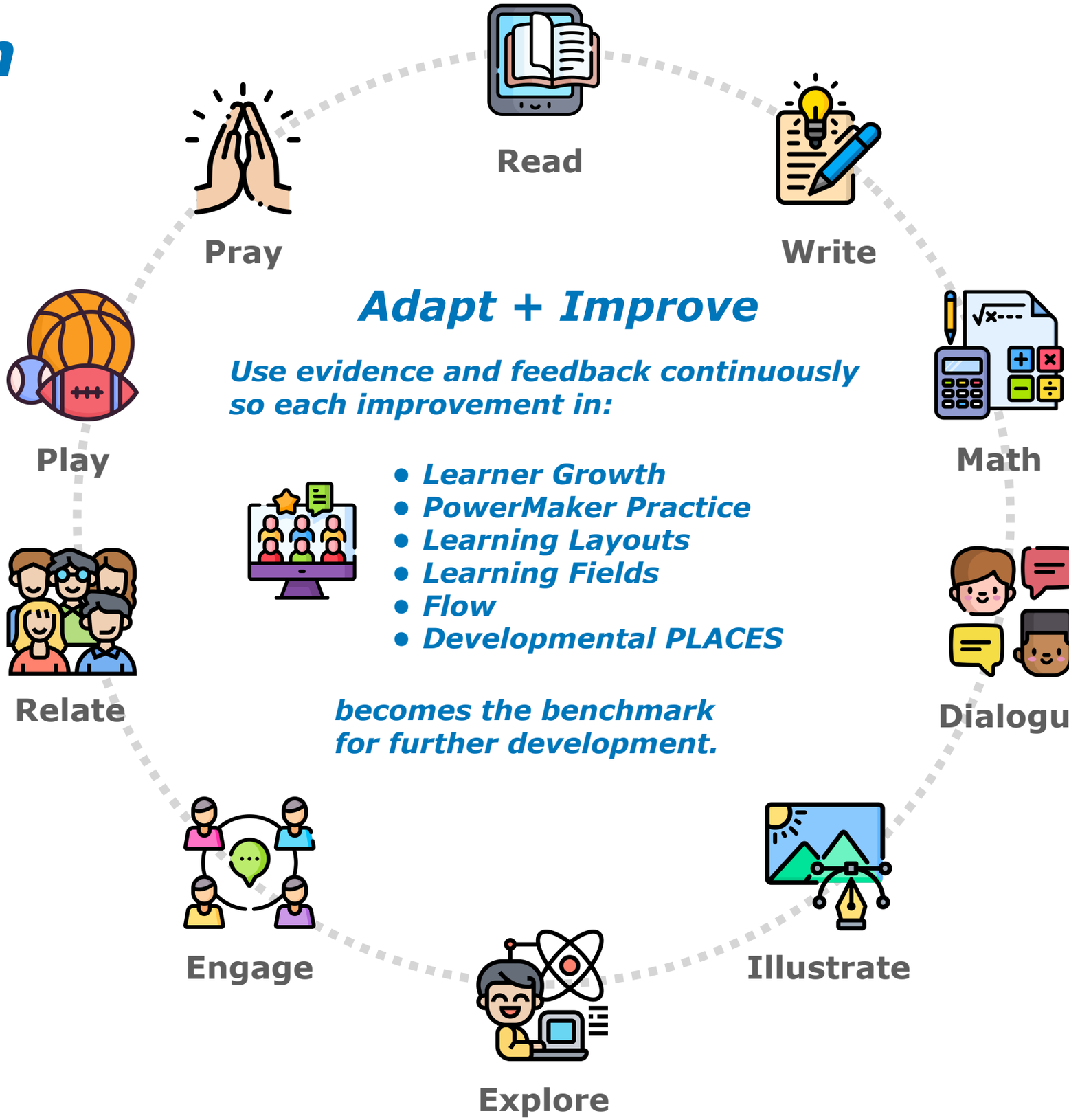
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- ***Accountability***



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- ***Kaizen***



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PLACES for Learning is a new HI + AI learning ecosystem where children develop Learning Powers for life, PowerMakers continuously improve how learning happens, and evidence makes the entire ecosystem smarter.

Help shape the Future of Learning

- Explore the PLACES Concept Paper.
- Challenge our thinking. Share ideas. Collaborate on prototypes.

Let's build and continuously improve PLACES for Learning.

Contact Nick Hobar to explore options: Email or call 443.255.4944

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