

## THE ONLINE DESTINATION FOR THE ENTREPRENEURS OF THE FUTURE

TrepiCity.com is a single online destination for entrepreneurship and STEAM learning, and a connecting hub for young entrepreneurs (8-25 years), education operators and other participants in the eco-system.

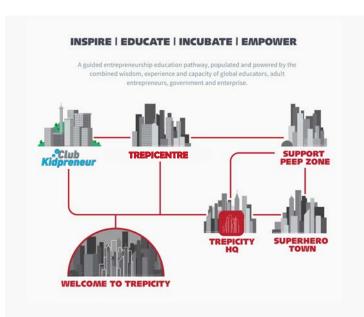
Our edtech platform brings together the highly-evolved Club Kidpreneur entrepreneurship scaffold with vital STEAM expertise in a guided education pathway and will be populated and powered by the combined wisdom, experience and capacity of global educators, adult entrepreneurs, government and enterprise.

## EDUCATION, INCUBATION AND ECOSYSTEM CONNECTIVITY

TrepiCity exists to bring together a vast IP and human resource to ignite the entrepreneurial spirit in Australian children, and equip them with the creativity, knowledge capacity, technical skills, courage and resilience to become the brilliant business brains and leaders of the future.

TrepiCity is a powerful hybrid of Club Kidpreneur Foundation (2009) and Entropolis (2014), co-founded / founded by Tania Price. On trend with the rise of borderless education, it will combine Club Kidpreneur's deep entrepreneurial education experience with Entropolis technology giving young entrepreneurs (8 – 18 years) global access to entrepreneurship and STEAM education resources at scale.

We are co-creating dynamic 'City precincts' with our partners, populated with education programs, engaging content, business information, resources and tailored support for our young entrepreneur citizens and their adult support crew.



## 100,000 YOUNG ENTREPRENEURS BY 2020

TrepiCity.com is a major digital revolution for Club Kidpreneur (NFP) building on the learnings and foundations over the past seven years working with more than 600 schools and 12,000 kidpreneurs nationally.

Using Club Kidpreneur to ignite the entrepreneurial spirit in primary age childrem, TrepiCity.com aims to achieve global reach amongst supporters of a kid-centric entrepreneur ecosystem and connect the dots on a robust entrepreneurship and STEM education pathway from primary, through high school and beyond.

It will operate like a curated, gamified version of LinkedIn custom-built to enable young entrepreneurs to become brilliant innovators, idea generators and business builders in the real-world.







