



BEFORE A KID BUILDS ANYTHING — THEY FIND THE RIGHT PROBLEM

# How we find each kid's problem

We never hand a kid a problem. We teach them to **notice** one worth solving — sweeping four places, close to home first, then wider. These are the actual questions a coach asks, one pillar at a time, building a growing **"problem bank"** before anyone picks what to build.

## THE ONE RULE BEHIND EVERY QUESTION

The problem has to be **theirs**. We offer categories — never the answer — and we aim the noticing **outward**: we build to **help people**, not just ourselves.

### **Yourself** PILLAR 1 · START CLOSEST

- 1 **What's boring or hard for you?**  
*at school, at home, in an activity — anywhere*
- 2 **What do you always forget or lose?**  
*homework, your water bottle, what day something is*
- 3 **When did you last say "ugh"? What was it?**  
*the most recent annoying moment counts*

### **Your Home** PILLAR 2 · ONE RING WIDER

- 1 **What does your family forget or argue about?**  
*whose turn for chores, what's for dinner, where things are*
- 2 **Is something hard for a grown-up at home?**  
*reading small text, remembering appointments, a phone thing*
- 3 **What would make your home run smoother?**  
*a reminder, a list, a fair way to take turns*

### **Your School** PILLAR 3 · WIDER STILL

- 1 **What's hard for a NEW kid at your school?**  
*finding rooms, making friends, eating alone*
- 2 **What do kids never seem to know?**  
*what clubs exist, what's happening this week*
- 3 **What's hard for your teacher or a helper?**  
*getting attention, handing things out, lost papers*

### **Your Community** PILLAR 4 · THE WIDEST RING

- 1 **Who around you might need help?**  
*seniors, new families, kids who are alone*
- 2 **What's confusing or hard to find out?**  
*bus times, events, the library, the food pantry*
- 3 **Who feels left out or alone?**  
*someone a small thing could really help*

### **"Who else has this?"**

After every answer we ask the one question that turns a complaint into a build: **who else has this?** A problem one kid has is small; a problem lots of people share is a build worth making.

## THEN — PICK ONE, AND SAY IT OUT LOUD

"I noticed \_\_\_\_\_ is hard for \_\_\_\_\_. I want to build something that helps them \_\_\_\_\_."

The kid picks the problem that helps the most people, that they understand, and that we can build a real tool for — then Step 1 is done, and the build begins: **Research** → **Connect** → **Brainstorm** → **Build** → **Ship** → **Improve**.