



Netter Center
for Community Partnerships
UNIVERSITY of PENNSYLVANIA

Netter Center/UACS Partnerships with Penn's Entrepreneurship Legal Clinic to support

- the creation of **Rebel Ventures**, a high school student -run nonprofit food business
- The efforts of the Netter Center **Participatory Action Design Studio** whose mission is to develop engaging educational materials for UACS programs.

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Netter Center Overview

The Netter Center develops and helps implement democratic and mutually transformative partnerships between Penn and West Philadelphia that improve the quality of life on campus and in the community and advance research, teaching, learning, practice, and service.

- Academically Based Community Service (ABCS)
- University-Assisted Community Schools (UACS)
- Democratic Anchor Institution approach

Strategies shared across the country and around the world, serving as a model for democratic university-community engagement.

Sayre HS

Hamilton

West Philadelphia HS

Paul Robeson HS

Lea

Netter Center

Comegys

Mitchell

The Netter Center: Key Goals



- **Create long-term mutually beneficial/transformational relationships** between the University of Pennsylvania and the greater West Philadelphia community
- **Leverage resources** and help the university become more engaged in the community
- Have all students (K-16+) learn through **collaborative problem-solving of real-world, local issues**
- Empower K-16+ students to collaboratively make changes in their own community

Netter/UACS Food Education Overview

WHO

- K-12 students, staff, faculty
- Penn students, staff, faculty
- Agatston Urban Nutrition Initiative (AUNI)/UACS/Netter Staff
- Outside partners

WHAT

- Fruit Stands
- School Garden
- Good Food Bag
- Smoothie Bike
- Rebel Ventures
- Community Dinners
- Participatory Action Design Studio

HOW Our food education work at Netter starts by listening to the needs in our K-12 partner schools. Based on the needs and resources available, we design projects that put teams of K-16+ students in control of creating a healthier food system in their schools and communities.

Rebel Ventures

- Rebel Ventures is a high-school student powered healthy food business.
- HS and Penn students, supported by Netter staff and industry partners, work together to run the social enterprise.
- Penn partnerships:
 - Wharton: Management, Leadership, Finance, Sales, Marketing, Entrepreneurship
 - Law: Entrepreneurship Legal Clinic
 - Nonprofit Leadership, Social Work
 - Design, Fine Arts, Integrated Product Design
 - Graduate School of Education



Rebel Ventures and Penn Law Entrepreneurship Legal Clinic

- Critical ELC supports
 - Advisement on entity structure creation and separation from Penn
 - Consider issues of 'Unrelated Business Income (UBIT)', employment flexibility for HS students, etc
 - Drafting bylaws, providing editorial support over time
 - Filing Nonprofit Creation paperwork with State, apply for Federal Nonprofit Status.
 - Support the development of Board of Directors Governance Protocols.
 - Participate directly with HS students, Netter staff, and RV Board

























REBEL BARS

MADE BY HIGH SCHOOL STUDENTS!

\$2²⁵
each

23 91



















Rebel Ventures at UACS

Rebel Ventures Project Planning - 24/25 ☆ 📁 ☁

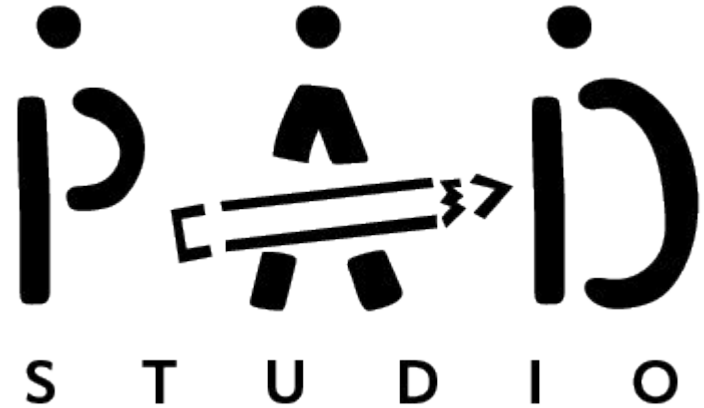
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Menus 100% 123 Default... 10 B I A

	A	B	C	D	E	F	G	H
1		People working on project	Date Started	Due Date	Team	Advisor(s)	link for instructions	
2	upload resume to RV folder	all college/grad mentors		9/17	Museum Team	Hakim		
3	Social Media posting schuelde	Sales/Marketing	1/27			Tal		
4	How to recruit students meeting	all college/grad mentors	10/1	reoccurring til 10/	Nonprofit Exec	Natalie	How to ...	
5	Grant Research	Non-profit Exec.	10/8	Recurring		Jarrett		
6	SHI Museum curation Meetings	Mekhi & Shomo	Every Wednesday	Recurring	Museum Team	Shomo		
7	Workshop planning	Full Crew	10/21		All	Natali, Jarrett	Worksho...	
8	Add suggestions or ideas to the draft design guidelines.	Anyone interested		11/5	Nonprofit Exec	Qingyu	Draft d...	
9	Create an 'art book/catalog' with images of the past, organized by year	Anyone interested (can contact Qingyu or Jarrett for info)	10/29	11/20	Nonprofit Exec	Qingyu		
10	Planning for cooking at West	Logan, Mekhi, Tal, Anthony	10/31	Recurring		Shomo, Jarrett		
11	Crew meetings	All Crew	1/29	Recurring-Every Monday			Rebel Cr...	
12	Thank You letters to Leland, Melanie, Marissa, and Leslie	Logan	1/27			Shomo		
13	Review grant website and organize information into Rebel Grants database	Qingyu and crew	1/22		Nonprofit Leader	Jarrett	https://docs.google.com/spreadsheets/d/1Qingyu	
14	creating an agenda structure for RV team meetings at West Philadelphia HS	Mekhi, Logan, Qingyu				Qingyu		
15	reply to email from Tim Magner			2/21	Nonprofit Exec	Jarrett		
16	Organizing roles for Cooking days at West	Logan, Tal, Anthony, Zhen, Natalie, Shomo		2/21	Product Development	Jarrett		
17								
18								

Participatory Action Design Studio

- The Participatory Action Design Studio is a group of Penn undergrad and graduate students who work together on a design projects that are needed by Netter Center programs.
- Penn partnerships:
 - Design
 - Architecture
 - Fine Arts
 - Integrated Product Design



for educational purposes only



HARVEST GAMES



U+CS



Netter Center
for Community Partnerships
UNIVERSITY of PENNSYLVANIA

Little Gem Lettuce

Lactuca Sativa

Origin:

United Kingdom

Harvest Time:

May to October

Taste Profile:

Mild and sweet flavor
with a crisp texture.

Fun Fact:

This lettuce is often harvested at its "baby" stage
when the heads are still small and tender.



Suggested Use:



Salads



Wraps



Tacos



Juice



Sandwiches

Need	Designer(s)	Status	Ideal Due Date	Notes
Netter Branding Guide	Alice, Cindy	In Progress		
Library Consulting Project	Nik, Ejun	In Progress		Continue thinking about collaboration with Mr. Cannon
Smoothie Bike Logo	Miyu	In progress	4/5	Update next week (2/23)!
Harvest Fruit/Veg Game Cards	Alice, Jill, Connie, Ale	In progress		
Pest Signs	Cindy, Ejun, Connie	In progress	4/12	Draft of the sign with the size, info, composition etc..
Netter Center Graphic Assistance	Zoya	In progress		
Philly Student Art Logo	Ale	In progress		Waiting for feedback!
UACS Hierarchy of Expectations	Annette	Assigned	Draft by 3/18	
Rebel Ventures Wordpress		Needs assignment		

Harvest Game Cards

Status:

In progress

Designer(s):

- Jill
- Ale

Due date:

Instructions & Needs:

- Create a set of Fruit/Vegetable trading cards that kids will love and learn from
- Incorporate different information about the fruit/vegetable in a kid-appealing way
- Blood oranges, strawberries, goldrush apples harrowcrisp pears, plums,
- Card info:

<https://docs.google.com/spreadsheets/d/1G-PAKFQPKaZh0BgK7M2aYGwKQl44pqK0FbvkvxM8p2uc/edit#gid=0>

Resources:

<https://fruitsandveggies.org/stories/fruits/>
<https://fdc.nal.usda.gov/>
<https://plants.usda.gov/home>
<https://fallingfruit.org/data>
<https://www.tradewindsfruit.com/content/fruitsscintific.htm>

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Learnings from Penn Law students

- Fair Use - Education Setting
- Over we can't resemble a distinct brand (even the gradient, shading is copyrightable)
- Recommendation is to design shareable educational materials that avoid likelihood of confusion - kids shouldn't think it looks like a pokemon card — include kids as focus groups for designs, ensure they are distinctive
- Game/point system is ubiquitous - nobody can own this



Harvest Artist

SETUP:

1. Shuffle the fruit character cards and place them in a face-down pile.
2. Choose one player to be the Harvest Artist for the first round.
3. Give the artist paper and a pencil (or a whiteboard and marker).

GAMEPLAY:

1. The Harvest Artist draws a card but does not show it to anyone.
2. They must draw the character on the card without using words, letters, or numbers.
3. The other players try to guess which fruit character it is.
4. The first player to guess correctly wins the card and adds it to their harvest basket.
5. If no one guesses within 60 seconds, the card goes back into the pile.
6. The next player becomes the Harvest Artist, and the game continues.
7. The game ends when all the cards have been used or after a set number of rounds.
8. The player with the most cards in their basket wins the harvest!

Memory Mill

SETUP:

1. Divide players into two teams.
2. Shuffle the deck of cards thoroughly.
3. Each team randomly selects eight cards from the deck.
4. Set a timer for one minute and allow both teams to study their cards during this time.
5. After the minute is up, teams swap their entire set of eight cards with the other team.

GAMEPLAY:

1. One player from each team chooses a card from the opposing team's deck.
2. Teams take turns asking yes-or-no questions to deduce which card was picked. Players can only ask questions about the information on the card.
3. A team can only make a final guess when it is their turn.
4. If a team guesses incorrectly, the opposing team is allowed to ask two questions in a row as a penalty.
5. The first team to correctly guess the opposing team's chosen card wins the round.

Recipe Genius

SETUP:

1. Shuffle the deck of fruit character cards.
2. Randomly deal three cards to each player or team.
3. Set a timer for one minute.

GAMEPLAY:

1. When the timer starts, each player/team must create a list of as many dishes as possible using any of the fruits/vegetables on their cards.
2. Dishes can be real or creative, as long as they make sense with the fruit ingredients.
3. When time is up, each player/team counts the number of dishes they listed.
4. The player/team with the most dishes wins the challenge and goes first.
5. If there's a tie, the tied players/teams must each name one extra dish until only one remains.

Thank you!