

YOUTH AND WORKFORCE • WITH DONNA MARIE

EMOTIONAL INTELLIGENCE FOR THE REAL WORLD OF WORK.

I teach youth and young adults emotional intelligence for the workplace through art and technology, with entrepreneurship, branding and marketing built in.

FOUR TOOLS THEY KEEP FOR LIFE

01
Mirror

Know what
you feel.

02
Brakes

Stop before
you react.

03
Radar

Read the
room.

04
Bridge

Act so
everyone
wins.



THE PROGRAM

WHAT A SESSION LOOKS LIKE

01

The hook

One question gets every student talking in the first minute.

03

Real workplace moments

Classmates become first coworkers. We practice on situations they'll really face.

05

Your edge

Why these skills matter at work, starting with the first interview.

02

Meet the four tools

Students discover Mirror, Brakes, Radar and Bridge on their own, then name them.

04

The 3-second pause

Pairs practice the pause that changes what happens next.

06

City Hustle game

Teams put it all to work in a fast, loud, fun round of Vibe Check.

ART MEETS TECHNOLOGY

Digital design

Making something beautiful with real design tools.

Video

Telling your story on camera and on the edit.

AI literacy

Using AI as a tool, safely and honestly.

A first portfolio site

A real website that shows the work.

Vibe Check: Work Development Edition

Our emotional intelligence game brings NYC workplace moments into the room. Teams play on their phones, read the room, and practice choosing the response that helps everyone win. No accounts and no personal details from students.

THE RESEARCH AND THE RULES

WHY ART AND WORK SKILLS BELONG TOGETHER

A 2014 randomized study in Rio de Janeiro found that a program mixing expressive arts, theatre, life skills and job training raised employment by 33.3% and earnings by 23.6% five months after it ended. It was a different place and population. We share it as the idea behind our approach. It doesn't describe our own results.

Source: Calero, C., Gonzales, V., Soares, Y., Kluve, J. and Corseuil, C. (2014). Can arts-based interventions enhance labor market outcomes among youth? Evidence from a randomized trial in Rio de Janeiro. Ruhr Economic Papers 486.

Safe by design

We never collect information from children. Adults hold every account, and every app or AI tool we use is checked for its age rules first.

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620 Wilson Ave,
Brooklyn, NY 11207