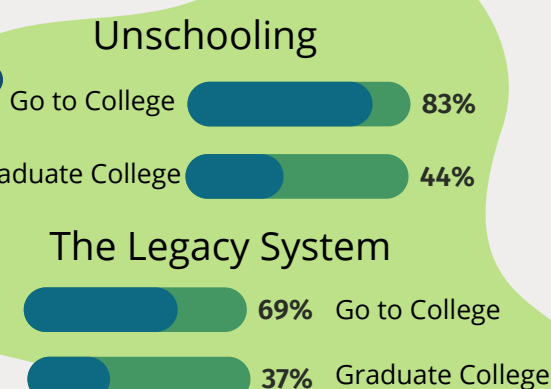


# The Forge

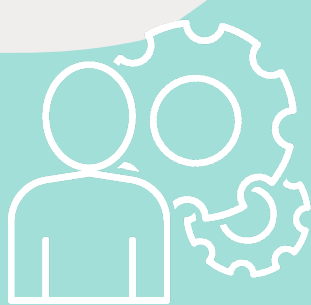
A PhD-level attitude toward knowledge acquisition applied to K-12 education through a first-principles approach.

## The extant system is literally worse than doing nothing

Unschooling—letting kids do whatever they want—has higher educational outcomes than the existing school system. To build a better system, we need to use unschooling, rather than the legacy system, as a baseline to be improved.



## How The Forge Works



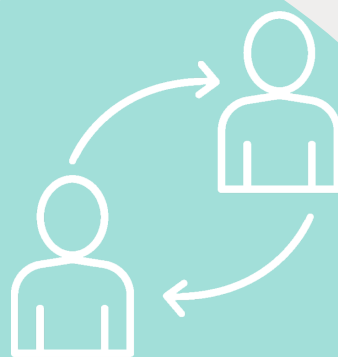
### Self-directed learning with dynamic rails

We utilize a learning platform that allows students to choose how they want to progress, what to learn, how they will learn it, and when they will be tested, while utilizing a dynamic reward system to ensure they don't fall behind on core subjects.



### The World is Our Test

Where possible, testing is gauged by practical success. For example, writing progress might be graded based on the number of reads or reviews a student's fanfiction gets online.



### Collaboration with Experts

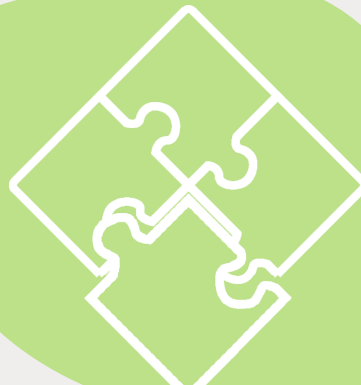
We have a network of world class experts willing to hear our students' pitches. If the student piques their interest, they are able to work on collaborative projects.

## Education for a Digital Age

With the death of the lifelong corporate job, the skill sets for which students must optimize have radically shifted. We teach kids self sufficiency and how to learn—not what to believe.

### Real-World Skills

We focus heavily on non-traditional subjects like coding, engineering, sales, persuasion, investing, and philosophy/identity.



### Adaptive World Boarding

We offer both an at-home and world boarding model, between which students can move without falling behind. In the world boarding model, students move sites every few months, embedding themselves in unique local cultures.

### Transforming Geniuses into Forces of Nature

This system is not for everyone. We have rigorous checks in place to ensure that only students who will thrive in this environment are admitted to—and remain in—the program.