



## MILSET Strategic Plan 2024-2029

### Vision

Inspiring youth through STEAM activities

### Mission

MILSET supports its member organisations to engage youth in STEAM through motivation, cooperation, and networking by:

- Helping member organisations create an environment in their country that enables youth to be involved in STEAM.
- Connecting, supporting, and representing member organisations around the world.
- Stimulating and supporting international youth networking and cooperation through STEAM.
- Providing member organisations with global opportunities to engage youth in STEAM.

### Beneficiaries

1. MILSETs *primary* beneficiaries are its members – affiliated youth STEAM organisations – and those working with their youth, including teachers.
2. Youth are MILSET's *secondary* beneficiaries.
3. MILSET focuses on supporting its members to develop an environment for youth to do STEAM.
4. MILSET programs and events serve youth.

### Practical Vision Statement

By the end of 2029, MILSET will:

1. Promote the role of youth STEAM and MILSET in global and sustainable development, prosperity, and peace.
2. Establish a global online community of regional offices, members, and youth STEAM leaders.
3. Deliver excellent global and regional programs and events.
4. Grow MILSET's membership of national youth STEAM organisations.
5. Achieve long-term sustainability and systematic renewal of governance leadership.
6. Provide expertise, content and training valued by members and recognised internationally.

### Strategic Priorities

#### Goal 1. Promote the role of youth STEAM and MILSET in global and sustainable development, prosperity, and peace.

1. Include opportunities and incentives to encourage positive interaction, collaboration, and sociocultural exchange in all MILSET and member organisations' events and programs.
2. Promote the concept of MILSET as an international family united by a passion for STEAM, STEAM projects, and global collaboration and networking.

#### Goal 2. Establish a global online community of regional offices, members, and youth STEAM leaders.

1. Work with regional offices and members to identify specific communication, collaboration, and resource sharing needs, and audiences.



2. Identify reliable sources of regularly updated content and resources.
3. Identify potential platforms/solutions based on region/member needs and expected content.
4. Explore the potential value of sharing youth STEAM projects online.
5. Offer regular MILSET global online community-building activities.

**Goal 3. Deliver excellent global and regional programs and events.**

1. Deliver standards-based events and programs, including Expo-Sciences International (ESI), Leader Congress, STEAM Photo Contest and Young Citizens Conferences.
2. Support the delivery of Regional programmes.
3. Enable regional offices and members to be creative and innovative in developing programs to serve youth and those who support them.
4. Offer resources and regular training for adult leaders and supervisors that support the development, delivery, and sharing of youth programs by regional offices and members.

**Goal 4. Grow MILSET's membership of national youth STEAM organisations.**

1. Identify unrepresented countries and potential member organisations in collaboration with regional offices.
2. Present clear and compelling membership benefits.
3. Ensure that membership fees are not a barrier to new members.
4. Implement a simple, rapid membership application and renewal/update process.
5. Welcome each new member and provide onboarding support through the first two years of membership.

**Goal 5. Achieve long-term financial stability and systematic renewal of governance leadership.**

1. Secure global program sponsors that contribute sufficient funds annually to support the salaries of at least four full-time staff.
2. Establish sufficient long-term reserve funds to support MILSET global office operations for 12 months.
3. Develop a 5-year rolling budget that includes existing activities and new initiatives.
4. Establish a regular succession of MILSET leadership with recruitment based on skill requirements, engagement, as well as representation of youth and regions.

**Goal 6. Provide expertise and training valued by members and recognized internationally.**

1. Consolidate and classify existing MILSET resources to identify what is available and how they could best be shared with members and others.
2. Develop content related to the promotion and engagement of youth in STEAM.
3. Ensure high quality content for Leader Congress events and ensure a global audience.
4. Improve MILSET's online visibility and search engine optimization (SEO).
5. Identify potential international opportunities to showcase MILSET's expertise and experience in youth STEAM engagement.
6. Explore research partnership opportunities with universities related to STEAM education, outreach, and promotion, as well as MILSET's impact.