



Software Company

NASDAQ Listed

\$20B market cap

12,500+ customers

Including GM, NASA, Netflix, & Facebook

4,400+ Employees

Offices in over 20 cities





1%  
Equity &  
Profit

**\$100M+ USD**

Equity and Profit *(1% equity & profit)*

1%  
Time

**50,000+ Hours**

Employee volunteer time

1%  
Product

**62k Community Licenses**

Product donations to nonprofits

# Our beliefs ....

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**the power of  
education and  
business as  
forces for good**

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**we have a  
responsibility to  
tackle  
disadvantage:  
globally & locally**

10  
in  
10

Team up to educate ten million youth in ten years, preparing them for the workforce of the future



## INNOVATION

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Discover, test, and scale innovative low-cost solutions with the potential to reach 10-million youth for the workforce of the future while building the evidence base through rigorous evaluations of promising interventions

## ECOSYSTEM

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Investment in the sector level knowledge and infrastructure to support and build the robust education ecosystem necessary to catalyze large scale systems change





PLEDGE  
**1%**

Pledge 1% is a global movement to create a new normal where giving back is baked into the DNA of companies (of all sizes) from the very beginning.

## VISION: The Greater Impact We Hope to Accomplish

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### A new business paradigm whereby:

- **Social impact** is integrated into the DNA of companies of all sizes and stages.
- Companies creatively and collaboratively **leverage their strengths and assets** (\$, voice, eco-system, technology) to tackle and solve the toughest social issues of our time.

## MISSION: Our Role in Accomplishing This

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**Inspire, Educate,** and **Empower** every entrepreneur, company, and employee to leverage their own unique assets to be a force for good.



Companies commit to one, multiple, or all four of the following:





**8500+**

**PLEDGES  
COMPANIES**

**100**

**COUNTRIES  
INVOLVED**

**150%**

**GROWTH  
ANNUALLY SINCE  
INCEPTION**

**3**

**YEARS OF BUILDING  
THE MOVEMENT**

**\$0.5B**

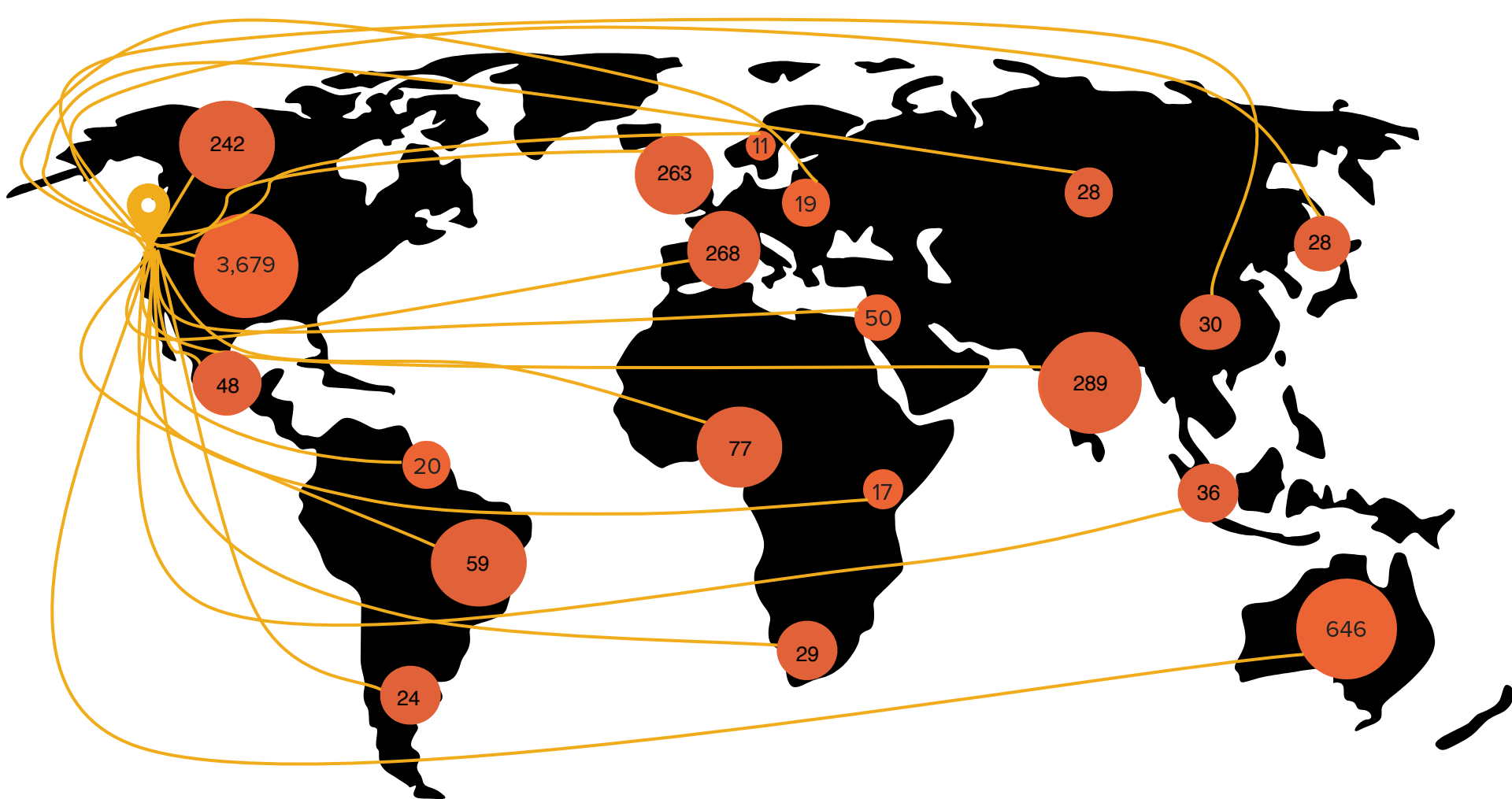
**NEW PHILANTHROPY  
GENERATED THROUGH  
TOP PLEDGE 1%  
COMPANIES**

**FAST COMPANY**

**50 MOST  
INNOVATIVE  
COMPANIES & #1  
NONPROFIT**

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**...and we're just getting started!**



## Moving Beyond the Pledge...

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graph LR; Inspire[Inspire] --> Pledge((Pledge)); Pledge --> Educate[Educate]; Educate --> Action((Action)); Action --> Empower[Empower]; Empower --> Impact((Impact));
```

Inspire

**Inspiring** founders and companies to **join the movement**.

Pledge

Educate

**Educating** companies and providing them with **tools** and support to **get started** and **activate** their pledge.

Action

Empower

**Empowering** members to **grow** their programs, **collaborate** with each other, and drive **transformational change** in the world.

Impact





