ClimeAboard

5 Year Roadmap — Canada National Expansion

Made In Canada Project • 2026–2030

Made In Canada

2026 — Edmonton Pilot
- 15,000 games
- $375K revenue

Pilot launch in Edmonton

2027 — National: 10 cities
- 200K games
- $6.75M revenue

Expansion to 10 cities nationwide

2028 — Deep National
- 450K games
- $15M revenue

Deepen presence & partnerships

2029 — National Reorder
- 550K games
- $18M revenue

Repeat orders & scaling supply

2030 — Retail Breakout
- 600K games
- $25M+ revenue

Retail channel launch nationwide

Made In Canada Moat
- Local manufacturing & supply chain resilience
- IP & educational gameplay proprietary to Canada
- Climate + sustainability curriculum aligned to Canadian standards

Buy Canadian Schools Directive
- Provincial procurement preference for Canadian-made educational tools
- Partnerships with school boards across provinces
- Aligned with sustainability & climate education initiatives

Cumulative Impact (2026–2030)
1.2M games
Games delivered nationwide

1.2M trees
Trees planted via gameplay impact

$45M revenue
Total projected revenue



National expansion map

www.climeaboard.com • Driving climate education through sustainable gameplay • 1 game = 1 tree planted

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