

Voyage

Agency Mission:

Connecting youth with pathways to success.

Project Summary:

***Asking for a \$20,000 WIN Grant**

We are requesting support of our "Youth Enrichment Initiative" which encompasses multiple programs related to youth education. Some of the programs included in this initiative have been ongoing for many years, some have been adapted to fit our clientele's changing needs, and some are in the first 18 months of implementation. Voyage created the Youth Enrichment Initiative as a response to the City of Wilmington Rise Together efforts. Our Initiative is meant to build upon current programs while implementing new ones through a collaborative structure that creates continuity and synergy among programs, provides wrap-around support for youth of all ages, and maximizes impact in our community. While the Rise Together funding from the City covered all onetime costs for getting this Initiative underway, Voyage needs to identify \$40,000 of additional funding annually to sustain our numbers and quality of service. dream alive! However, this program is scalable, meaning that in the event we do not receive all necessary funding, we will cut back on numbers served or hours of participation per week rather than cut out a program completely.

Program Details:

Our programs include:

1. NEW AS OF FEB 2022- Afterschool at DC Virgo (K-8th grade, Monday through Friday): We serve 27 students daily through this program. Every day includes 45 minutes to an hour of homework help, followed by a healthy snack. After snack we offer a variety of educational enrichment

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opportunities such as "brain games," arts and crafts that relate back to educational concepts, STEM activities, and guest organizations that provide workshops/activities related to personal and educational development. We have recently obtained new ClassVR headsets which make learning more fun and interactive through virtual reality technology.

2. IMPLEMENTED FALL 2020- Traveling STEM Afterschool with Young Scientist Academy: (Ages 7-13, once per week at four different locations). YSA, in collaboration with Voyage empowers youth of all backgrounds to be community ambassadors of science and technology. In a fun and creative environment, the Afterschool Science Ambassadors program serves approximately 80 students weekly through engaging each students' innate interest in the natural world, allowing them to explore real world research in science, technology, engineering, and mathematics (STEM). Through providing these career-building experiences, we aim to provide leadership, skills and confidence in our youth to establish partnerships and opportunities to solve issues using science as a tool for the betterment of local communities.

3. IMPLEMENTED FALL 2020- Virtual Reality Life Coaching and Teen Mentorship with PV2R: (Ages 14-17, Monday through Friday). We currently serve 21 students in this program. We understand that too often youth are not given the proper tools to visualize their lives beyond the circumstances their immediate environment provides. In order to address this barrier, we have partnered with PV2R (Pivot Via Virtual Reality), a virtual reality coaching and mentorship program that believes virtual reality technology can create a positive visual possibility in an immersive environment. PV2R has been successfully implemented in a New Hanover County juvenile detention center as an intervention tool for youth already involved in the justice system.

4. IMPLEMENTED FALL 2021- Free Math 1 and Math 2 Tutoring: (weekly every Tuesday): While numbers vary week to week, we found that the subject in which our students struggled most was math. With the help of tutors, we have a standing time every Tuesday where students can get the help they need, no appointment necessary. Our goal is to increase their grade to, or maintain, at least a B in Math for each report card.

5. PROGRAM FROM 2015-2020 ADAPTED AND RE-IMPLEMENTED FALL 2021- YOLO: (Ages 13-17 Weekly alternating Thursdays and

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Saturdays). This program intends to help teens give back to their community through volunteerism and to identify local issues that matter to them, properly educate themselves on these issues, generate potential solutions or ways to address these issues, and professionally communicate problems and solutions to local decision makers.

Impact:

1. Afterschool at DC Virgo: Our immediate goals for this program are to increase our students' EOG scores and Developmental Assets Profile scores (DAP surveys are administered quarterly to assess student perception of self-related to desire to learn, confidence, feeling of support, etc.). See measurable outcomes below:

-By June annually, at least 80% of youth improve either academically or behaviorally.

-By June annually, 100% of youth report increased confidence in their future and other positive indicators on their DAP self-report surveys (administered biannually)

-By June annually, 100% of youth have SMART goals set for the next school year

2. Traveling STEM Afterschool with Young Scientist Academy: Through providing these career-building experiences, we aim to provide leadership, skills and confidence in our youth to establish partnerships and opportunities to solve issues using science as a tool for the betterment of local communities. See measurable outcomes below:

By June annually, at least 75% of students increase their math and science scores by 20% or 2 letter grades.

-By June annually, 100% of middle school students will have a draft career plan developed.

-By June annually, 100% of students will present on their research, ideas and experiences at an annual open house, Voyage or YSA community event, or newsletter article.

-By June annually, 100% of students will participate annually in the Youth Leaders in STEM Summit with each student either presenting a research talk or poster or hosting a discussion session.

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-By June annually, 100% of youth report increased confidence in their future and other positive indicators on their DAP self-report surveys (administered biannually)

3. Virtual Reality Life Coaching and Teen Mentorship with PV2R: The DAP will be conducted at the start of the Voyage/PV2R after-school program and again every three months to determine an increase in school participation and interest, positive image of self, creative thinking capabilities, and reflectiveness. and their experience in VR will be personalized to their individual paths. See measurable outcomes below:

-By June annually, 100% of teens report increased confidence in their future and other positive indicators on their DAP self-report surveys (administered quarterly)

-By June annually, 100% of teens will have a draft career plan developed.

-By June annually, 100% of teens increase academic performance by at least one letter grade in at least one subject

4. Free Math 1 and Math 2 Tutoring: Our goal is to increase their grade to, or maintain, at least a B in Math for each report card.

5. YOLO: Not only will this program impact their confidence, ties to their community, public speaking skills, and social capital, it will also improve their critical thinking skills, which is something that will better prepare them. See measurable outcomes below:

-By June annually, 100% of youth leaders to engage in at least 2 public speaking opportunities related to the local issue of their choosing

-By June annually, the group makes progress on implementing potential solutions to at least one issue identified by the group. -By June annually,

100% of youth leaders to engage in approximately 50 volunteer hours

-By June annually, 100% of youth leaders to report increased confidence in their future and other positive indicators on their DAP self-report surveys (administered biannually)