



We envision a population of youth and adults who has what it takes and does what it takes to help their community overcome all the problems that's affecting them.

Our mission is to help people to survive and succeed.

Our goals are:

1. To develop critical thinkers who are able to figure things out.
2. To develop researchers who are able to find things out.
3. To develop strategic planners who are able to get things done.

1. Youth Programs

2. Parent/Family Engagement Programs
3. Staff Trainings
4. Course/Curriculum Development
5. Organizational Development
6. Grant Proposal Writing

Each year, our objective is to provide youth, parents and agencies that serve them with our six services to increase their knowledge, skills, values and experiences in areas related to their needs, interests and/or concerns.

YOUTH PROGRAMS

Interest-based activities/clubs that engage and educate pre-K through college students.

1. CareerVisions for career education
2. Community Change for community organizing education
3. Legacy for cultural education
4. Money Moves for investment education
5. Peace for relationship education

The strategy to meet our objective for our youth programs is to structure each activity around any one of our five models for youth engagement and education.

LESSON FORMAT

1. Welcome
2. Icebreaker
3. Exploratory exercise
4. Expression exercise
5. Review
6. Reflection

1. Offer a club that will attract students
2. Decide on a model
3. Decide the club's schedule
4. Create a timeline for the club sessions
5. Design engaging and educational lessons
6. Implement each lesson in accordance with the prescribed format
7. Summarize the results
8. During Phase VI, involve the community in designing and implementing the action project

To execute our strategy for youth programs, teachers complete the listed tasks.

Teachers create a timeline based on the start date and the end date of the semester/project; this dictates the club's time period and the number of sessions to be allocated to each phase.

TEACHING STRATEGIES

1. Appropriateness
2. Relevance
3. Observation
4. Application
5. Creative Repetition
6. Mastery

Strategic Plan: Youth Programs