## LITERACY PROGRAM





The Literacy Program is a comprehensive approach that embeds positive youth development and social and emotional learning (SEL) methods with literacy instruction.

Innovative program components include:

- SEL with evidence-based reading strategies
- Fun and engaging K-3 learning objectives that align with Minnesota Common Core Standards
- Research-based approach with formative assessments three times per year using the FASTBridge Learning FAST™ assessment tool
- Response to Intervention (RTI) tools for members not making adequate progress
- Positive behavior intervention strategies and incentive-based recognition
- Parent engagement strategies to support literacy success and future academic achievement
- Club-wide Spelling Bees to highlight participant excellence

#### PROGRAM GOAL



Our goal is to ensure that by the end of third grade, members have mastered the reading skills necessary to transition from *learning* to read to reading to *learn* in fourth grade.

2017-2018 SCHOOL YEAR FALL TO WINTER OUTCOME Of the 80 students classified as High Risk at the beginning of the school year (reading ability in the 20th percentile or below for age), 19 of these students—24%—were no longer classified as High Risk at the winter assessment.



#### DEVELOPING FOUNDATIONAL LEARNING SKILLS



**Pull-Out Reading Cohorts** utilizing the Sonday Reading System (a Winsor Learning, Orton Gillingham-based reading intervention curriculum) for members who have been assessed as needing focused reading support. Students are grouped by reading ability for intense, purposeful reading instruction.

Reading lessons include skill building in vocabulary and comprehension in addition to phonics by using vowels, vowel pairs, and blends, spelling, language structure, and reading fluency. Specialized curricula include: beginning reading instruction; reading intervention; dyslexia instruction; special education; English Language Learners (ELL); and Response to Intervention (RTI) Models.

Hands-On, Multi-Sensory Literacy Activity Stations for all K-3 members to teach phonics, spelling, language structure, and vocabulary to reinforce skills needed in reading. Activities include making letters with playdough to build small motor skills and strengthen writing, and playing with letter tiles to strengthen reading and spelling skills.

#### **Connecting Social and Emotional Health and Literacy**

- Zones of Regulation Exercises (What Zone Are You In?)- A daily check-in circle time activity takes place at the beginning of each lesson. Through this exercise, members can start to identify their emotions and learn healthy coping mechanisms to utilize when needed.
- Take a Break Spaces for quiet calming time fit well with our positive climate procedures. Members can self-direct or be asked to go to this space to take time to reflect on their behavior or emotions in a way that lends itself to student voice and choice. In this space, members have coping skills tools available to them as well as reflection sheets that help them with problem solving and mindfulness in dealing with their emotions.

# **STEM**





Science, Technology, Engineering and Mathematics (STEM) is a year-round educational component of the Boys & Girls Clubs of the Twin Cities' Academic Success priority outcome area, combining innovation and creativity with STEM enrichment.

Hands-on activities in STEM increase STEM skills and knowledge:

- Critical thinking skills
- Problem solving skills
- Decision making skills
- Numeracy skills
- Technology literacy skills
- Collaborate in small groups
- Apply STEM skills
- Interact with STEM professionals/ learn about STEM careers
- Increase interest, confidence, and performance in science and math classes at school



### **PROGRAM GOAL**

Our goal is to engage more underrepresented youth in these disciplines and prepare them for secondary STEM education and STEM careers.

**80**%

of participants demonstrate understanding of STEM methodology

**70%** 

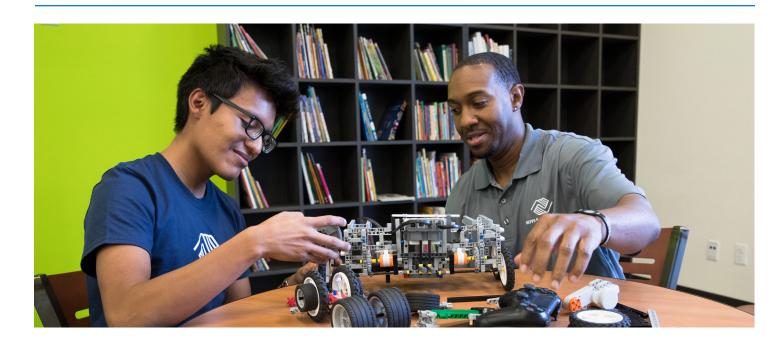
of participants understand the variety of STEM careers and their options

**62**%

of participants want to pursue a STEM career



#### BUILDING A DIVERSE STEM TALENT PIPELINE



More than 90 STEM curriculum units presented as enrichment stations for Club members ages 5-18. Topics covered include the science and math of sound, meteorology and climate, anatomy, biology and nutrition, architecture, simple machines, and robotics.

Numeracy skills screening for ages 9-11 to identify students who are at risk for academic failure versus those who are on track to be successful. Numeracy enrichment covers a variety of mathematics skills including counting and cardinality, operations and algebraic thinking, number and operations in base ten, numbers and operations, measurement and data, and geometry.

**STEM Mentoring program** for youth ages 6-11 that brings together youth and mentors for fun, hands-on STEM activities with a focus on conservation, including units on trash and recycling, our local watershed, and threatened and endangered animals.

**Career exploration and mentoring** for ages 13-18, introducing youth to a variety of STEM careers, including architecture, construction, engineering, and financial services.

A project-based *technology literacy curriculum* providing members of all ability levels a foundation for building technology skills, from basic data entry and internet navigation to digital arts and coding.

Internet Technology (IT) Certification courses in partnership with Minnesota Computers for Schools for youth ages 14-18 to increase the technology skills and college readiness of participants through CORE:IT training and certification, employment readiness training, pathway programs to post-secondary college partners and employers, and paid internships to prepare these individuals for good jobs in a high-growth industry.

A FIRST® Tech Challenge *Robotics Team* for ages 12-18. Team members design, build, program, and operate robots of their own design to play a floor game in an alliance format. Guided by adult coaches and mentors, youth develop STEM skills and practice engineering principles, while realizing the value of hard work, innovation, and sharing ideas.

A **Destination Imagination** event for Club members in grades 4 through high school at which student teams solve open-ended STEM challenges.