

## Addendum A

### Elements of a Content-Rich Out-of-School-Time Program

- *Experiential* learning driven by the interests of the young people.
- *Opportunities* for leadership, mentorship, and collaboration.
- *Civic engagement* focus connecting students and family to culture and community.
- *Technology* employed as a commonplace tool for exploration, communication, and fun.
- *Awareness* of media to build young people into healthy consumers, innovative producers, and critical thinkers.
- Interdisciplinary, *hands-on*, student centered school year and summer programming that supports and contributes to academic achievement and youth development for all students.

### Layers of a Content-Rich Out-of-School Time-Program

#### Project-Based Learning involves:

Process → Product → Presentation

#### Inquiry-Based Learning involves:

Questioning → Seeking Answers → Sharing New Knowledge

#### Community-Based, Contextual Learning involves:

Awareness → Collaboration → Transformation