21st Century Community Learning Centers Program (21st CCLC) Alignment Strategies for Program Design

Primary Purpose:

The primary purpose of the 21st CCLC program is to offer students a broad array of services, programs, and activities (before and after school) designed to *reinforce* and *complement* the regular academic program through providing activities that significantly or are likely to increase improvement of academic outcomes for participating students.

Thinking Outside of the Box:

The 21st Century Community Learning Centers Program provides grantees with an array of options to support the specific needs of their student populations. Programs can be designed in a variety of ways around the three federally required components (SEC. 4201of ESSA):

- Academic
- Enrichment
- Family Engagement

Why is this Important?

Programs can be designed in an innumerous number of ways following these requirements!
Programs are designed using the Allowable Program Activities (Sec.4205), which allows for great flexibilitywhen designing what your students need.

Allowable Activities

SEC. 4205. ⌀20 U.S.C. 7175¿ LOCAL ACTIVITIES.
(a) AUTHORIZED ACTIVITIES.—each eligible entity that receives an award under section 4204 may use the award funds to carry out a broad array of activities that advance student academic achievement and support student success, including—
(1) academic enrichment learning programs, mentoring programs, remedial education activities, and tutoring services, that are aligned with—
(A) the challenging State academic standards and any local academic standards; and
(B) local curricula that are designed to improve student academic achievement;
(2) well-rounded education activities, including such activities that enable students to be eligible for credit recovery or attainment;
(3) literacy education programs, including financial literacy programs and environmental literacy programs;
(4) programs that support a healthy and active lifestyle, including nutritional education and regular, structured physical activity programs;
(5) services for individuals with disabilities;
(6) programs that provide after-school activities for students who are English learners that emphasize language skills and academic achievement;
(7) cultural programs (*including arts and music education*);
(8) Telecommunications and technology education programs;
(9) Expanded library service hours;
(10) Parenting skills programs that promote parental involvement and family literacy;
(11) Programs that provide assistance to students who have been truant, suspended, or expelled to allow the students to improve their academic achievement;
(12) Drug and violence prevention programs and counseling programs;
(13) Programs that build skills in science, technology, engineering, and mathematics (referred to in this paragraph as ''STEM''), including computer science, and that foster innovation in learning by supporting nontraditional STEM education teaching methods; and
(14) programs that partner with in-demand fields of the local workforce or build career competencies and career readiness and ensure that local workforce and career readiness skills are aligned with the Carl D. Perkins Career and Technical Education Act of 2006 (20 U.S.C. 2301 et seq.) and the Workforce Innovation and Opportunity Act (29 U.S.C. 3101 et seq.).

Activities Must Be....

High Quality
Evidence-Based
Designed to Complement Student's School Day Program

Here are some strategies for designing additional programs (through supplemental funding, if already a grantee) or targeted afterschool programs (if interested in applying).....

Integrate STEAM:
Science, Technology, Engineering, Arts and Math

Art: Partnership with local arts center to bring programs to the center or take students to the arts center to learn techniques.

Coding: Teaching kids how to CODE with the use of external computer organizations or technology teacher.

Science: Hands on science projects through partnerships with the 4H program.

Literacy - Provide additional literacy and reading skills through retired teachers or association placements.

Math: Partnership with the local university to place Education majors in afterschool tutoring sessions.

Music: Partnership with local music stores to teach students about music or the studio and careers in the music industry.

Faith-Based Partnerships

- Parenting class or focus groups with church leadership.

- Tutoring services by parishioners who are retired teachers.

- Community service projects

Expanding Library Services

- Local library staff provides reading, science, computers and other enrichment programs for 21st CCLC students.

- Program can be held at the local library or school-based library.

- Coordinate with local serivces provided in the community.

Summer Programming

- Summer Bridge Programming to continue school day services to students.

- Coordination with high school students for peer tutoring opportunities throughout the summer.

- Community based partnerships for outdoor education opportunities .

High School Programs

- Credit Recovery options to increase graduation rates in support of college and career ready goals.

- Internships with various organizations, peer-tutoring, and mentorship programs.

- Math programs in support of daily adult life activities, such as taxes, bills, and budgeting.

APPENDIX:

Additional Resources from the U.S. Department of Education's Y4Y Website

Linked Documents:

Strengthening Partnerships

Implementation Planning Guide

Intentional Activity Design

Community Partnerships

STEM Program Examples

Citizen Science

What Citizen Science Looks Like

Family Engagement

Summer Program Case Scenarios

College and Career Readiness in your Programs

Remember...

There are many more examples and guides for initial program design or alterations to existing programs on the Y4Y website!