



# **EAST PALO ALTO COMPUTER CLUBHOUSE**

## **Quarterly Report to The House Family Foundation**

**June 2009**

Grant Goal (2008/09 – 09/10)	Spring/Summer 09 Goal	Spring 2009 Goals (January – May)	Summer 2009 Goals (June – August)
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Have 125 active members (attending at least 3 times/week consistently) <ul style="list-style-type: none"> <li>• 80 members &lt;= 12</li> <li>• 45 members &gt;= 13</li> </ul>	<ul style="list-style-type: none"> <li>• 40 members &lt;= 12</li> <li>• 25 members &gt;= 13</li> </ul>	<ul style="list-style-type: none"> <li>• 40 members ages 12 &amp; under <b>Complete - 57</b></li> <li>• 25 members &gt;= 13 <b>Complete - 32</b></li> </ul>	Same
<b>Skill-building:</b> Active members will engage in challenging workshops and skills trainings	Active members will complete one or more structured classes in: <ul style="list-style-type: none"> <li>• NetSmartz</li> <li>• Photoshop</li> <li>• Illustrator</li> <li>• Animation</li> <li>• Movie Making</li> <li>• Music</li> <li>• Skill Tech I &amp; II and DesignTech</li> <li>• Web</li> <li>• Photography</li> </ul>	65 members will <u>complete</u> projects in one or more of the basic to advanced computer skill classes: <ul style="list-style-type: none"> <li>• <b>Complete – 89</b> (the numbers below sum to greater than 89 as many members completed multiple projects)</li> <li>• SkillTech I &amp; II (8): Basic curriculum including use of Word, PowerPoint and Excel menus, toolbars, functions, and basic internet searching. <b>Complete - 17</b></li> <li>• Photoshop (8 basic, 8 intermediate/advanced): Youth learn to copy, paste, resize, and rotate pixel-based images. <b>Complete - 39, 13</b></li> <li>• Illustrator (5 basic, 6 intermediate): Youth learn to draw, create, rotate, and resize vector-based images. <b>Complete -21, 11</b></li> <li>• Movie Making (5 basic, 2 intermediate/advanced): Youth learn to create basic transitions between still images and advanced students cut &amp; combine clips, adjust image color and add sound to moving images. <b>Complete - 9</b></li> <li>• Music (1 basic, 2 intermediate/ advanced): Youth learn basic beats and rhythms and how to add voice and melodies. <b>Complete – 8, 10</b></li> <li>• Tech Challenge (6): Youth practice thinking “outside the box,” trial and error, engineering concepts, research and robotics. <b>Complete - 6 on team, plus 5 ‘helpers’, 17 egg drop participants</b></li> <li>• Video Media Crew (5): Youth learn to use and care for filming equipment and effective interview skills. <b>Complete - 9</b></li> <li>• Photo Contest (7 basic): Youth learn to use and care for camera equipment as well as reasons for and methods of photographing including photo essays, portraiture and landscapes. <b>Complete -7</b></li> <li>• Stop Motion (5 basic): Members will gain a basic understanding of how stop motion animation works. <b>Complete -13</b></li> </ul>	All active members will <u>complete</u> projects in one or more of these classes: <ul style="list-style-type: none"> <li>• <b>Photography:</b> Youth learn to use and care for camera equipment as well as reasons for and methods of photographing including photo essays, portraiture and landscapes.</li> <li>• <b>Design Squad Engineering:</b> Youth learn to design and build machines and equipment out of ‘around the house materials’ to meet a specific challenge/goal.</li> <li>• <b>Stop Motion Animation:</b> Members will gain a basic understanding of animation principles through stop motion. They will write a storyboard, chose materials to animate, and learn to animate through sequencing a series of still photographs.</li> <li>• <b>‘How it is Made’:</b> Members will learn how things are made and function through the disassembling and reassembling of different machines.</li> <li>• <b>Photoshop:</b> Youth learn to copy, paste, resize, and rotate pixel-based images to create their own images with meaning.</li> <li>• <b>Illustrator:</b> Youth learn to draw, create, rotate, and resize vector-based images.</li> <li>• <b>Mural Painting Workshop:</b> youth will learn history behind mural arts, symbolism, design technique and painting skills.</li> <li>• <b>Music:</b> Youth learn basic beats and rhythms and how to add voice and melodies.</li> <li>• <b>Premiere Movie Editing and Media Crew:</b> Youth learn to use and care for filming equipment and effective interview skills.</li> <li>• <b>Wed Design Basics:</b> Dreamweaver CS3 is a web based design program that enables members to easily make eye- catching and functional websites.</li> <li>• <b>Flash Animation:</b> Members will learn to create Digital animation and game design.</li> </ul>

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<p><b>Positive Relationships:</b> Active members will report having supportive relationships in the annual Youth Development Survey through building relationships with staff and mentors.</p>	Same	<p>All members will participate in daily ice breakers at the beginning of sessions, and reflection time after sessions. <b>Complete</b></p> <p>Daily Open Lab times will offer a less structured time for members to work on their projects with guidance and support from staff and mentors. <b>Complete</b></p>	Same
<p><b>Relevance of School to Future Success:</b> Youth will be inspired to achieve academic success through exposure to real-world situations where education contributed to interesting and challenging career options.</p>	Expose 18 teens to career opportunities through field trips	<p>10 members ages 12-18 will visit Pixar, Adobe Youth Voices/Cinequest, and Maker Faire. <b>Complete – 11 (2 to pixar, 4 to Adobe Youth Voices, 6 to the Maker Faire)</b> (1 went on 2 trips).</p>	<p><b>We just received a \$500 Clubhouse to College Grant!</b> 20 members ages 12-18 will visit the Tech museum, Precita Eyes, EA Sports, and NASA.</p>
<p><b>Social Connectedness &amp; Community Involvement:</b> Teens will choose themes that explore community roles, relationships and responsibilities.</p>	Teens will explore self-identified themes of social connectedness and community involvement.	<p>6 teens will conceptualize, design and complete a long-term project exploring what they'd like to change in their community, life experiences and/or another area of their choice.</p> <ul style="list-style-type: none"> <li>• 1<sup>st</sup> Quarter: Research &amp; storyboard creation</li> <li>• 2<sup>nd</sup> Quarter: Storyboard completion &amp; filming</li> <li>• 3<sup>rd</sup> Quarter: Editing, post-production &amp; showcasing at Clubhouse Family Night</li> </ul> <p><b>3 teens have begun this process so far, and more will this summer.</b></p>	Same
<p><b>Self-efficacy:</b> 125 active members will be guided to engage in, commit to, follow through, and complete challenging self – directed projects.</p>	80 active members will report confidence and thoroughness on challenging projects of their own design.	<p>Self-directed projects developed by 65 active members will mirror those in skill-building section based on members' chosen themes. <b>Complete - Exceeded number (all active members plus additional members completing projects)</b></p>	No longer a stand-alone goal. No specific measurement tools in place.
<p><b>Academic Expectations:</b> 90% of active high school members will participate in <i>College Bound</i> and will report understanding the importance of education for future success.</p> <p>100% of middle school members will report they expect, at a minimum, to graduate from high school.</p>	Same	<p>Same <b>Complete - 8 of 8 Surveys just completed, analysis in progress</b></p> <p>40 middle school members. <b>Surveys just completed, analysis in progress</b></p>	10 ICC members will also participate in College Bound

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<b>Youth Participation:</b> Active members will report ownership in planning and participating in activities and projects.	Same	Members will plan the Friday Fun activity. <b>Complete – Members decided on Friday fun movies, game championships, and special filming nights.</b>	Same

**Pictures from the Tech Challenge, Egg Drop and the Maker Faire**

