

Final Data: State Fiscal Year 2014 Youth Competitive Grants
Northwest Minnesota Private Industry Council
(Summer)

Participant Summary

Total	29	Hispanic/Latino:	5
Male:	19	American Indian:	0
Female:	10	Asian/Pacific Islander:	2
		Black/African American	1
		White:	21
14-15:	10		
16-17:	17		
18:	2		
19-21:	0		
22-24:	0		

GOAL 1: Provide work experience for youth who are economically disadvantaged or at-risk, ages 14 through 24.

As of June 30, 2014, the Computers for Our Community Program has provided work experience opportunities to 29 youth ages 14-24 living in Northwest Minnesota who are considered economically disadvantaged and/or at-risk. Of the youth participating in the project, 8 are from families receiving public assistance, 3 are Foster Youth, 26 have documented disabilities, 4 are youth offenders, and 12 are basic skills deficient. Under the supervision of an adult Crew Leader, youth participating in the project, are responsible for screening and cleaning each computer that is donated to make sure that all of the equipment is working. They have also learned to install operating systems on the donated computers. Youth participants are actively involved in the distribution of computers to families that are eligible to receive them. Youth working at this site demonstrate and educate eligible families on how to set up their computer, as well as answer any basic computer questions that they may have regarding setup, installed software, and day-to-day usage.

GOAL 2: Promote mastery of work-readiness competencies and 21st Century skills as demonstrated through workplace portfolios and other assessments.

Gathering data regarding the attainment of work readiness skills is conducted regularly. The Crew Leader submits feedback on a bi-weekly basis in coordination with the submittal of the participant's time card. At the end of the work experience, the Crew Leader is also required to complete an overall evaluation of the participant's performance and attainment of skills.

In addition to working on basic work readiness skills, participants also spend time weekly participating in activities that promote the development of soft skills and job seeking skills. Youth have worked on resume and cover letter development and have spent time discussing and practicing their interviewing skills. The “Skills to Pay the Bills” curriculum developed by the Office of Disability Employment Policy and the Department of Labor are utilized to teach youth about soft skills needed to successfully obtain and maintain employment.

GOAL 3: Promote skill acquisition (academic and work readiness) through project based instruction.

Youth participating in this project participate in a variety of activities that will assist in the development of specific occupational skills related to computers and technology. Under the direction of the adult Crew Leader, the youth workers are completing the tasks necessary to ensure that the computers are ready for distribution. Each computer that is donated to the project is cleaned, set up, and checked to ensure that it is in good repair. With the recent expiration of the Microsoft XP operating system, youth are now learning to screen and assess the computers to determine if the computers are compatible with other current operating systems.

GOAL 4: Increase exposure to in-demand jobs important to regional economies.

Information on regional in-demand occupations is provided to all youth participants at the time of enrollment. Labor Market information is explored in the development of the Individual Service Strategy and is a frequent area of discussion throughout the work experience. Youth involved in the Computers for Our Community project have participated in a couple of tours to local businesses to provide exposure to local in-demand occupations and to show participating youth examples of technology being used in local businesses and industry.

GOAL 5: Provide high-quality work sites and overall participant and employer satisfaction.

Youth participating in this project are all asked to complete a survey following the completion of their work experience. As of June 30th, the end of Year 1 of the project, 13 youth have completed their participation in the Computers for Our Community Project. Of the 13 surveys that were sent out, we received 13 back from program participants. Of the 13 responses received, eight (62%) individuals rated their work experience “Very Good” or “Excellent.” Five individuals (38%) rated their work experience as “Average”.

GOAL 6: Connect to and strengthen other key educational initiatives and systems in the area.

The Computers for Our Community Program is a community collaborative that provides access to technology to low income families. The partnership that exists to support this

initiative consists of representatives from the private sector, education, post-secondary education, economic development, workforce development, and community based organizations. The work experiences provided through this project are providing our youth with a service based learning opportunity that teaches and encourages giving back to the local community.

The Computers for Our Community Project is closely tied to our local school districts as many of the families receiving computers are households with children and young adults. The partnership that provides oversight to this project feels strongly that access to technology in the home provides greater opportunities for youth and adults to succeed in school, obtain employment, and develop computer skills needed in the workplace today.

**YOUTH COMPETITIVE GRANT DATA SUMMARY
10/01/2013 – 09/30/2014**

IDENTIFYING INFORMATION		
Grantee: Northwest Private Industry Council 1101 Hwy 1 East Thief River Falls, MN 56701		Contact: Kristine Anderson, Executive Director
Phone #: 218-681-0909		E-mail Address: kanderson@nwpic.net
PARTICIPANT SUMMARY INFORMATION		
Total Participants Served		29
Gender	A. Male	19
	B. Female	10
Age	A. 14 – 15	10
	B. 16 – 17	17
	C. 18	2
	D. 19 – 21	0
	E. 22 – 24	0
Ethnicity / Race	A. Hispanic/Latino	5
	B. American Indian or Alaska Native	0
	C. Asian/Pacific Islander	2
	D. Black or African American	1
	E. White	21
Education Level	A. 8 th grade and under	4
	B. 9 th Grade – 12 th Grade	25
	C. High School graduate or equivalent	0
	D. Post-Secondary Education	0
Other Demographics	A. Limited English Proficient	0
	B. Youth From Families Receiving Public Assistance	8
	C. Foster Youth	3
	D. Youth with a Disability	26

YOUTH COMPETITIVE GRANT DATA SUMMARY
10/01/2013 – 09/30/2014

E. High School Drop-Out	0
F. Youth Offender	4
G. Pregnant or Parenting Youth	0
H. Basic Skills Deficient	12
I. Homeless or Runaway Youth	0
J. Not Employed at Program Enrollment	29
K. Veteran	0
PROGRAM SERVICES, ACTIVITIES, AND OTHER RELATED ASSISTANCE	
A. Received Education or Job Training Activities	29
B. Received Work Experience Activities	29
C. Received Community Involvement and Leadership Development Activities	29
D. Received Post-Secondary Exploration, Career Guidance and Planning Activities	29
E. Received Mentoring Activities	0
F. Received Support Services	0
INDICATORS OF PERFORMANCE	
A. Attained Work Readiness or Education Goals in ISS	21
B. Received Academic Credit or Service Learning Credit	0
C. Obtained High School Diploma, GED, Remained in School, Obtained a Certificate or Degree, or Dropout – Returned to School	29
D. Entered Post Secondary Education, Vocational/Occupational Skills Training, Apprenticeship, Military, Job Search or Employment	0
E. Completion Rate	N/A
CUSTOMER SATISFACTION	
A. Number of participants rating experience as “Excellent”	4
B. Number of participants rating experience as “Very Good”	4
C. Number of participants rating experience as “Average”	5
D. Number of participants rating experience as “Below Average”	0
E. Number of participants rating experience as “Poor”	0
F. Total Number of Surveys Completed	13