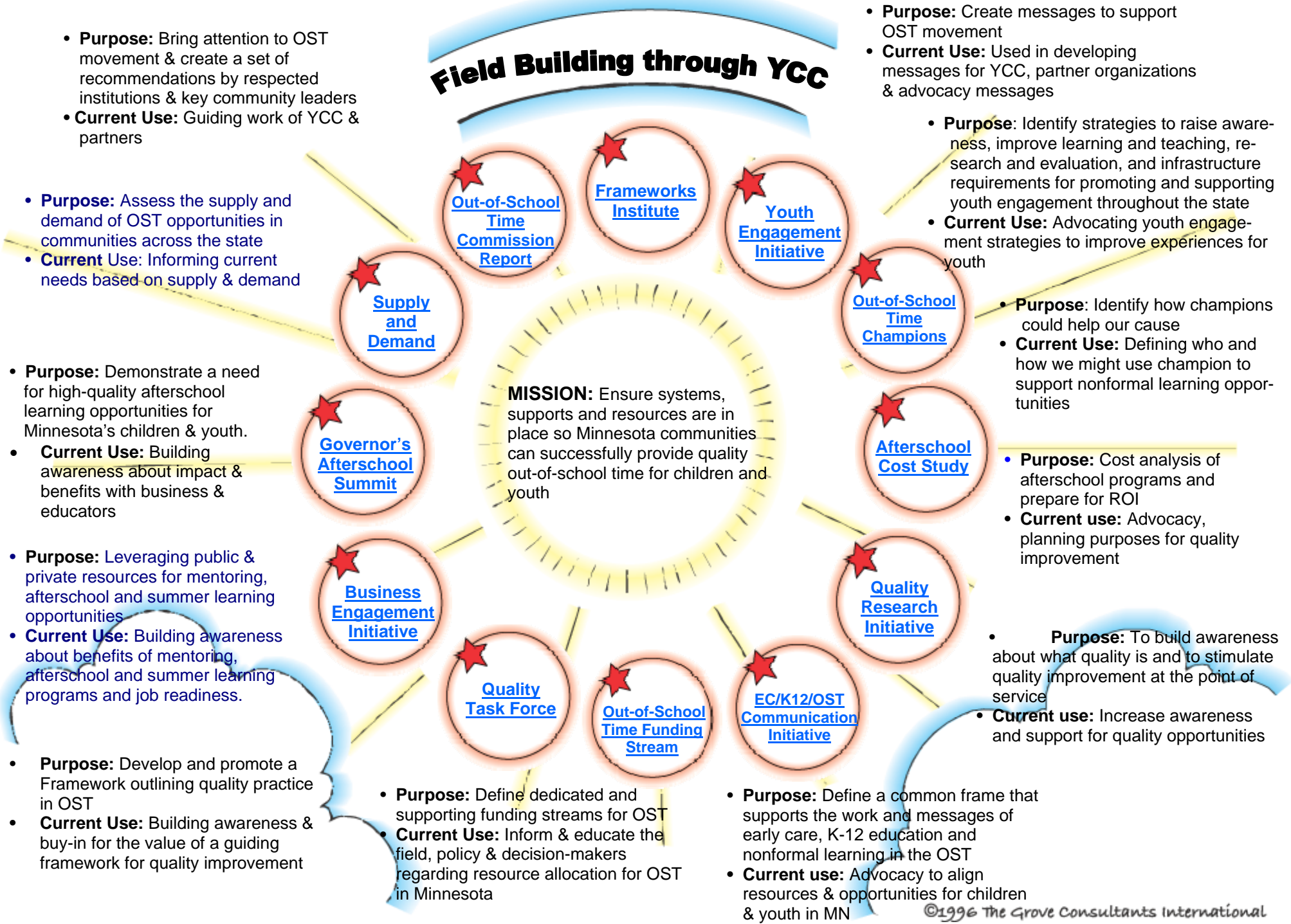


Field Building through YCC

MISSION: Ensure systems, supports and resources are in place so Minnesota communities can successfully provide quality out-of-school time for children and youth



- **Purpose:** Bring attention to OST movement & create a set of recommendations by respected institutions & key community leaders
- **Current Use:** Guiding work of YCC & partners

- **Purpose:** Assess the supply and demand of OST opportunities in communities across the state
- **Current Use:** Informing current needs based on supply & demand

- **Purpose:** Demonstrate a need for high-quality afterschool learning opportunities for Minnesota's children & youth.
- **Current Use:** Building awareness about impact & benefits with business & educators

- **Purpose:** Leveraging public & private resources for mentoring, afterschool and summer learning opportunities
- **Current Use:** Building awareness about benefits of mentoring, afterschool and summer learning programs and job readiness.

- **Purpose:** Develop and promote a Framework outlining quality practice in OST
- **Current Use:** Building awareness & buy-in for the value of a guiding framework for quality improvement

- **Purpose:** Define dedicated and supporting funding streams for OST
- **Current Use:** Inform & educate the field, policy & decision-makers regarding resource allocation for OST in Minnesota

- **Purpose:** Define a common frame that supports the work and messages of early care, K-12 education and nonformal learning in the OST
- **Current use:** Advocacy to align resources & opportunities for children & youth in MN

- **Purpose:** Create messages to support OST movement
- **Current Use:** Used in developing messages for YCC, partner organizations & advocacy messages

- **Purpose:** Identify strategies to raise awareness, improve learning and teaching, research and evaluation, and infrastructure requirements for promoting and supporting youth engagement throughout the state
- **Current Use:** Advocating youth engagement strategies to improve experiences for youth

- **Purpose:** Identify how champions could help our cause
- **Current Use:** Defining who and how we might use champion to support nonformal learning opportunities

- **Purpose:** Cost analysis of afterschool programs and prepare for ROI
- **Current use:** Advocacy, planning purposes for quality improvement

- **Purpose:** To build awareness about what quality is and to stimulate quality improvement at the point of service
- **Current use:** Increase awareness and support for quality opportunities