ANNUAL WORK PLAN
FOWLER COMMUNITY TECHNOLOGY CENTER
2009-2010

DESCRIPTION: The Fowler Community Technology Center (FCTC) provides opportunities for people of ages seeking to learn and to use technology by providing instruction and furnishing facilities.

PURPOSE:

- To empower the community, especially its children, to break the cycle of poverty through education.
- To provide the community with access to technology
- To stimulate personal growth
- To promote academic achievement
- To engage the community in a collaborative partnership
- To offer innovative learning experiences.

GUIDING PRINCIPLES:

Access to technology is essential and empowering.
FCTC seeks to provide technology to those who have aptitude, but otherwise would not have the access.
FCTC works closely with teachers in neighborhood schools to identify students who are in the most economic and academic need.
FCTC rewards children for hard work and academic achievement by providing them with a refurbished computer when they finish FCTC training.
FCTC seeks to provide as many people as feasible with computer access and promotes community participation in the center.

GOALS AND PERFORMANCE TARGETS

GOAL 1 **Children will have opportunities to learn computer skills at the Fowler Community Technology Center.**

Performance Targets:

A. 40 children from grades 4-8 will complete one 12-week school year session in robotics. They will complete a minimum of: a) two working robotic models; b) 10 downloaded and tested programs; c) eight training missions; and d) three robotic challenges.

B. 40 children from grades 4-8 will complete one 12-week school year session in digital photography and graphic design. They will complete a digital portfolio that includes a minimum of: a) 10 digital photos; b) three graphic design images; and c) one photo enhancement.

C. 10 children from grades 4-8 will complete one 12-week school year session in podcasting. They will complete a curriculum that includes a minimum of: a) one pre-written scripted podcast; b) two fully original podcasts; and c) two original scripts for recording. They will also learn where to find and download copyright free music to enhance their podcasts.

D. 30 of the 40 children attending the sessions described will attend at least 75% of the classes in each 12-week session in the computer lab.

E. 20 children from grades 4-8 will complete one 4-week summer session in robotics four days a week. They will complete a minimum of: a) two working robotic models; b) 10 downloaded and tested programs; c) eight training missions; and d) three robotic challenges.

F. 20 children from grades 4-8 will complete one 4-week summer session in digital photography and graphic design four days a week. They will complete a digital portfolio that includes a minimum of: a) ten digital photos; b) three graphic design images; and c) one photo enhancement.

G. 64 of the 80 children attending the sessions described will exhibit the increase in their level of technology by a pre-test and post-test evaluation.

H. 100 children and youth ages 7-18 will participate in an open lab summer session. During the lab, students have the opportunity for internet research, academics, recreation, gaming, and basic computer skills training.

GOAL 2 Participating children will complete special group projects during their time at the Technology Center.

Performance Targets:

A. The Tech Center will compete in at least one tournament or enter one contest (e.g.: robotics, graphic design, or digital photography), either against other schools/groups/centers or hold a competition within the Tech Center.

B. The digital photography and graphic design class will design a short video presentation to be presented at the graduation ceremony at the end of the year.

C. The digital photography and graphic design class will create a display of their work in a public area of the Forte Building. With the assistance of Tech Center staff they will assemble a collection of their best pictures to share with those who visit CACLV daily.

D. The podcasting class will publish at least 5 podcasts on a public podcasting site, where they can be freely downloaded.

GOAL 3 Participating children will have opportunities to improve their academic skills through the FCTC program.

Performance Targets:

A. 75% of the students who enter the Tech Center with unsatisfactory grades in citizenship will improve their grades during the course of the program.

B. 90% of the students who enter the Tech Center with satisfactory citizenship grades will maintain or improve their grades during the course of the program.

C. 75% of the elementary school students who enter the Tech Center with unsatisfactory grades in homework will improve their grades during the course of the program.

D. 90% of the middle school students will maintain or improve their technology grades during the course of the program.

E. 90% of the middle school students will maintain or improve their technology grades during the course of the program.

GOAL 4 Participating children will be rewarded for academic effort and achievement.

Performance Targets:

A. 30 children will complete two sessions (of four) at the technology center (graduate) and will earn refurbished computers of their own to take home.

B. At least five graduates who request internet access will be connected to the internet through access provided by CACLV.

GOAL 5 Southside Bethlehem high school students will have opportunities during evening hours to use the computers at the Tech Center for academics, recreation, and training.

Performance Targets:

A. 120 youth from grades 9-12 will participate in an open lab evening session. During the lab students will get help in internet research, academics, recreation, and basic computer skills.

B. 60 youth will come to a multiplayer gaming night during the year.

C. 40 youth will participate in a multiplayer gaming tournament in coordination with Southside Youth Recreation Coordinator at the Tech Center.

GOAL 6 High school students will receive advanced hardware and software training through the Build Your Own Computer Program.

Performance Targets:

A. 10 high school students will participate in the Build Your Own Computer course.

B. Seven of the students will complete the Build Your Own Computer course, and receive a computer that they built from parts. After completing the course they will have learned: a) hardware installation, repair and troubleshooting; b) software installation; and c) basic networking.

GOAL 7 High school students will learn filmmaking and digital video editing and effects in a digital video course.

Performance Targets:

A. 18 high school students will complete one 6-week session in digital video. They will learn how to: a) use a video camera; b) edit video and learn to use special effects with video editing software; and c) create a dvd viewable in any standard dvd player.

B. The digital video class will create at least 3 video short films.

C. The short films will be presented at least once to the public.

GOAL 8 Staff members/volunteers will raise community awareness of the Technology Center.

Performance Targets:

A. Staff will make two public presentations in the year promoting FCTC.

B. Staff will produce and maintain a current FCTC website, with updates at least four times a year.

C. Staff will recruit three adult volunteers to provide services at the Tech Center.

D. Staff will recruit one graduate of the program to assist at the Tech Center.

E. The Tech Center will receive in-kind donations from 8 community donors.

GOAL 9 Southside Bethlehem adults will have opportunities to use the Tech Center computers during daytime hours to enhance their computer skills for the job search and other purposes.

Performance Targets:

A. 20 adults will use FCTC computers and receive help with basic computer skills, internet research, job search skills, and resume writing.

GOAL 10 The current FCTC Advisory Board will be assessed, the roles of its members clarified, and new members will be recruited.