In 2-3 sentences, briefly describe the issue or problem that your project addresses.
Youth belonging and connection to caring adults. Creating stronger ties between at risk youth, their families, the community, and their schools.

Briefly describe in non-technical terms how your major activities helped you achieve, or make significant progress toward, the goals and objectives described in your non-technical summary.
Youth interacted with the same mentor for no less than 1 ½ hours per week. The activities they participated in exposed the youth to a variety of STEAM opportunities, the consistent presence of the mentors in the youth’s lives created the foundation for trust and belonging. Families were incorporated into bi-monthly gatherings, youth took part in community service projects, and the youth (and their families) were assisted with any school concerns as they/if they arose.

Briefly describe how your target audience benefited from your project’s activities.
The youth reached were 5-18 years old, in a rural community with a high poverty rate.

Briefly describe how the broader public benefited from your project’s activities.
The broader public benefited through community service projects and the youth learning to be a contributing member of their community.

Comments (optional)
Below are FY22 Totals. Please update to reflect FY23 Totals and include any outputs that are new for this year.

- STEAM After School Workshops (20) 71 youth participants 35 male/36 female
- Community Service Initiatives (6) 68 youth participants 28 male/40 female
- Family Nights (6) 177 Participants 135 youth participants 42 adult participants 55 male/122 female