CITY OF BURLINGTON COMMUNITY DEVELOPMENT BLOCK GRANT - 2019 APPLICATION

Application must be no more than 9 total pages (<u>including cover page</u>) with 12 point font.

Refer to NOFA for required information for each question.

Project Name: Closing the Summer Opportunity Gap in Burlington: Summer Scholarships to DREAM's Da and Overnight Camp
Project Location / Address: Riverside Apartments, Franklin Square Apartments, Salmon Run Apartments
Applicant Organization / Agency: The DREAM Program, Inc.
Mailing Address: PO Box 361, Winooski, VT 05404
Physical Address: c/o Ben & Jerry's Homemade, 30 Community Drive, South Burlington, VT 05403
Contact: Mike Foote; Shannon Lyford Title: Chief Empowerment Officer; Grants & Evaluations Manager
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EIN #: <u>26-0030908</u> DUNS #: <u>091890231</u>
CDBG Funding Request: \$40,000
Total Estimated Program/Project Cost: \$189,873
Grant Duration: mark one 1 Year X 2 Year (Only Public Service programs with a focus on Early Childhood Ed/Child Care, or Youth Services are eligible for 2 year grant this year)
Public Service: Early Childhood Ed/Childcare X Youth Services Health Econ Opportunity Mark one
Type of Organization Local Government For-Profit Organization Faith-Based Organization Type of Organization X Non-Profit Organization (please provide copy of your IRS 501(c)(3) tax exemption letter) Institution of Higher Education
Certification o the best of my knowledge and belief, data in this proposal are true and correct. have been duly authorized to apply for this funding on behalf of this agency. understand that this grant funding is conditioned upon compliance with federal CDBG regulations.
further certify that no contracts have been awarded, funds committed or construction begun on the roposed program, and that none will be prior to issuance of a Release of Funds by the Program dministrator. In addition, this project is ready to proceed as of July 1, 2019.
Mike Foote
ignature of Authorized Official Name of Authorized Official
Chief Empowerment Director 1/10/2019
Title

I. Demonstrated Need

1. What is the need/opportunity being addressed by this program/project and how does that contribute to CDBG's national objectives? *

DREAM's mission is to close the well-documented "opportunity gap" for youth living in low-income housing. The opportunity gap is a root cause of why almost half of low-income children become low-income adults. Low-income housing concentrates those who struggle the most economically, isolating children from key resources, and perpetuating generational poverty. Many of the risk factors typically associated with childhood poverty are substantially compounded by living in high-density poverty areas, including the likelihood of dropping out of school, getting involved with drugs, committing a violent crime, and becoming a teenage parent.

These effects are especially pronounced over the summer, during which time low-income youth 1) lose connection to caring adults and 2) lack basic enrichment activities. They often miss out on important opportunities for growth that are available to their more affluent peers. On average, children in low-income housing receive less than \$750 in total investment in all out-of-school time activities annually, while their wealthier peers receive over \$7,000. Studies show that low-income youth experience a "summer slide" in development, losing gains they made during the previous school-year. When compounded over time, this loss makes up over half of the academic achievement gap.

DREAM addresses this summer developmental slide by providing 9 weeks of free, structured educational, recreational, and adventure activities, in addition to a one-week stay at DREAM's environmentally-focused summer camp. DREAM's model falls under the national objective of addressing the basic needs of people living in poverty by providing social programs and positive role models, as well as giving the youth the opportunity to plan for higher education and post-high school careers.

We work with some of the most vulnerable children in Burlington, serving children at 3 low-income housing developments in the city: Franklin Square, Salmon Run, and Riverside Apts. Both Franklin Square and Riverside are public housing sites, and Salmon Run housing is project-based. All sites include low-income and very low-income individuals (families earning less than 80% and 50%, respectively, of the area's median income). Both Riverside and Franklin Square Apartments are summer food distribution sites. Our service sites are a wonderful mixture of Vermonters and New American families and are some of the most racially diverse locations in the state (50% are residents of color, compared to just 16% in Burlington and 5% in VT).

II. Program/Project Design

Give us a short summary (2 sentences) that describe the program/project.

DREAM will provide approximately 140 youth (70 per year) aged 5-18 living in DREAM's 3 Burlington program sites with educational and recreational programming for 9 weeks over the summer. This enrichment programming includes themed activities focused on 4 learning objectives: 1) literacy, 2) health and nutrition, 3) problem solving, and 4) artistic expression. Additionally, we offer adventure trips and an invitation to spend a week at our environmental-focused overnight summer camp, Camp DREAM, located in Fletcher, VT.

2. Explain why the program activities are the right strategies to use to achieve the intended outcomes. Why is the program designed the way it is? (cite evidence, best practices, or community input)*

We believe that summertime should be full of fun, adventure and learning, with lots of opportunities to try something new, make friends, be challenged, exercise, and connect with caring adult mentors. Our program activities fall under 4 learning objectives and utilize evidence-based practices, outlined below:

- 1. Competent, motivated readers. A child who cannot read at grade level by 3rd grade is 4 times less likely to graduate by age 19 than a child who does read proficiently by that time. Add poverty to the mix, and a student is 13 times less likely to graduate on time. We provide easy access to reading material, involve them in what they are reading, and create space for regular reading practice.
- 2. Problem-solvers. Problems are a part of life and those who can solve and cope with problems are better positioned to achieve their dreams. To foster problem-solvers, we provide creative play opportunities

- that involve challenge and require imagination, offer activities that teach the basic problem-solving steps, and facilitate reflections on the problem-solving process to help youth identify the steps they took.
- 3. Healthy in Mind and Body. Poverty and other childhood stressors can significantly weaken parts of the brain that are vital for learning, memory and processing emotion. Two of the best ways to reduce toxic stress are by practicing mindfulness and promoting physical health. We offer 10+ minutes of daily activity that builds awareness of thoughts, feelings, bodily sensations, and/or environment (through dance, yoga, spidey-sense walks, mindful eating, etc.), and structure 30+ minutes daily of physical activities (sports, competitions, etc.).
- 4. Artists and Creators. Art increases creativity, confidence, communication, decision making, academic performance, and more. It also releases the spirit and provides a wellspring of meaning in life. To inspire young artists and creators, we provide a variety of outlets, materials and media for our DREAMers to explore their imaginations and flex their creative muscles, connect art projects to the community, and create avenues for DREAMers to share and be recognized for their creations.

Overnight camping at Camp DREAM is also a central part of our DREAMers' summers. Organized summer camp experiences are proven to have a positive effect on the self-constructs of youth. Campers improve more than their non-camper peers over the summer in the area of interpersonal skills, which includes cooperation, trust, and communication. Studies conclude that experiences outside the classroom provide significant gains in both cognitive and affective achievement for all students, at all grade levels, and particularly for students categorized as at-risk. Other positive benefits of summer programs include positive relationships, appreciation of diversity, teamwork, group cohesion, personal growth, and leadership.

DREAM's summertime programming complements an academic year component, focused on college campus-based mentoring. DREAM is offered year-round, year-over-year for children ages 5-18.

3. How will this program/project contribute to the City's anti-poverty strategy?

DREAM's summer enrichment programming contributes to the City's anti-poverty strategy by providing daily opportunities for low-income youth that "decrease social isolation and increase social capital" (Burlington Consolidated Plan, SP-50). DREAM staff provide youth opportunities to connect with a variety of caring mentors and other participants from around the state, get outside of their neighborhoods, and explore the greater Burlington area, including picnicking and swimming at North Beach, scavenger hunting on the UVM campus, special shows at the Flynn, visits to ECHO, participation in local service projects, and much more.

4. How do you use community and/or participant input in planning the program design and activities?*

Participant input is central to our summer program design and our program more broadly (one of our core values is "Empowerment," where we seek to put our participants and volunteers in the driver's seat). While we train our summer staff in learning objectives and evidence-based practices, we encourage them to create and tailor their own activities as they get to know their participants and become familiar with the group dynamics. Our summer staff provide weekly calendars of activities that shift with participant input and interests. Also, at the beginning of the summer, staff, youth, and parents come together to decide on an end-of-summer capstone experience and youth lead small fundraisers throughout the summer to reach their goal and build ownership.

III. Proposed Outcomes

1. What are the intended outcomes for this project/program? How are people meant to be better off as a result of participating?

Our overall goal for this project is to reverse the effects of the "summer slide" phenomenon that disproportionately affects the educational and social outcomes of lower-income youth. Our summer programming is designed to address two major challenges associated with the summer slide: 1) the loss of connection with caring adults (which includes both teachers and school-year mentors), and 2) a lack of healthy

enrichment activities. In reaching this goal, we expect to see increased social connectedness, increased exposure to enrichment opportunities, and increased knowledge across our four learning objectives for youth engaged in our summer programming.

Social Connectedness: We expect to see increased social connectedness, which includes decreased social isolation and increased social capital, among the youth engaged in DREAM's summer programs. In our summer structure, youth not only engage with each other in groups, but they also form deep, trusting relationships with our summer staff. By the end of the summer, we expect 85% of youth will report feeling important and comfortable around summer staff. We also expect that 70% of youth will report making at least one new friend by the end of the summer as they grow and connect with other children from their communities.

Exposure to Healthy Enrichment Activities: We expect to see participants gaining new experiences both inside and outside their communities. We expect that 85% of participants will report experiencing something new outside of their communities over the course of the summer.

<u>Increased Knowledge of Summer Learning Objectives</u>: We expect to see youth gaining additional knowledge and familiarity with our four summer learning objectives: 1) becoming competent, motivated readers; 2) becoming problem-solvers, 3) becoming healthy in mind and body, and 4) becoming artists and creators.

- Competent, motivated readers: We expect 60% of youth to report an increase in their enjoyment of reading and/or an increase in how often they read for fun by the end of the summer.
- Problem-solvers: By the end of the summer, we expect 70% of youth will report a positive approach to problem-solving, not getting as frustrated or discouraged when faced with a problem, and/or the ability to think of multiple ways to solve problems.
- Healthy in mind and body: We expect to see 95% of youth regularly participating in some form of
 exercise and/or mindfulness activity and 60% of youth to increase their knowledge on healthy foods and
 eating habits.
- Artists and creators: By summer's end, we expect 70% of youth will report an interest in a new art form.

The intention of combating the summer developmental slide is so that our youth are well positioned to thrive the following academic year. We will recruit approximately 70 youth between the three communities to participate in our summer programing each year (140 youth total).

2. List your goals/objectives, activities to implement and expected outcomes (# of units, # of individuals, etc.)

<u>Goal/Objective</u>: Increased social connectedness, increased exposure to enrichment activities, and increased learning across 4 summer learning objectives for 70 youth living in 3 low-income Burlington apartments.

Activities Funded: Summer enrichment programming and overnight camp scholarships during the summers of 2019 and 2020. Summer programming includes daily exercise and meditation/mindfulness time, daily healthful lunch and snacks, individual and group reading activities, fun and challenging puzzle and problem-solving activities, arts and crafts activities, and weekly adventure trips and overnight camp. The summer curriculum provided at each neighborhood's programming is unique based on the individual interests of the youth. Please see a more in-depth overview of activities in the project design.

Expected Outcomes: 70 youth will participate in programming each summer (140 youth total). 60 (85%) of youth will report feeling important and comfortable around summer staff. 49 (70%) of youth will report making at least one new friend by the end of the summer. 60 (85%) of participants will report experiencing something new outside of their communities over the course of the summer. 42 (60%) of youth will report an increase in their enjoyment of reading and/or an increase in how often they read for fun. 98 (70%) of youth will report a positive approach to problem-solving. 67 (95%) of youth will report regular participation in some form of

exercise and/or mindfulness activity, and 42 (60%) of youth will increase their knowledge of healthy foods and eating. Finally, we expect to see 49 (70%) of youth report an interest in a new art form.

IV. Impact / Evaluation

1. How do you assess whether/how program participants are better off? Describe how you assess project/program outcomes; your description should include: what type of data, the method/tool for collecting the data, from whom you collect data, and when it is collected. *

We collect pre- and post-test summer surveys from all youth participants to measure how the summer program has improved their summer experience and expanded their opportunities, grown and strengthened their social connections, and increased their interest in reading and the arts. We also collect surveys after each summer camp session measuring the youth participants' enjoyment of Camp DREAM, exposure to new activities, and their increased knowledge about the environment. Our surveys employ a variety of qualitative and quantitative questions. Additionally, we conduct an annual survey that we implement each spring. This annual survey was crafted based on best practices in survey design and was approved by independent, external evaluators.

2. How successful has the project/program been during the most recent reporting year for your CDBG project? Report the number of beneficiaries you intended to serve with which activities (as noted in your last Attachment A) and your final outcomes (as noted on your Attachment C) from June 2018 (or June 2017). For non-CDBG participants – report on your achievements from the previous year.

DREAM has been leading successful programs (both ongoing and one-time) since its inception in 2001. In 2017, we intended to serve 55 Burlington youth throughout the summer. We instead served 70 Burlington-based youth. DREAM's day camps provided daily activities for these 70 DREAM youth (in addition to 40 youth outside the Burlington area). These daily activities included trips to ECHO and various recreation venues (such as Mount Philo, North Beach, etc.) as well as on-site activities including sports, arts and crafts, reading groups, movie nights, and cooking programs. 18 of our 70 Burlington youth also attended a week of overnight summer camp at our Camp DREAM site in Fletcher, VT. These youth participated in typical camp activities such as swimming, hiking, and gardening. They also participated in some non-traditional summer camp activities such as volunteering on a local CSA farm, talent shows, and environmental education programming.

V. Experience / Organizational Capacity

1. What is your agency's mission, and how do the proposed activities fit with your mission?

DREAM's mission is to close the opportunity gap for children living in low-income housing. The proposed activities specifically address two key elements of this gap: 1) few connections to caring mentors and 2) lack basic enrichment activities, especially over the summer. The proposed programs provide structured educational and recreational activities throughout the summer, as well as substantive connections to positive role models.

2. Explain how your agency has the capacity to carry out the proposed activity (i.e. staff qualifications, years of experience related to this type of activity, etc.)*

DREAM has two decades of experience running quality programming for children living in low-income housing, and close to 15 years running overnight summer camp at Camp DREAM. We train all summer staff during an intensive 3-day orientation at Camp DREAM in the beginning of the summer and have a month long, online orientation leading up to the summer months. Each program site team is supported and monitored by the Program Director and a Site Coordinator. Site teams come together weekly to troubleshoot, plan for the following week, and discuss site challenges.

DREAM's supervisory staff have a wealth of experience and knowledge. Mike Ewan (MAT), Chief Operating Officer, was DREAM's Senior Program Director for a number of years before moving on to become an Area Manager with Go Ape, an adventure course program, and then a high school educator. Mike now oversees DREAM's internal operations. Mel Hurlbut (BA), Program Director, comes with extensive background

working with youth in outdoor and adventure settings, including coaching field hockey and skiing, facilitating ropes courses, leading camp programming, managing caving expeditions and more. Mike Foote (MPA), Founder and Chief Empowerment Officer, brings extensive experience in the nonprofit sector and community organizing, as well as a background in strategy consulting, and educational research.

3. What steps has your organization/board taken in the past year to become more culturally competent internally?

We are committed to a diverse, inclusive, and culturally competent organization. DREAM staff and Board have "inclusion" as one of eight core values, which states that participants of any identity or status are welcomed. Our staff and Board regularly participate in cultural competency workshops and seek additional trainings in working with low-income youth, people with disabilities, and New American families. Cultural competency training is provided to all summer staff during orientation. Additionally, DREAM recently concluded a "diversity and inclusion study" conducted by an external consulting group. The D&I study resulted in concrete recommendations for boosting DREAM's diversity and inclusion across all levels of the organizations, including staff, Board, volunteer mentors, and summer staff (we are happy to provide a copy of the recommendations upon request). Finally, DREAM also tries to hire youth and adults (especially for summer positions) from the communities with which we serve. This past summer, we hired 5 staff who grew up in DREAM communities. DREAM also currently has 2 full-time staff who have been involved in DREAM since they were young children.

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4. 5.	Have you received Federal or State grant funds in the past three years? X YesNo Were the activities funded by these sources successfully completed? X YesNoN/A If No, please explain:					
VI.	Proposed Low & Mode	erate Income Be	neficiaries	/ Commitr	nent to Div	ersity
1.	Will the program solely se _ Abused Children _ Battered Spouses	Elderly (p of people? 62 years +) ss Persons	If so, check	ONE below: People w	rith AIDS
	People with Severe Disabili For your proposed project	, please estimate h				ık out into the
	owing income categories du s://www.burlingtonvt.gov/0			e the Income	Table at	
on and	Service / Activity	Unduplicated Total # of Burlington HH / Persons to be	# Extremely Low- Income	# Very Low- Income (50% median)	# Low- Income (80% median)	# Above Income Limits

b. All CDBG	grantees serving	limited clientele will be required to use CEDO's CDBG
Beneficiary S	Self-Certification	form to collect beneficiary data including race, ethnicity, annua
income, and	family size. Is yo	our organization willing and prepared to add this documentation
to the intake	process for your	CDBG funded program by July 1, 2019?
X Yes	NO	Not Serving Limited Clientele (nublic facilities only)

15 (est.)

25 (est.)

30 (est.)

median)

3. Who is the project/program designed to benefit? Describe the project/program's target population, citing (if relevant) specific age, gender, income, community/location or other characteristic of the people this program is intended to serve. How do you select and reach your target population?

70 (per year = 140)

Summer Day Camp Activities

This project will benefit approximately 70 (140 total) low-income youth, ages 5-18, living in three public and project-based housing sites in Burlington. DREAM works exclusively with housing sites, making programming

available to all interested families at no cost. We select our service sites by focusing on low-income housing developments with family units, high need, and few or no existing youth services.

4. Describe the steps you take to make the project/program accessible, inclusive and culturally appropriate for the target population. *

We recruit a diverse group of college student mentors and summer AmeriCorps Members to work with youth from the culturally diverse neighborhoods we serve. We periodically employ interpreters to assist us in gathering information from New American families, and we have engaged in translation work for our enrollment forms and other materials. No child is turned away if there are enough mentors and staff to safely support the group. We also frequently connect with parents and conduct door knocking campaigns to enroll new children at the beginning of the summers.

VII. Budget / Financial Feasibility

1. Budget Narrative: Provide a clear description of what you will do with CDBG's investment in the project/program. How will you spend the money? Give specific details.

CDBG funding is critical to the successful operation of our proposed program to close the summer opportunity gap. CDBG funds will support key staff positions, including our Program Director, Camp Director, Evaluation Manager, and Operations Officer. These positions are central to summer service at our three Burlington sites. They also support a much larger team of counselors and interns working directly with the children. To catalyze activities, we have also allocated funding for supplies, gear, food, and fees. Funding will help cover full cost allocations of insurance, gear, fringes, and other office and facility operating expenses.

2. If you plan to pay for staff with CDBG funding, describe what they do in relation to the specific service(s) / activity(ies) in your Project/Program Design.

a.						
Specific Service / Activity	Position/Title	Work Related to CDBG-Funded Activity		% of Hours per Week spent on this Specific Service / Activity to be paid with CDBG		
Conducting youth surveys and evaluations	Grants & Evaluations Manager	Designing and implementing surveys to measure impact	10	25%		
Overseeing Camp DREAM programming	Camp DREAM Director	Planning, designing, and implementing curricula for DREAM's overnight summer camp	35	88%		
Planning and supporting day enrichment program	Program Director	Planning, designing, and implementing curricula for DREAM's day enrichment program	2	5%		
Onboarding and training summer staff	Chief Operations Officer	Recruiting, hiring and training summer staff.	2	5%		

b. All CDBG grantees that use CDBG funds for salaries must submit timesheets that capture total
time and effort of staff members funded with CDBG. These timesheets must record CDBG hours
worked, other hours worked, all funding sources, and a narrative for all CDBG and non-CDBG
funded activities, and they must be signed by the employee and supervisor. Does your organization
have the ability to implement a timekeeping system for CDBG funded staff that meets these
requirements by July 1, 2019? X YesNo Not funding salaries

3. Program/Project Budget (per year)

Line Item	CDBG Funds	Other	Total
Personnel (non-AmeriCorps)	\$12,308	\$28,720	\$41,028
Fringes	\$1,725	\$4,025	\$5,750
Operating Expenses (activities, supplies)	\$2,500	\$2,500	\$5,000
Travel and Transportation	\$1218.75	\$1218.75	\$2,437
Insurance	\$1,247	\$1,572	\$2,820
AmeriCorps (SummerCorps and Camp)	\$0	\$35,900	\$35,900
Other (Camp indirect and gear)	\$1,000	\$1,000	\$2,000
TOTAL 1 Year	\$20,000	\$74,936	\$94,936
TOTAL 2 Years	\$40,000	\$149,873	\$189,873

4. Funding Sources (per year)	Project		Agency	
* 15	Current	Projected	Current	Projected
CDBG	\$0	\$20,000	\$0	\$20,000
State (specify)	\$0	\$0	\$0	\$0
Federal (specify) AmeriCorps Direct National	\$35,900	\$35,900	\$361,000	\$361,000
United Way	\$2,500	\$22,000	\$8,000	\$17,813
Private (specify) Newton Family, Byrne Foundation, Zimmerman Foundation	\$10,625	\$5,000		\$811,676
Program Income	\$0	\$0	\$0	\$0
Other (<u>specify</u>): Champlain Housing Trust Burlington Housing Authority	\$13,850	\$13,850	\$38,000	\$185,130
Total (per year)	\$62,875	\$94,750	\$813,000	\$1,395,619

5. Of the total project cost, what percentage will be financed with CDBG?

\$40,000 ÷ \$189,873 = 21%

CDBG Funding Total Program/Project Costs Percentage

6. Of the total project cost, what would be the total cost per person?

189,873 ÷

140

\$1,356

Total Program/Project Cost

Total Proposed Beneficiaries

Cost Per Person

\$40,000

1/

= \$286

Total Amount of CDBG Funding # Total Proposed Beneficiaries

140

s Cost Per Person CDBG Investment

7. Why should CDBG resources, as opposed to other sources of funding, be used for this project? DREAM is at the intersection of CDBG's core foci of supporting affordable housing and anti-poverty efforts. Thus, we believe our work is a strong fit for the intent of CDBG funding. CDBG funding also complements our own fundraising efforts and supplements our donors' giving capacity, helping us reach more children and deliver more quality programming. We raise almost \$4 for every CDBG dollar.

8. Describe your use of community resources, including volunteers. Include any resources not listed in your budget. Will CDBG be used to leverage other resources?*

We leverage over 450 volunteers annually to boost our ability to connect with and mentor our participants in a one-to-one ratio. We also rely on community partnerships in every facet of our work, including: Ben and Jerry's for office space, Mentor Vermont for mentoring support, Common Roots Farm for garden-to-table programming, CLif Reading Events for literacy support, Burlington Parks and Rec for activity collaboration, Summer Food Program for healthy meals, Burlington Sailing Center and ECHO for discounted activities, and

more. We believe that highlighting CDBG investment in our marketing materials will help boost credibility, attract other funders and partners, and build community interest.

VIII. Collaboration/Efficiency

1. Give 1 or 2 examples of key successful collaboration(s) between your program/project and another agency/program/group to address the needs of the people you serve.

We have an ongoing partnership with Mobius (now Mentor Vermont). Mobius provides ongoing technical assistance and funding support to enhance the quality of our mentoring relationships and to promote DREAM around the state. Because of Mobius, we have higher match rates and stronger resources for our volunteers, a voice at the state level, and access to a variety of in-kind and discounted services and activities. This is one example of a number of partnerships that support, promote, and complement our efforts.

2. Do identical or similar community programs exist? How does this program compliment or collaborate rather than duplicate services? What makes this program unique?

DREAM is the only youth mentoring, adventure, and enrichment program that focuses entirely on youth in low-income housing. By committing to year-round and long-term engagement with each participant, we also occupy a unique temporal niche (serving youth from the age of 5 through high school graduation, during both the academic year and summertime). That being said, there are other organizations serving our youth in ways that cross over and complement our programming, including VSAC (for college access), the Summer Food Program (for summer nutrition and mid-day activities), the housing management agencies (for financial support and in-kind programming space), and more. We work hard to collaborate and engage with these agencies.

3. Provide 1 example of how your agency has become more efficient in achieving your outcomes or managing your project/program.

DREAM seeks to utilize strategies that will conserve resources yet still deliver the highest impact possible. To that end, we continually seek in-kind donations of items (food, craft supplies, tickets to attractions and events, building materials, and more) and time (volunteers who give their time to teach yoga, dance, musical instruction, and more) that help us to offer quality programming completely free of charge.

IX. Sustainability

1. How will this project have a long-term benefit to the City of Burlington? If this program/project ends, how will that benefit continue?

We believe that there is no greater investment we can make in our future than our children. This project will have a long-term benefit to the City of Burlington by addressing the summer developmental slide and positioning some of the most vulnerable children in our community to thrive in the coming academic year. The long-term impacts of providing summer enrichment to low-income youth include increased high school graduation rates, increased college enrollment and retention, and increased percentage of adults thriving.

2. CDBG funding is intended for new or expanded services. If CDBG funding ends, will the project be able to continue?

The project will be able to continue without CDBG support, although in a diminished capacity. The quality and quantity of the activities and programming we provide to our DREAM youth over the summer will decrease, as will the number of participants. CDBG funding allows us to provide high-quality educational and recreational summer programming with a substantial reach into each of our three sites.

3. How will you prioritize the proposed project activities if you do not receive the full amount requested?

If we do not receive the full amount requested, we would enroll a subset of the proposed number of children and weigh other options to reduce costs, including reducing daily hours, decreasing the frequency of adventure trips, and/or limiting the number of paid activities offered.