



Activities Report 2015-2016

BOYS & GIRLS CLUB OF NEWARK

Our **MISSION** is to help all young people, especially those who need us most, reach their full potential as caring, productive, and responsible members of their community.

KEY PROGRAMS

POWER HOUR - One hour of homework help, daily.

TRIPLE PLAY - Focused on cultivating healthy habits through sports, recreation, dance, and nutrition workshops.

STEM - Science, Technology, Engineering and Math taught in a practical way or tactile projects that include building robots.

SMART MOVES - A resistance-training program that helps children make good decisions around relationships and drugs.

KEYSTONE CLUB - A teen mentorship program that helps young adults explore their talents, skills and potential as leaders in their community and the world.

BRAIN GAIN - A program designed to combat summer learning loss by engaging children in creative, project-based activities.



769

Children served daily



323

Children served during summer enrichment camp



600

Children and families counselled and referred



702

Children received dental care

We've experienced many transitions this past year. Our Clubhouse completed a \$3 million renovation that included a STEM center powered by Samsung, a brand new gymnasium, a junior Olympic sized pool, and updated classrooms. In keeping with BGCN's rich history of addressing the needs of the "whole child," we also completed the READY Family Wellness Center – a behavioral health program designed to help children and their families prevent and resolve crisis situations that can lead to de-stabilization at home.



WHAT THE CHILDREN HAVE LEARNED

POSITIVE SOCIALIZATION

- Children began to help each other with homework.
- Children started greeting each other in a positive manner.
- Children readily volunteered to set up and put away materials used.
- Children learned to focus on tasks and take pride in learning.
- Children put away their insecurities and formed new friendships.

ACADEMIC IMPROVEMENT

- Children learned how to group coins by type and count money.
- Children learned new strategies to improve math and language arts.
- Younger children began practicing cursive handwriting.
- Children’s school reports showed improvement in reading skills. One teacher complemented a student’s improvement in homework and how it impacted his performance in school.



HEALTH AND WELLNESS IMPROVEMENT

- There was a visible change in how they viewed their bodies and how they ate - there was an increased emphasis on eating fruits and vegetables.
- Children began to read nutritional facts on food items they consumed.
- Children felt that staff cared about them as individuals, and were invested in seeing them thrive.

Nathan, Grade 5

“STEM taught me how I can help the world.”

Recently, Marie Redell, our STEM educator challenged the children to come up with a STEM-based solution to a problem that they had witnessed in the community.

10-year-old Nathan, decided to address the problem of rats in trains and parks. So, he envisioned a robotic snake that could be programmed to eat rats, without harming humans.

Nathan went on to build a cardboard model, and a stop-motion film about the snake. As the children continue to advance their skills in robotics, Nathan hopes to build a functional robotic snake – even if it isn’t quite ready to eat rats just yet!

Nathan, pausing to reflect on his STEM experience says, “STEM taught me how I can help the world.” He elaborates, “I want to learn how to build apps. I want to build a game that shows a brave warrior helping out average citizens, so that people can learn from him.”

