

# ONLINE RESOURCES

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The following websites provide resources to develop your project and use technology efficiently:

**Microsoft YouthSpark Hub** – The Microsoft YouthSpark Hub gives you access to tools and resources to help your team create social change in your community. Many of these tools can help you integrate technology, business plans and social entrepreneurship principles into your projects.

**Give for Youth Portal** – Give for Youth is a new micro-giving portal designed to help you obtain funding for your project. A micro project is a one-time fundraising effort for a specific activity or outcome. A micro project can benefit an individual youth or support a specific activity with a reasonably small amount of funding. You can post a micro project for 90 days; budget sizes are limited to \$250 to \$10,000. Specifically, the portal is for small projects that support youth (ages 13-25) in their quest to obtain the tools and resources they need to find a job, continue their education and training, or start a business or social venture.

**PASSION +  
PROBLEM  
= PROJECT**



**PASSION + PROBLEM = PROJECT FLYER**



MILLION MEMBERS

MILLION HOURS OF SERVICE

**Passion + Problem = Project** is a three-step formula that will enable you to use your passion and identify problems in your community to create projects with real-life solutions.

**Passion**



**Problem**



**Project**

- STEP 1** What is your passion?  
 What is something that makes you happy?  
 What are you good at doing?  
 What do you like to do?
- STEP 2** What problems in your community make you upset or seem unfair?  
 Does the problem already exist?  
 Is it a problem that may arise in the future?  
 Do any of your Friends have the same thoughts?
- STEP 3** What will you do?  
 How can you be a leader in your community?  
 How can you create a team of people who care?  
 How can you engage your friends to take action?

Use what you're **passionate** about with the community **problem** you identified to create a **project**. It's as easy as 1, 2, 3...

**1. Passion**



Health

**2. Problem**



Access to healthy food

**3. Project**



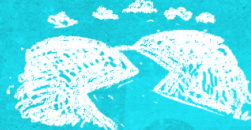
Host Food Fair featuring nutritionists, vendors & resources

**YOUR IMPACT**

Healthy Community



Play



Safe Routes for Youth walking and biking



Organize campaign to advocate to community leaders

Safe Spaces to Play



Human Rights



Bullying



Create a Bullying Free zone by having everyone in a designated school sign a no-bullying pledge

People Treated With Respect

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# BGCA SERVICE STRATEGY

MILLION MEMBERS

MILLION HOURS <sup>OF</sup> SERVICE



BOYS & GIRLS CLUBS  
OF AMERICA

Tier 01

# One-Time Service Experiences

STAFF-DRIVEN

(based on staff knowledge, experience and planning)

Detecting passion, investigating and exploring ideas

## One-time service experiences

Activities answer two key questions for members:

How can I make a difference? What are the ways I can make a difference?

01 Activities focus on Discovering a **MEMBER'S** **PERSONAL PASSION** and **EXPLORING** ideas on how to make **CHANGE** in the **WORLD** using **THAT UPSET THEM**

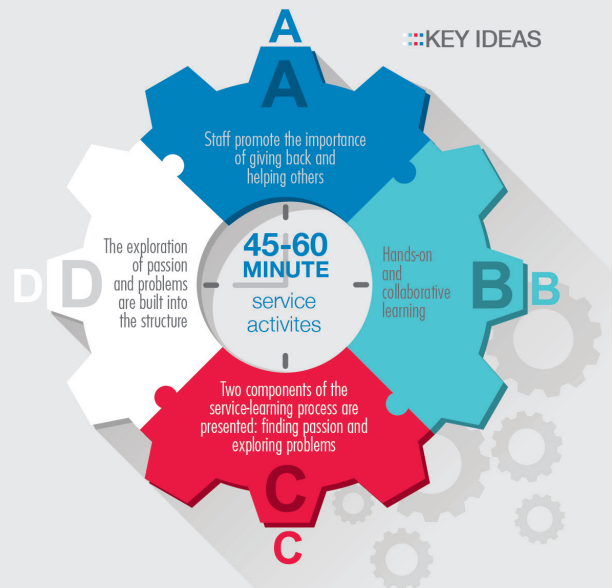
Investigating problems

**PASSION + PROBLEM = PROJECT**

02 **STAFF LEAD** 45-60 minute **SERVICE ACTIVITIES** or modules, incorporated in the structure of a Club day, inspiring members to give back through a **SERVICE EXPERIENCE** conducted as a **SMALL or LARGE** group activity

03 45-60 minute Service activities are one-time community service experiences that are counted towards any of the signature service opportunities: **MLK Day of Service, The Big Help, Global Youth Service Day, United We Serve: Summer of Service, National Day of Service & Remembrance, Worldwide Day of Play, National Family Week, One Member One Hour Activities.**

Participation numbers: staff track on the **MILLION MEMBERS MILLION HOURS** of Service online community



Tier 02

# Project-Based Learning (Service Learning)

YOUTH-DRIVEN, STAFF FACILITATED  
(based on member interests and action)

Detecting passion, Investigating and exploring problems, Planning, Acting, Demonstrating knowledge and skills

## Project-based service learning (youth-driven/staff-facilitated)

Answers a key question for members:

*Now that I know how and in what areas I can make a difference, what projects can I create using my voice and influence to help shape solutions to pressing social problems?*

**STAFF** guide members

through a **SIX-STEP** service learning process that spans at least six weeks

The following steps are addressed:

- Finding passion** that connect with passions, deciding on and choosing the project, planning the logistics of a project, implementing the project and demonstrating knowledge acquired
- Investigating**
- Exploring problems**

**MEMBER'S**

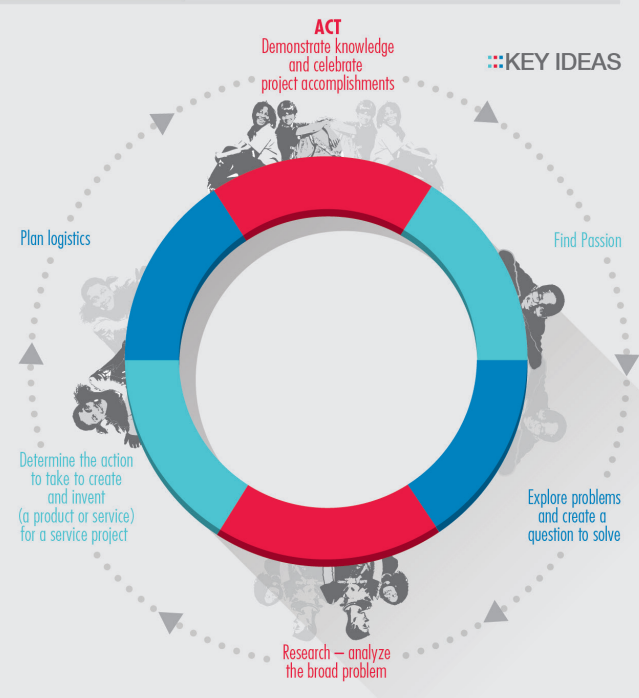
They identify and define important concepts to help them understand how to create change, they discuss ideas as a group, they develop project tasks centered on a driving question derived from a problem, and they publicly demonstrate knowledge through their service project and presentation of findings to key community members

Investigating an issue or social problem

The following are components of a service-learning experience:

- in-depth Inquiry
- driving questions
- need to know
- voice and choice
- revision and reflection
- public audience

Clubs conduct this **PROCESS** for signature service opportunities



Tier 03

## Social Innovation & Global Connectedness

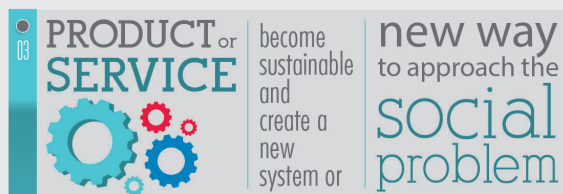
YOUTH-DRIVEN, STAFF GUIDED  
(based on member interests and action)

Ongoing action and demonstration of knowledge for an improved process or system, Action that connects to a global problem

### Social innovation and global connectedness (youth-driven/staff-guided)

Answers a key question for members:

*How can I continue my product or service to create lasting solution to my problem? How can I increase my influence?*



KEY IDEAS

ENGAGE IN SIX-STEP SERVICE LEARNING PROCESS LOCALLY

DETERMINE HOW TO CONTINUE THE ACTION LOCALLY

CONNECT AND AFFECT CHANGE ON THE BROADER PROBLEM LOCALLY AND GLOBALLY

Club members will question and pose problems; apply past knowledge to new situations; think and communicate with clarity; gather data through all senses; create, imagine and innovate; respond with wonderment and awe; take responsible risks; think interdependently; persist and manage impulsivity; think flexibly; strive for accuracy.