



Project Adventure

GRANTEE: Project Adventure

LOCATION OF GRANT ACTIVITIES: Newton County, Georgia and State of Georgia

AMOUNT: \$1,000,000

VALUE OF MATCH AND OTHER LEVERAGED RESOURCES: \$954,223

POPULATION SERVED: Youth ages 14-17 that have been involved in the juvenile justice system.

KEY PARTNERSHIPS: Department of Juvenile Justice; Department of Family and Children Services; Division of Mental Health, Developmental Disabilities and Addictive Diseases; Newton County Recreation Commission

KEY STRATEGIES: Project Adventure will improve its educational program by: 1) significantly enhancing its academic curriculum; 2) enhancing the skills of new and existing staff; 3) creating a family program; and 4) creating an innovative workforce learning component. The program will enhance its current curriculum by integrating it with the intensive math and reading programs Core-Plus Mathematics and Read 180 and incorporating computer based curriculum to permit students to develop at their own pace. Teachers will also add adventure activities to their curriculum that will: 1) focus on developing social and emotional learning; 2) bring academic content to life; and 3) significantly enhance the learning opportunities for at-risk students who have struggled with traditional didactic instructional methods.

The enhanced program will further include the development of a family program focused on: 1) enabling parents to develop the practical skills for enhancing their child's educational achievement; 2) ensuring that parents are informed about and engaged in their child's education; 3) identifying the needs of families and helping them identify local services that meet those needs; 4) conducting after-school family support programs; and (5) providing support groups and individual counseling for parenting students.

Additionally, the program will create more meaningful workplace learning opportunities for students, including for-credit internships at local businesses and service organizations. The workplace learning coordinator will work closely with students to ensure that they have a workplace experience aligned with their interests and credit for internships that incorporate academic-based projects. The workplace learning staff will also teach basic workforce skills such as interviewing, resume writing, and basic work ethics. The program enhancement will also permit the agency to serve youthful offenders who have dropped out of school. The program enhancement will permit a student to teacher ratio reduction of 1:15 to a ratio of 1:9 to 1:11.



PROPOSED OUTCOMES: Project Adventure will increase the number of youth served from 60 to 100 during the initial implementation period. Goals of this enhancement project include:

- An increase in high school graduation rate by 5% each year.
- An increase in the proportion of students passing the Georgia High School Graduation Test on the first attempt by 2% each year in English/Language Arts, 3% each year in Math and 3% each year in the overall test.
- An increase in the number of students performing at or above grade level by 5% each year.
- A decrease in the proportion of students absent from school 15+ days by 5% annually.
- A reduction in the number of behavioral incidents among students by 5% each year.
- A reduction in the recidivism rate of participants that is at least 5% lower than that year's rate for juveniles with similar offenses.

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