

# S.W.A.G. Academy - Students Working At Greatness

**Mission Statement-** A youth development program driven to impact youth through the areas of self-image, education, critical thinking & social responsibility.

## Why?

Our children are not applying themselves. They are not developing. They are defeated, disenchanted and discouraged.

- They have bought into the negative imagery that surrounds them.
- They don't understand that the lack of education= lack of opportunity.
- They think for the moment and not tomorrow.
- They can't see that people are depending on them; they feel no responsibility.

## What is S.W.A.G. Academy?

S.W.A.G. Academy is a (4) hour Saturday enrichment program focusing on (4) areas:

- Self-Image
- Education
- Critical Thinking
- Social Responsibility

### Self Image

Our goal is to expose negative imagery while creating a positive self-image and increased self-worth. Who we **think** we are affects who we become. This area of **Self Image** is addressed through various activities.

An example is the activity, "I AM...". In it students assess their perception of themselves as well as images portrayed in the media. This is done through journal writing, the creation of collages, and discussions on portrayals in music, magazine & video.

### Education

Our goal is to ensure that students understand the importance of education. That education means being academically prepared and is key to success.

That there is an inescapable dynamic: **Preparation+Opportunity= Success** .

This is expressed in the activity "**Life: The Choice is Yours**". In it we will simulate real life scenarios, institutions and responsibilities. It will be similar to a life lesson taught Theo on an episode of "The Cosby Show".

### Critical Thinking

The area of **Critical Thinking** is to stress the importance of thought. It is addressed through game shows, skits, and discussions on consequences and rewards.

Students are challenged to look beyond the surface using some of our favorite game shows like **“Jeopardy”** and **“Price is Right”**. Skits will be scenarios that deal with the issues of sex, drug abuse, violence etc. These are followed by in-depth discussions in which students contemplate on the possible results of their actions.

### **Social Responsibility**

In the area of **Social Responsibility** we seek to instill a commitment to self, family and community. We all are responsible. As Dr. King said “...as long as one person is in poverty I am poor...”. Activities that promote this commitment are team building activities like **“Human Knot”**. Also we have **“Paint by Numbers”**, which is a communal painting that can only be completed by the efforts of all..

### **When?**

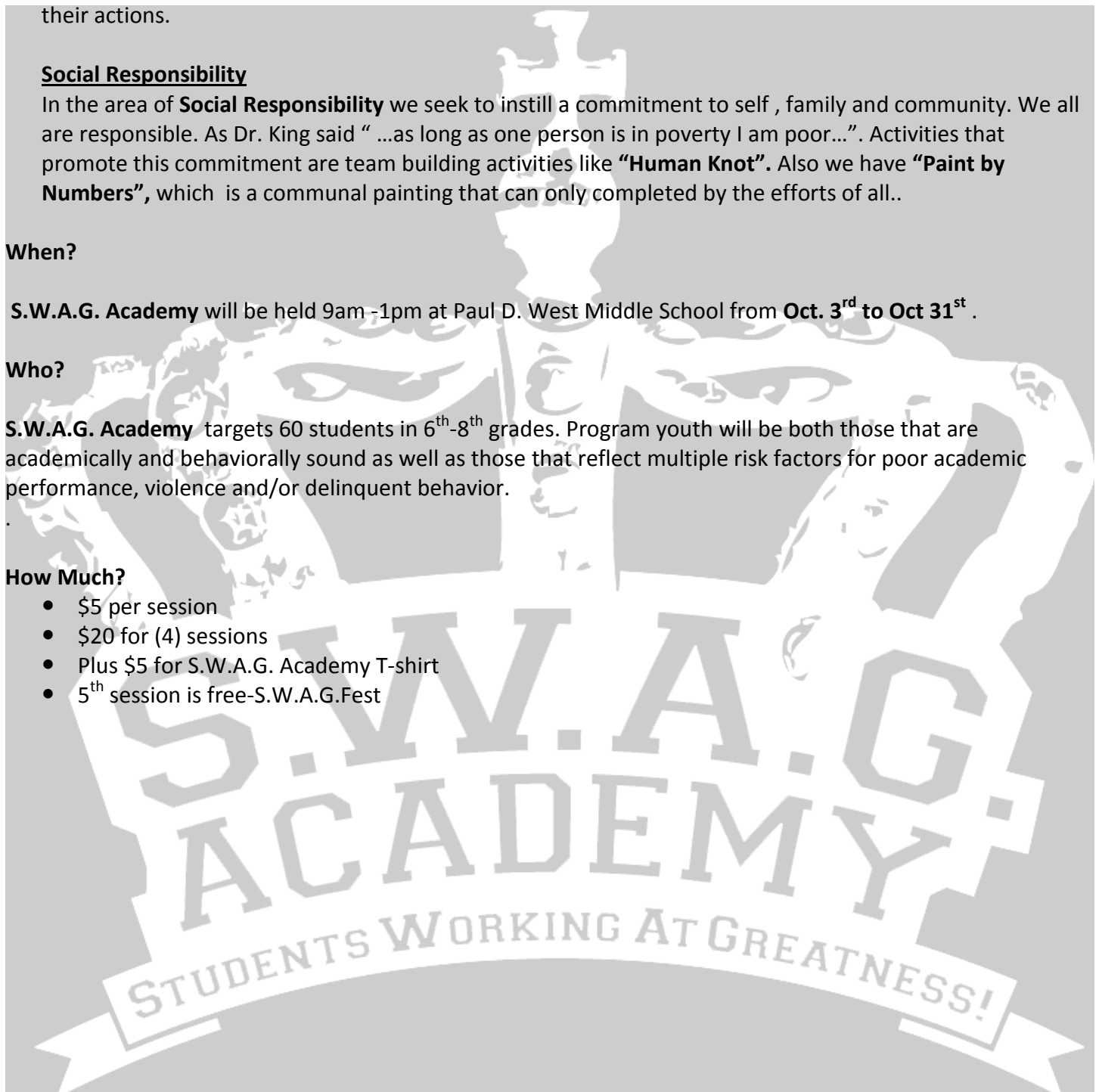
**S.W.A.G. Academy** will be held 9am -1pm at Paul D. West Middle School from **Oct. 3<sup>rd</sup> to Oct 31<sup>st</sup>** .

### **Who?**

**S.W.A.G. Academy** targets 60 students in 6<sup>th</sup>-8<sup>th</sup> grades. Program youth will be both those that are academically and behaviorally sound as well as those that reflect multiple risk factors for poor academic performance, violence and/or delinquent behavior.

### **How Much?**

- \$5 per session
- \$20 for (4) sessions
- Plus \$5 for S.W.A.G. Academy T-shirt
- 5<sup>th</sup> session is free-S.W.A.G.Fest



# S.W.A.G. Academy- Students Working At Greatness

## PROGRAM SCHEDULE

8:30-8:45 Volunteer Orientation/Assignment

8:45-9:20 Set-Up

8:45-9:00 Student Sign-In

9:00- 9:05 Welcome Bash

9:05-9:20 Ketchup & Mustard (Discussion of current events & personal improvements)

9:20- 11:20( 40 minutes allotted per activity w/ teams going in rotation)

ACTIVITY	TIMES & ROTATION		
	9:20- 10:00	10:00- 10:40	10:40- 11:20
<b>I AM...</b>	TEAM ICY	TEAM ONYX	TEAM EMERALD
<b>PLAN, BE/PAINT BY NUMBERS</b>	TEAM ONYX	TEAM EMERALD	TEAM ICY
<b>ANALYZE THIS!</b>	TEAM EMERALD	TEAM ICY	TEAM ONYX

### I AM...

**Goal:** To make students aware of self –image & identity

**Description:**

- Students will take part in journal writing exercises that will allow for introspection
- They will also view and critique various forms of media to see how they shape our self-image & worth
- There will also be various presenters on the issues of :  
sex, health, hip hop, etiquette etc

## PLAN, BE

**Goal:** To have students aspire & inspired

**Description:**

- Students will identify what they want to be(their passion), create a course of action & take initial steps.
- Will include inspirational passages delivered visually through PowerPoint
- Also they will videotape interviews with cool & inspirational entrepreneurs who can share their experiences
- Lastly this will culminate in a videotaped talk show with the entrepreneur present.

## PAINT BY NUMBERS

**Goal:** to help students see the importance of contributing to their community

**Description:**

- A huge paint by numbers drawing on a 10ft or longer canvas will be supplied
- Students will take turns in painting the assigned numbers
- Painting will be displayed in an assigned area during SWAGFest

## ANALYZE THIS!!!

**Goal:** to help students to think critically

**Description:**

- Skits based on real life scenarios. Followed by in-depth discussion
- Team building activities in which everyone must work together towards a common goal

**11:20-11:50 Snack Break**

**12:00-12:45 SwagFest '09 (formerly Arts & Athletics)**

**Goal:** To build student's skill sets-organizational, interpersonal, communication & coping skills

**Description:**

- Students will take part in various arts and athletics activities ex. dance, drawing, & basketball
- These activities will lead up to **SwagFest '09**- the Oct 31<sup>st</sup> program session and an opportunity to showcase their talents and skills
- In fact students will be in charge of organizing the event:
  - B-ball Tournaments
  - Dance Performances
  - Outside Performances
  - Food

- Video Broadcasting
- Art Auction/Gallery.....etc

**12:45-1:15 GAME SHOW- SWAG JEOPARDY, SOUL TRAIN SCRABBLE**

& Weekly Challenge/Dismissal

1:15-1:30 Volunteer Reflection

## **S.W.A.G. Academy- Students Working At Greatness**

### **Program Success Metrics**

- **GPA Improvement:** the number of participants whose grades improve, as well as the AMOUNT of improvement. Ex. grades increasing by 40% or their GPA's going from 1.5 - 2.0 range to the 2.0-2.5 range
- **Literacy improvement:** the reading level going from a 4th grade to a 6th grade, etc.
- **Reduction in Behavioral Issues-** Reducing write-ups & inside/outside suspensions
- **Community Involvement-** this would be both qualitative and quantitative. Qualitative measurements would be through testimonies from organization/ individuals impacted by the community service projects. Quantitative measurements would be the number of projects students are involved in.
- **Progression Rate of Participants**



**S.W.A.G.  
ACADEMY  
STUDENTS WORKING AT GREATNESS!**