

Definitions Glossary

Academic Programming - individual or group programming that provides academic instruction to students by a certified teacher using a curriculum. These programs can be remedial or intended to enrich or accelerate student achievement. When offered after school, academic instruction is typically 45–90 minutes.

Administrative Costs - expenses associated with persons in positions of support to their organization; such as internal and external communications, scheduling, bookkeeping, or data entry.

A.L.I.C.E. - Asset Limited Income Constrained Employed Typically these are families who are above the federal poverty line but continue to face financial hardship.

Braiding funds - refers to when organizations coordinate funds from different sources for one purpose while each fund maintains its own identity and reporting requirements.

Blending funds - refers to combining fund sources together into a single pot used to fund a specific part of a program or initiative.

Community Based Organization - a public or private nonprofit organization of demonstrated effectiveness that— (a) is representative of a community or significant segments of a community; and (b) provides educational or related services to individuals in the community.

Comprehensive programming - Programming that includes evidence based curriculum, regular hours, daily snacks/meals

Demographics - data collected about age, gender, race & ethnicity, qualification for free/reduced price lunch and other key factors

Dosage - Out-of-school time dosage is measured for the purpose of this grant in intensity and duration. **Intensity** is the amount of time youth attend the program within a time period: hours per day, days per week, weeks per year. **Duration** is the time from start to finish or cut-off: number of years and number of days

Enrichment Activities - an enrichment activity is an experience where kids can extend their learning to improve or enhance skills, knowledge, and well-being outside of classroom hours.

Evidence Based Practices - evidence based practices are determined through rigorous and documented evaluations of impact using high-quality design to focus on how outcomes are improving, for whom, and under what conditions.

Fiscal Agent - an organization that acts on behalf of another party performing various financial duties, for example a school district over an individual school

Local Education Agency - a public board of education or other public authority legally constituted within a State for either administrative control or direction of, or to perform a service function for, public elementary schools or secondary schools in a city, county, township, school district, or other

Multipurpose programming - Programming that is multipurpose meets ALL 4 of these standards: 1. meets on a regular basis throughout the school year; 2. youth are supervised by adults; 3. offers more than one type of activity (e.g., homework help, recreation, arts and crafts); and 4. is structured around group-based activities.

Regular basis is considered typically four or five days a week after school for approximately three hours each day. If run during the summer, these programs may operate full- or half-day for five days a week.

Participation - a youth should be reported as having “participated” in a program if they have attended 50% or more of the time they were eligible to attend.

Rural - According to the US Census, rural encompasses all population, housing, and territory not included within an urban area, which is a population of 50,000 more.

S.M.A.R.T. Goal - Specific, Measurable, Achievable, Relevant, & Timely. [See this article for further detail.](#) Not typically more than one or two sentences.

Social Emotional Learning - the process of developing the self-awareness, self-control, and interpersonal skills that are vital for school, work, and life success. The 5 core components are self-awareness, self-management, social awareness, relationship skills, and responsible decision-making.

Specialty programming - Specialty programs focus on providing a specific set of experiences or developing a specific set of skills that typically include a fee for participants. They tend to be taught by someone with content expertise and vary in duration (e.g., one week, four to eight weeks,)

Unfinished Learning - concepts or skills in any subject that students were in the process of learning but unable to master, or never had the opportunity to learn. OST programs should 1. have a way to measure existing knowledge a student has, 2. have a plan to prioritize key concepts and skill gaps through intentional activities in a positive learning environment.