

# PROJECT PLAYBOOK

**SPORTS-WORK.ORG**

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# About Sports-Work

Sports-Work is a free, open access afterschool program that provides non-competitive sports, exercise and socialization to students in elementary schools. In addition to the afterschool in-person program, a virtual option is available to those students who engage in virtual learning. Students who participate can provide kudos, praise and words of encouragement to their peers through the virtual platform.

## Mission

The mission of Sports-Work is to enable all elementary school children to have access to non-competitive, recreational sports and exercise that is free of charge.

## Vision

The vision of Sports-Work is to create local afterschool and virtual programming that positively impacts elementary school children across the country.



# Executive Summary

92% of school-aged children have access to and use technology on a daily basis. Elementary school aged children do not possess the developmental skills to appropriately navigate the plethora of information in the virtual world.

Sports-Work aims to involve all elementary school aged children in non-competitive sports and exercise regardless of skill level. Following afterschool or virtual sessions, children will be able to praise their peers virtually for a job well done.

## The Gap We're Filling

Children are often unable to participate in afterschool activities and programming for a variety of reasons including cost, transportation and schedule conflicts. Additionally, some children do not have the opportunity to participate in sports and recreation due to their skill-level. Sports-Work fills the gap by providing a free-open, access program that is inclusive to all skill levels. In-person and virtual students are able to use the website to provide positive feedback to peers.



## Project's Main Goal

**CREATE A FREE, OPEN-ACCESS, AFTERSCHOOL AND VIRTUAL PROGRAM THAT PROVIDES NON-COMPETITIVE SPORTS AND EXERCISE FOR ELEMENTARY SCHOOL KIDS AND GIVES THEM THE ABILITY TO PRAISE THEIR PEERS ONLINE.**

### Project implementation tasks-afterschool program

- Obtain parent volunteers for the afterschool program
- Host an informal training for volunteers
- Program training for school officials
- Program training for all parents
- Develop Sign up Genius for children to attend
- Develop sign up genius for parents to provide water and snacks
- Assure that afterschool transportation is available for those who need it

### Project implementation tasks-virtual program

- Program training for school officials
- Program training for all parents
- Provide an online through demonstration of the website
- Create a test account for parents so that parents understand the registration process
- Assure that all families have access to Wi-Fi and technological devices



# Goal Development

ESTABLISH SHORT TERM PROGRAM GOALS



## **Project Goals-Year 1:**

- Educate/train all school officials
- Educate/train parents/guardians
- Obtain parent volunteers for afterschool program
- Create permission slip for kids attending afterschool program
- Assure WiFi is available to all families
- Provide technological devices to all families
- Create Sign-up Genius to determine the number of attendees in the afterschool program
- Create rosters
- Create online accounts for all participants



# Program Development

AFTERSCHOOL AND VIRTUAL PROGRAMS



## **Afterschool Program**

- Tuesday and Thursday 3-4pm
- Meet at the school track
- Develop weekly curriculum
- Document attendance and curriculum
- Record special accomplishments

### **Harnessing Technology for Social Good**

- Encourage participants to log on to the website and praise peers for a job well done
- Positivity toward students can be done through written words, emojis or virtual stickers
- Moderator will examine all free text comments prior to posting
- Students recognized for providing kudos and "shout-outs" to specific peers

## **Virtual Program**

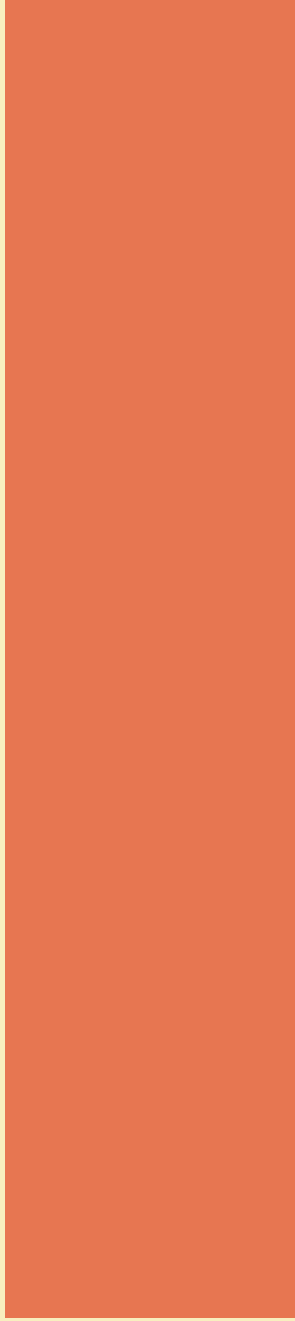
- Live videos available Tuesday and Thursday 3-4pm
- Pre-recorded videos available on demand
- Encourage positive peer-to-peer commenting virtually
- Utilize "canned responses" and moderate free text compliments
- Post stickers and emojis as praise

# Program Implementation

PILOT SCHOOL IMPLEMENTATION

**Program participation  
afterschool or at home in  
conjunction with website use**

The afterschool and virtual program will be implemented in a pilot school during the 2021-2022 school year. Implementation involves having the necessary buy-in from school officials and parents, the actors to run the school based program, and the necessary technology to allow children to use the virtual world to praise peers.



**Initial scaling includes 3 additional elementary schools in the Fox Chapel School District**

Phase 1 Scaling: Following year 1Y include the 3 other elementary schools in the Fox Chapel Area School District.

Phase 2 Scaling: Include additional elementary schools in the Pittsburgh, PA area.

Phase 3 Scaling: Include school districts throughout Pennsylvania.

# Project Scaling

PREPARE TO EXPAND TO ADDITIONAL  
ELEMENTARY SCHOOLS IN THE FOX CHAPEL  
AREA SCHOOL DISTRICT



# Start-up Funding



WORKING BUDGET:

**\$325,000**

Start-up funding was acquired from three non-profit organizations based in the Pittsburgh area with a special interest in funding programs related to the education of children in grades Kindergarten through 12th. These organizations include the Mellon Foundation, the Pittsburgh Promise and the Katz Foundation. The Carnegie Learning Institute is a for-profit arm of Carnegie Mellon University that provides venture capital for start up organizations with a primary focus on education..

STARTUP FUNDING	Budget	Actual
<b>Investors</b>		
Carnegie Learning Institute	\$ 100,000.00	\$ 100,000.00
Mellon Foundation	\$ 100,000.00	\$ 100,000.00
Pittsburgh Promise	\$ 25,000.00	\$ 25,000.00
Katz Foundation	\$ 100,000.00	\$ 100,000.00
<b>Total</b>	<b>\$ 325,000.00</b>	<b>\$ 325,000.00</b>

# The Sports-Work Team

AN INTRODUCTION TO OUR IN-HOUSE TEAM

**Executive Director**

Ashley Barr Soske

**Vice President, Information Technology**

Drew Soske

**Product Developer**

Holly Welty

**Project Manager**

Beth Joyce

**Implementation Manager**

Carissa Stajnrjnh

[www.sports-work.org](http://www.sports-work.org)