

## QUARTERLY AND FINAL SUMMARY REPORT

### Due dates:

Quarterly reports are due one month after the end of each quarter. Quarterly reports will be based on COUNTY fiscal year quarters. The below table below shows each fiscal year quarter and the report due dates. Each agency must submit a quarterly report for each quarter in which the contract is active. The Final Summary Report is due one month after completion of the contract term.

Quarter	Dates Included	Date Report Due to County
1	July 1 through September 30	October 31
2	October 1 through December 31	January 31
3	January 1 through March31	April 30
4	April 1 through June 30	July 31
Final Summary Report	Based on contract term	One month after term end

### Submission of reports:

All reports should be sent to **the County Administrative Office** at the following addresses:

[cao@co.humboldt.ca.us](mailto:cao@co.humboldt.ca.us)

Or by mail to: County of Humboldt  
County Administrative Office, Room 112  
825 Fifth Street  
Eureka, CA 95501

**ATTACHMENT 1  
QUARTERLY AND FINAL SUMMARY REPORT**

**COUNTY OF HUMBOLDT – MEASURE Z  
Report Form**



**Organization Name: Boys & Girls Club of the Redwoods Report Date: October 31, 2017**

**Contact Name: Monica Rose**

**Phone: (707) 441-1030**

Please attach a narrative report addressing the items outlined in section I below. Feel free to attach any other relevant materials or reports.

**I. QUARTERLY NARRATIVE** (please attach a maximum of 1 page, exclusive of attachments)

**A. Results/Outcomes**

1. Please describe the Measure Z activities completed and/or total numbers served or reached.

The Measure Z activities Boys & Girls Club of the Redwoods (BGCR) accomplished during our first quarter in 2017 include hiring five additional staff for our Power Hour program at the Calvary Lutheran Church. The Boys & Girls Club of the Redwoods (BGCR) Clubhouse average daily attendance (ADA) is 65 members. The partnership with the Calvary Lutheran Church as allowed us to use their building with no additional cost for rent. We have built a partnership with the Calvary Lutheran Church relocating our Power Hour homework program which we run Monday through Thursday at the Church. Our Power Hour program offers a structured time and place for Club staff and volunteers to help members with the important aspect of strengthening academic success with homework assistance. Members emerge from the program to be better prepared for classes and proud of their hard work and accomplishments. Club staff and volunteers who help members with their homework are the heart of the program and key to its success.

We also run a Music Camp Mon./Wed./Fri. and the Happy Inner Prize program Tues./Wed./Thurs. These two newer programs are part of our Formula for Impact model of running programming to incorporate an academic model into many of our programs and activities. The Music Camp program teaches musical skills, teamwork, and confidence building. Ten members consistently participate, and staff has observed an increased ability in participant's music skills through learning the recorder and drums. This also aids with academic learning. The Happy Inner Prize is a program developed by Dr. Lee Hoffmann designed to improve sensory processing gaps in children. By providing small group consistent repetitive sessions to improve auditory, visual, and motor skills, youth are able to build new neural pathways in their brains. This allows them to see improvements in doing academic work in school and also lower aggression levels.

The additional space has allowed the BGCR Clubhouse staff to have more space at the Clubhouse after school. We have been able to increase the safety of our Clubs by splitting up the members into programming space. Additionally, members participating in the Power Hour program at the Calvary Lutheran Church are able to better focus on their homework with a quieter space thus increasing members' confidence and skills. BGCR had 25 members participate in the Power Hour program the first quarter.

- 2. What difference did Measure Z funding make in our community and for the population you are serving? Please discuss evidence of effect (e.g., community indicators, outcomes, etc.). *If you have evaluation materials that document outcomes and impacts of your work, feel free to attach them in lieu of answering this or other questions.*

The difference that Measure Z funding has made to our community is that it has increased our numbers of members able to attend the Clubhouse. The community & children recognize that we are better staffed to meet their needs to provide a more fun and safe environment for community afterschool youth programming. Many of our members are higher need; for example, 45% are from single parent households and 25% are in foster or transitional living situations. Being able to provide a higher quality program helps to strengthen and offer stability for our members. Youth have demonstrated feeling an increased sense of belonging safety within their community. This has provided a healthier quality of life for our members because it has allowed them to feel a sense of positive change since the beginning of their school year of 2017. The BGCR Formula for Impact programming experience provides members the five key elements of: (1) provide a safe, positive environment; (2) Create fun and sense of belonging; (3) build supportive relationships; (4) Set high expectations & provide new opportunities; (5) provide formal & informal recognition. We have experienced a positive change in the ability to meet these goals with the additional space and staffing achieved with Measure Z funding received.

- 3. Describe any unanticipated impacts of receiving Measure Z funding, positive or negative, not already described above.

Some unanticipated impacts of receiving the Measure Z funding was it opened up the new opportunity to build a strong relationship with the nearby Church. We have also experienced an increase of new memberships at the Clubhouse.

## **II. FINAL SUMMARY REPORT** (please attach a maximum of 2 pages, exclusive of attachments)

### **A. Lessons Learned**

- 1.