Activity Outline
Expanded Learning in California: Grants 101

Instructional Outline/Detailed Trainer Agenda:
This internal agenda is for training purposes regarding the Grant Requirements for Expanded Learning in California. This agenda is recommended to use in conjunction with the Expanded Learning in California Grantee Orientation video Grants 101. In this agenda, you will find the instructions necessary to facilitate a training workshop on your own. The agenda includes, materials, print needs, pre workshop prep and a step-by step facilitation guide.

Session Materials:
- Expanded Learning in California Grantee Orientation Video: Grants 101
- Signaling Device (a raised hand will work is no signaling device available)
- Score Card (white board, flipchart paper, etc.)
- Markers
- Computer and Internet
- Projector

Print Needs:
- None

Pre-Workshop Prep:
- Follow the link provided to access the Grates 101 Jeopardy board: Grants 101 Flip Quiz
- Create a score card to record points earned/lost during the game
- Watch the Expanded Learning in California Grantee Orientation video on Grants 101 as a group

**Facilitator note: If you do not have access to a projector, create a visible table with the categories and number values as seen on the Grants 101 Jeopardy board. Cross out questions that are completed as you progress through the game. Access to the internet is however necessary for the game question and answers.

TIME	ACTIVITY	FACILITATOR	MATERIALS (E.g. applicable handouts, resources to reference)	NOTES & THINGS TO REMEMBER
(5 min)	**Welcome and Overview** This video will examine the grant requirements Expanded Learning programs in California. There are 3 different grant types for Expanded Learning programs in California. Afterschool Education and Safety Program (ASES), 21st Century Community Learning Centers Program (CCLC), 21st Century High School Afterschool Safety and Enrichment for Teens Program (ASSETs). Each program has specific grants requirements for compliance.			
(30 min)	**Activity Introduction** Put your brainpower to the test with this Grants 101 themed virtual Jeopardy game. This activity is designed to strengthen knowledge around publicly funded expanded learning program grant requirements. Play Jeopardy with your colleagues and choose from categories such as General Knowledge, Program Elements, Grants and Requirements. **Virtual Jeopardy Directions:** *Read the directions out loud to the entire group to provide clarity game rules and guidelines*			

- Divide the group into 2 teams

- Each team will designate one participant to be the signaling device/question responder.

- Use a random method (pick a number) to determine which team will be the first to choose the category and the amount. Pick a number 1 – 20, and keep the number to yourself. Request each team responder to select a number 1 – 20 announcing their number out loud to the group. Reveal your number selected. The team number closest to yours gets to go first.

- The question responder from the first team selects one of the three categories displayed on the upper row of the screen, and any one of the number values. For example, if the player chooses "General Knowledge" for 200, the answer revealed would be about General Expanded Learning in CA Knowledge and the amount of points that could be won or lost would be 200. Generally, the higher the dollar value, the greater the degree of difficulty.

- The facilitator clicks on the value card selected (which allows the question to be seen by all players) and then reads the question aloud.

- Once the question is read, teams are allowed to select their answer together as a team. However, the designated responder is the only participant that can

select the category and dollar amount, ring the signaling device, and respond to the question.		Record the points earned and lost for each team on the large score card so it is visible to the entire group.
• The contestant to ring the signaling device first will have the first opportunity to give his/her answer.		
• A correct response earns the dollar value of the question and the opportunity to select the next question from the board.		
• An incorrect response or a failure to ring in within the time limit (30 seconds) deducts the dollar value of the question from the team's score and gives the other team the opportunity to ring in and respond.		The contestants answer does not have to match the answer in website exactly, but should have the same general meaning.
**Facilitator Note: If a team answers a question incorrectly that is worth more money than they have, the team gives the bank all of their money, but is still in the game. Teams cannot have "negative dollar amounts" and cannot borrow money from the bank.*		
• If none of the contestants gives a correct response, the facilitator reads the correct response and the contestant who has most recently given a correct response to a previous answer chooses the next answer. Point value for each team will remain as is.		
• At the end of the round, the facilitator will add up the team points. The team with the highest number of total points will be declared the winner!		

(10 min)	**Reflection** Begin a focused conversation about the video and participants' experience during the activity. Begin the conversation with some of these thought provoking questions: ➢ How do you think this video benefited you and your understanding of the grant requirements? ➢ How will you utilize this video once you leave here today? ➢ What is your biggest takeaway from this video/activity?			
Total: **(60 min)**	**Closing** Thank you so much for all that you do and for being so engaged in our work today. We are looking forward to our next meeting. Keep up the incredible work out there! You are making a difference, every day.			