

Project B.O.O.S.T.

Building Options and Opportunities for Students



EDUCATION • INNOVATION • EQUITY

Table of Contents

- Our Vision/Mission/History 02
- Boost Overview 04
- CEI Arts Education 05
- Benchmarks/Walls4Change/SOS (Social-Action Outreach for Students)..... 07
- Coding 08
- Robotics 10
- E-sports 12
- Early Stages 14
- Academic Tutoring 16
- CEI Rise 18
- CEI Field and Program Directors..... 21



- Our Vision
 - Our Mission
 - Our History
 - Project B.O.O.S.T
-



Our Vision

CEI believes the school should be the center and driving force of public education, innovation, and reform. Every child deserves a quality education.

Our Mission

With a focus on equity and innovation, CEI works directly with school leaders, teachers, students, and families to create high performing schools in under-resourced communities to help children succeed.



Our History

The Center for Educational Innovation (CEI) is a nonprofit organization that carries forward the history of two respected public education organizations: The Center for Educational Innovation (CEI) and the Public Education Association (PEA). CEI was established in 1989 to transform public education by shifting accountability from bureaucracies to schools as a means of creating public school choice for communities. PEA was founded in 1895 and worked for systemic and sustainable reform of the city's public school system. Together, the organizations' histories mark some of the most important milestones for advancing New York City's public school system.

CEI has continued this legacy and to date, has provided high quality services and programs to over 2200 schools and impacted over 1 million students. CEI's approach continues to build on the understanding that the school is the central hub for creating new life within our most neglected communities. CEI is proud of our continued work in pursuing excellence for all through innovative practices and programs and in disrupting the inequalities that have historically limited opportunities for children in our most under-served communities. We will not stop until every child receives the high quality education they deserve.

Project B.O.O.S.T: Building Options and Opportunities for Students

Overview: Building Options and Opportunities for Students is CEI's signature enrichment program which helps students gain the skills and talents necessary for long term growth and success. The Project BOOST model provides academic support, social and emotional skillssupport, cultural enrichment and community engagement

Project BOOST provides character- building experiences, nurturing individual aspirations and communicating the possibilities for unlimited success, regardless of background. Academic support includes interactive, hands-on STEAM instruction, coding and robotics, academic goalsetting, and college visits.

The program includes customized museum learning experiences aligned with curriculum through partners-hips with institutions such as the Bronx Zoo and the New York Hall of Science.

In addition, Project BOOST provides social emotional support and teaches social skills. Ongoing guidance includes age-appropriate activities focused on personal goal setting, team-building, character education, and employment skills. BOOST is designed to serve the school and community's needs and can be integrated into the school day, after school and even includes activities on nights and weekends. The experiences that students gain in these programs are often life-altering for them.

Among the aspects of the programs that students remark on are the unique experiences that they feel are otherwise beyond their reach, the value of gaining one-on-one mentoring and guidance, a sense of increased self-esteem, gaining positive values, and a recognition of theimportance of academic commitment and achievement.

CEI'S PROJECT BOOST CORE VALUES:

Project BOOST incorporates a holistic approach to education. Use the power of Project BOOST to:

- Identify challenges and nurture talents, interests, and values
- Develop enhanced Social-Emotional Intelligence through Culturally Responsive Teaching
- Strengthen College and Career Readiness:
 - Identify and connect career pathways to long term goals
 - Prepare students for the world of work by fostering 21st Century Workforce skills
 - Disrupt inequities and reduce barriers to opportunity

• ARTS EDUCATION PROGRAMS



Arts Education Programs for Students, Teachers and Families

Overview: CEI Arts Education presents innovative, hands-on arts integration programs that use the arts to teach that use visual art to teach core content. All programs are customized to meet the specific needs of each classroom, and serve all student populations. Student arts residencies include social justice programs in which students are empowered to have a voice to speak out on social issues through the power of art.

They include Benchmarks in which students' social-action benches are displayed in NYC Parks citywide with press events in each borough. There are a wide range of other programs, including pop-up books, board games, graphic novels, mobiles, and more, all of which teach core content.

Teacher professional learning workshops include how to utilize the arts as instructional strategies to directly teach academics and strengthen SEL skills.

Family engagement programs bring families into the schools community and include educational arts projects that parents can replicate with their children. Programs are aligned with NYS Common Core/Learning Standards, DLM Essential Elements and the NYC Blueprint.



TARGET AUDIENCE: PreK-12 students, teachers and families

LEARNING OBJECTIVES/INTENDED OUTCOMES:

- **STUDENTS** - To learn academic skills through creating art projects. In CEI's social action programs, students gain a sense of social responsibility and take part in a citywide public exhibition in NYC parks.
- **TEACHERS** - To learn how to utilize arts-based strategies to directly teach core content and strengthen SEL skills.
- **PARENTS** - To gain a sense of how the arts can be an effective way to teach academic skills and to increase arts exposure within the home.



Arts Education Programs

Student arts residencies include social justice arts programs in which students are empowered to have a voice to speak out on social issues through the power of art. These are:

BENCHMARKS is a high profile , social - action arts program that empowers students to have a voice on major social issues through creating murals on benches for display in NYC Parks citywide .



WALLS4CHANGE is a student arts residency program that inspires students to speak out on community issues to effect social change . The program culminates in a school presentation and citywide event .

SOS (Social - Action Outreach for Students) program gives students an opportunity to express themselves on issues they care about . Students create social action posters to convey their messages for change .



• CODING



Coding

Overview: CEI's robotics programs are designed to break down students' common misconception that robotics isn't for them.

Through CEI's Code Your Own Video Game Program students learn how to code and create their video games. Students are led through the basic programming concepts, using a block coding infrastructure, as they work through all the fundamentals of coding.

Students learn that not only are video games fun, but they are also multidisciplinary. The games students build incorporate math, physics, and art in meaningful and enjoyable ways.

What's especially exciting for the students is that by the end of the 10-20 hour course, they have built their own game they can play and share with friends and family. Most importantly, they've gained the confidence that they can succeed at coding.



TARGET AUDIENCE: Students grade 2-12

LEARNING OBJECTIVES/INTENDED OUTCOMES:

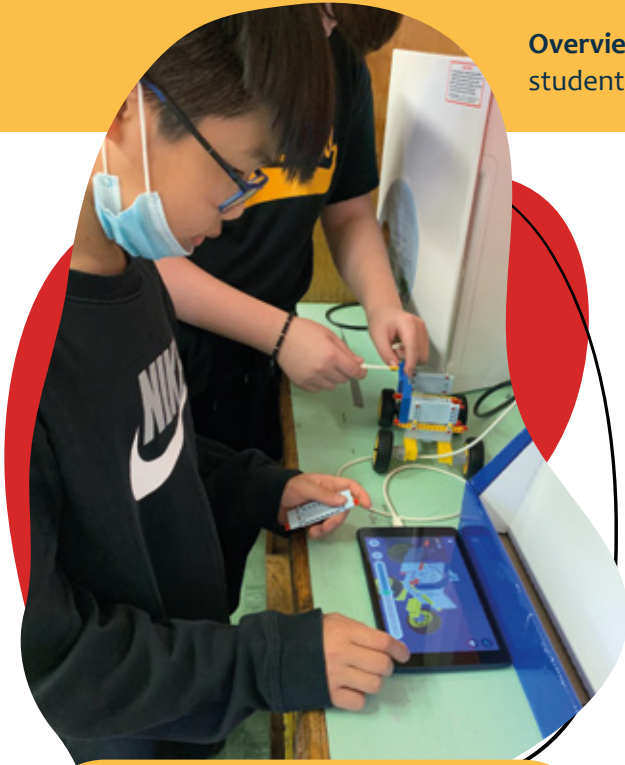
Through our Coding Program, students will gain:

- Confidence that they can succeed at coding and STEM
- A basic understanding of the fundamentals of coding
- The experience of building their own sharable, video game from scratch

• ROBOTICS



Robotics



TARGET AUDIENCE: Students grade 2-12

Overview: CEI's robotics programs are designed to break down students' common misconception that robotics isn't for them.

Through our programs students use active and hands-on learning as they design, build and test their own robots. At the same time, they learn computer science concepts in algorithms, abstractions, communication, programming, and prototyping. The CEI Robotics Program immerses students in STEM concepts as they build, test, and troubleshoot their robots.

Our robotics programs range from 10-20+ hours of student contact time, they can push into the school day, or be after-school and tailored to your students and school's needs.



Learning Objectives/Intended Outcomes:

- **Engineering:** Students learn to identify parts and their purposes by examining robots and their applications
- **Coding:** Students engage in critical, sequential thinking while learning programming syntax in a block-style software environment
- **Design:** Using the Design Process framework, students learn the connection between the applied need and system design.
- **Collaboration and Communication:** Students work in teams to build and resolve design issues for open-ended challenges. The program is a 6 to 12-week program and assumes no prior background in robotics or Coding

• E-SPORTS



E-Sports

Overview: CEI ESPORTS is a comprehensive program designed to give students a complete overview of the Esports ecosystem and provide the critical communication, collaboration, and problem-solving skills students need to thrive in school and life. Esports engages students innovatively while improving school culture, building character, and promoting career and college readiness.



Target Audience: Grades 6-12 + Teachers (Professional Development)



cei
Esports

Learning Objectives/Intended Outcomes:

- Participants will have more interest in the area of esports & gaming and help them pursue this or other STEM pathways in college and careers.
- Participants will have more interest in the area of e-sports & gaming and understand its concepts and principles.
- Participants will deepen their understanding of STEM pathways in college and careers.
- Participants will sharpen their collaboration and team leadership skills.

- **EARLY
STAGES**



Early Stages

Overview: Early Stages Program provides traditional public schools and public charter schools student with the life-changing experience of attending live performances of theater, dance and music. Students, often with family members, are introduced to a new parts of NYC, experience renowned performing arts venues, such as Broadway theaters, Lincoln Center and Carnegie Hall, and have the opportunities to reflect about their own lives through discussions and writing about the performance experience.



- To ensure that public school students of all social and economic backgrounds find a sense of belonging at the theater. Students attend regularly scheduled performances so they experience live theater in a “real-world” situation and gain confidence to return on their own. I greet every group of students when they arrive at the theater to answer questions and ensure that they will feel comfortable.

- To provide support for school staff so that they are comfortable and informed chaperones and can integrate the theater experience into their classrooms. We provide an orientation for our primary contact person at each participating school. We also provide basic information on theatergoing, as well as specific background on performances, and work with teachers so that the theater experience can be integrated into the classroom.

- To validate students’ response to the theater experience After the show, participants leave as a group discussing their reactions much like regular aficionados. Students are required to write their response to the performance and teachers complete an online questionnaire about the experience.

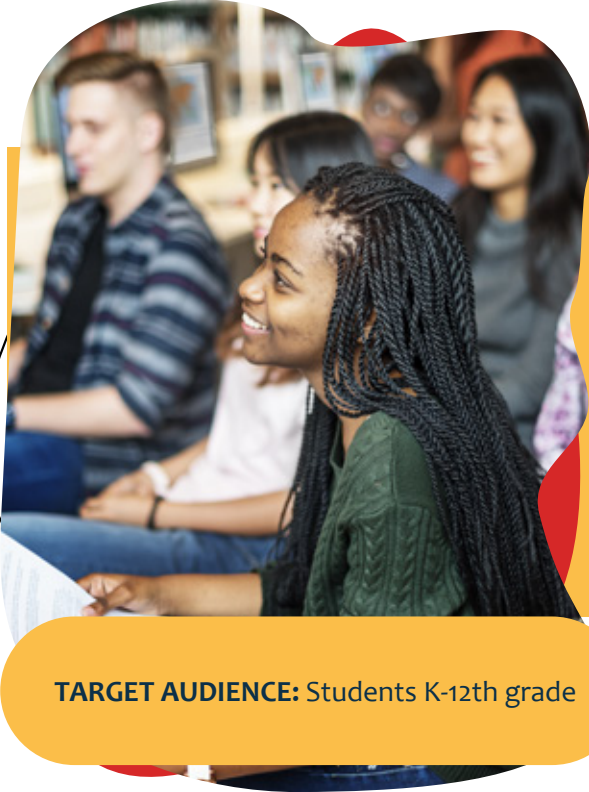
Through the writing and material that is provided we support discussions and other post-performance activities.

Target Audience: Students grades 4-12

- **ACADEMIC
TUTORING**



Academic Tutoring



Overview: CEI's Academic services provided much needed academic coaching and social emotional support for students while reinforcing and expanding the work of classroom teachers.

Our coaches are experienced with knowledge in all content areas as well as SHSAT, Regents, SAT & Act and AP test prep. We customize the program to meet the needs of each school and their students.

TARGET AUDIENCE: Students K-12th grade

Learning Objectives/Intended Outcomes:

- Through participation in tutoring services, students will demonstrate greater competency and confidence in their subject matter
- Students participating in tutoring will improve their chances of enrolling in one of the DOE's premiere specialized high schools



• CEI RISE



RISE: College Students Serving as Middle School Youth Leadership Mentors (Response-Ability+Integrity+Self-Advocacy+Excellence)

Overview: The RISE program is designed to match two college students (one male, one female) for 8-12 hours/week at a middle school to serve as “mentors” to MS students in order to develop student-centered initiatives such as:

- Student Council or Student Government Organization (SGO)
- Peer Mediation/Conflict Resolution
- Restorative Circles
- Community Service/Community Engagement Projects



The College Mentors will be vetted (interview, references, background check/fingerprint clearance) prior to working in the schools. They must make a commitment to the full year, or 30 weeks (15 per semester). They must be in the school for 8-12 hours/week (actual hours determined by the school). The RISE team will host a yearly leadership conference for teams from each participating school. Each college mentor will receive a stipend and they must maintain good academic standing at their college to continue in the program. Training will be provided prior to the start of their mentoring in the schools, and at mandatory trainings through the year, covering topics such as: Adolescent Development; Communication Skills and Active Listening; Goal-Setting, Action Planning and Work Project Management; Time Management; De-escalation Strategies and Mindfulness Practices; Personal Boundaries, Confidentiality, and Self-Disclosure; The CASEL framework for Social-Emotional Learning (SEL); Peer Mediation/Conflict Resolution; Restorative Circles; and, Roberts Rules of Order for governing organizations.

School leaders will determine the area(s) of focus for the College Mentors within a given school.

The College Mentors will be expected to maintain time sheets and a weekly log of activities. Schools will be asked to select a member of the staff to serve as their facilitator/advisor (main point of contact). This staff member will: meet initially with the College Mentors to develop priorities and goals (approved by the Principal); develop a process for dealing with urgent situations (approved by the Principal); meet bi-weekly for a check-in with the College Mentors for at least 30 minutes; and, sign off monthly on timesheets and activity logs.

The College Mentors will be supervised by staff from CEI and will be visited at least twice per month at the school site. These staff members will be available at all times to the designated Advisor or the Principal to discuss the Mentors, the program or any other issue or concern.

TARGET AUDIENCE: Middle School students

LEARNING OBJECTIVES/INTENDED OUTCOMES:

To provide a unique opportunity for College students and MS students to interact, and to collaborate on and implement programs that are authentic to their lives and communities.

To free up time and staff within the school for academics and other pursuits by having the College Student Mentors assume responsibility for student advocacy programs, events and functions.

To create a collaborative network of student leaders within and across districts to exchange ideas, to present projects and to grow from interacting with one another.



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