



# Fresno Housing Tech Camp Playbook

2017

## Fresno Housing Tech Camp Intro

Fresno Housing, in partnership with Geekwise Academy host the Fresno Housing Summer Tech Camp, a two-week opportunity for 6-12<sup>th</sup> grade youth to get hands-on experience in the exciting world of technology. During camp, students learn computer construction from KANO kits, as well as block programming, advanced coding, and robotics. Students work both, cooperatively and independently, to develop skills and complete a final project to showcase at the end of camp. Projects featured art and graphics, playable content, multiple levels, original music, and extensive coding. The final day of camp an open house, combined showcase, and graduation is held. Families, partners, media, and other members of the community were invited to see the projects and to listen to the students present their work and experience.



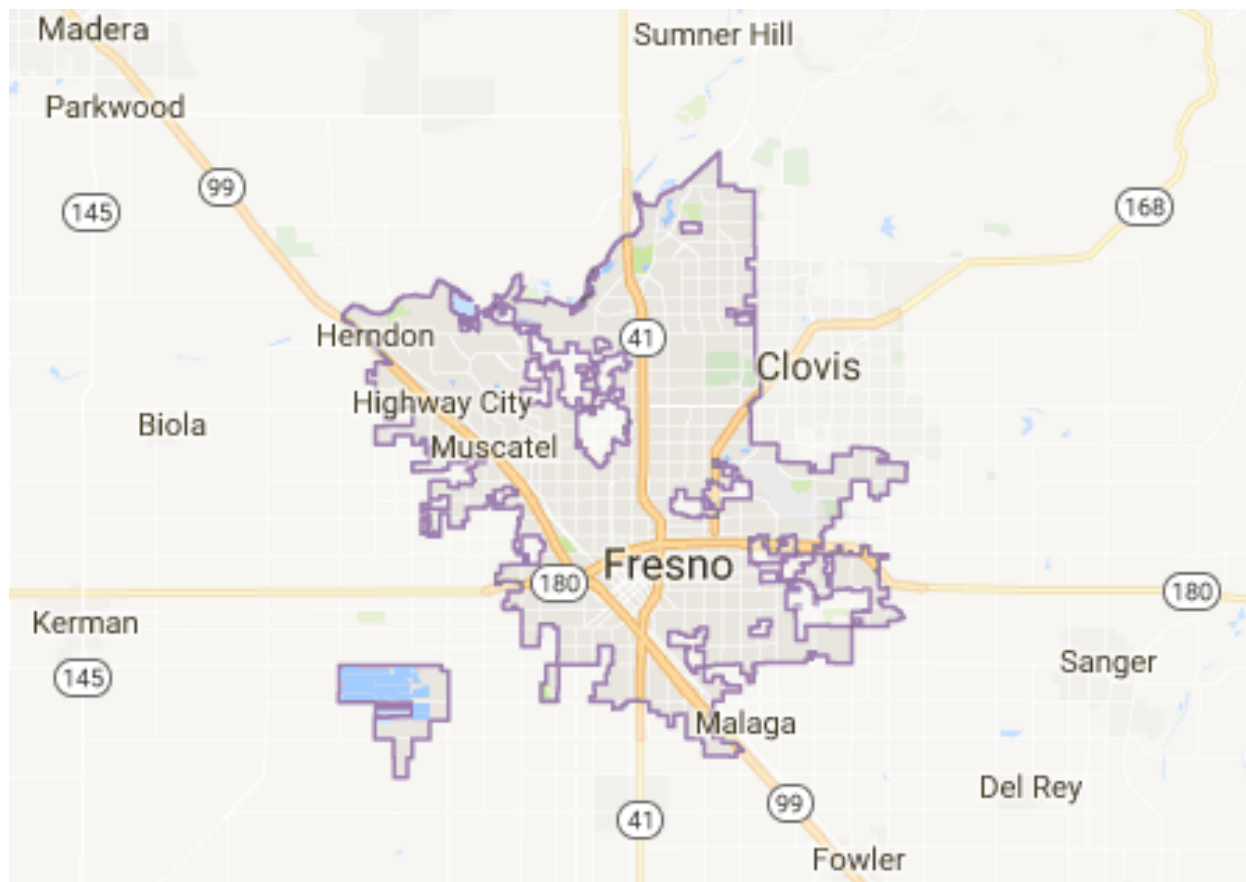
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## City of Fresno

### Overview

- Fresno County population: 974,861 (2015)
- Median household income: \$41,455 (December 2016)
- Unemployment rate: 8.6% (July 2017)
- FH residents: 50,000 ( July 2017)
- FH residents 0-18: 26,000 (July 2017)



## Fresno Housing Overview

### The Work

The Fresno Housing Authority helps more than 17,000 low, very low, and moderate income families, including seniors and the disabled, afford safe and quality housing. The agency administers diverse affordable housing and homeless programs funded by the U.S. Office of Housing and Urban Development (HUD), the U.S. Department of Agriculture (USDA), and the State of California. These programs help defray housing costs for residents of the city and county of Fresno with incomes substantially below the regional median income levels.

### The Programs

Fresno Housing, employing about 230 staff members, administers programs and services for residents in the city and county of Fresno. The agency owns, manages and subsidizes approximately 4,000 units of quality rental housing dispersed throughout the city and county, and provides rental assistance to an additional 13,000 qualified households through the Housing Choice Voucher program (previously known as Section 8). Fresno Housing Authority works with nonprofit and for-profit developers to expand the supply of affordable housing and also purchases and manages numerous affordable, multi-family housing developments throughout the city and county.

### The Strategies

With a mission to create and sustain vibrant communities throughout Fresno County, the Housing Authority focuses on four overarching strategies:

- developing and maintaining quality affordable housing for low-income residents throughout the city and county;
- designing, implementing, and sustaining exceptional programs that invest in residents and program participants to become self-sufficient;
- leading, encouraging, and building partnerships with local, regional, and national organizations to promote policies that build community; that increase and enhance affordable housing options; and that provide programs that reflect and support the needs of participants; and
- generating public will to address the housing needs of low-income households by contributing to effective statewide and national advocacy efforts and by leading local and regional programs that educate and encourage residents of Fresno County to have a voice in housing and civic issues.

## Fresno Housing Demographics (updated 9/2017)

### Housing Choice Voucher

# HCV

**33,270** residents 

**\$13,213** average annual income 

**11,573** families 

**15,750** children (under 18) 

**68%** female only head of household

**2,254** seniors (62+) 

### Race

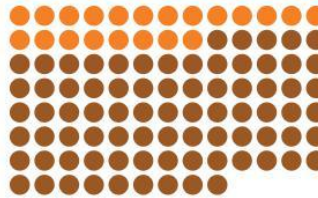


■ Asian (6.56%) 
 ■ Black (31.88%) 
 ■ White (59%)  
■ Native American (2.01%)  
■ Native Hawaiian/Other P. (0.41%)  
■ Multiple Races (0.13%)

### Ethnicity

**47%**  
Hispanic

### Gender



■ Male (21.39%) ■ Female (78.61%)

# HCV

## City Program

**6,577** vouchers

**6,959** live in City

**618** live in County

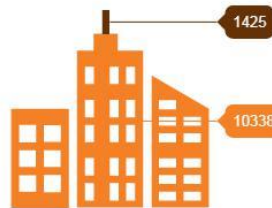
## County Program

**5,186** vouchers

**4,379** live in City

**807** live in County

**Where are vouchers being used?**



■ City (87.89%) ■ County (12.11%)

## Fresno Housing Demographics (updated 9/2017)

### Low Income Public Housing

# LIPH

**3,028**  residents

**1,032**  families

**1,459** children (under 18)

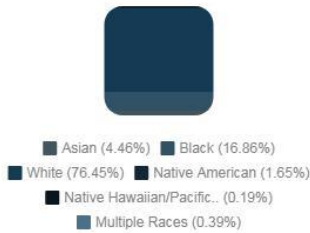
**250**  seniors (62+)

**\$13,996** average annual income 

**\$277** average monthly rent

**68%** female only head of household

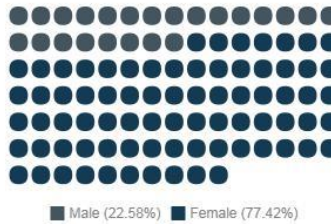
#### Race



#### Ethnicity

**73%**  
Hispanic

#### Gender



### Specialty Housing

# Specialty Housing

**821**  residents

**217**  families

**435** children (under 18)

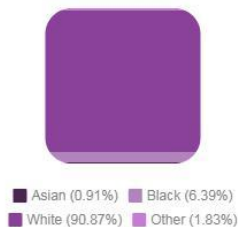
**30**  seniors (62+)

**\$22,045** average annual income 

**\$375** average tenant rent

**41%** female only head of household

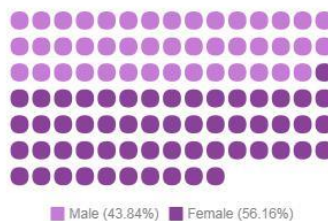
#### Race



#### Ethnicity

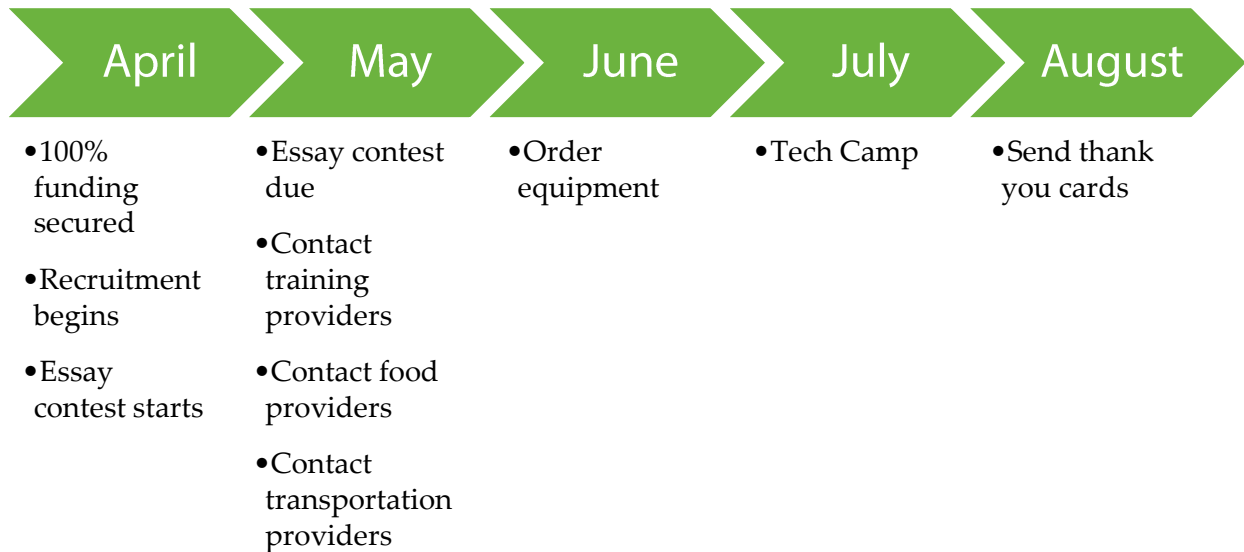
**91%**  
Hispanic

#### Gender





## Timeline



## Course Outline

### Course Information

Curriculum covers two-weeks of coursework for 25 students. Soft skills learned early in the course strengthen individual abilities to work cooperatively. The open structure of the course allows for reinforcing advance skills, while a teacher’s aide can work with students that need extra help.

Instructor: Jason Cooksey ([jcooksey@bitwiseindustries.com](mailto:jcooksey@bitwiseindustries.com))

Location: Bitwise Industries, 700 Van Ness Ave, Fresno, CA 93721

### Hardware

- Assemble Kano kits and monitors
- Learn how computers function
- Learn about LCD screens

### Software

#### Kano Code



- Teaches students the fundamentals of basic programming using the familiar “block code” format used in Scratch
- Structured tutorials and gamified challenges allow the students to learn at their own pace
- Their work can be shared online
- The software and operating system keeps track of their progress

#### Hack Minecraft



- Structured tutorials and gamified challenges allow the students to learn at their own pace as they make unique Minecraft “powers”, learning coding fundamental and becoming familiar with the “block code” format used in Scratch
- Students can also join games and play collaboratively
- The software and operating system keeps track of their progress

## Scratch



- Allows students to create interactive applications
- They can apply previous knowledge learned in Kano Code and Hack Minecraft

## Make Art



- Students use typed code (instead of drag-and-drop blocks) to create art
- Interactive tutorials track progress
- Helps teach special recognition and coordinate math
- Built-in auto-linting helps identify errors in code as they are made

## SonicPi



- Students use typed code (instead of drag-and-drop blocks) to create music
- Step-by-step tutorials show students how to create complex layered songs/melodies using built-in instruments, samples, and loops

## Numpty Physics

- Fun, non-coding, series of exercises to teach problem solving using real-world object physics

## LibreOffice



- Microsoft® Office-like suite of apps
- Students will learn to apply the simple built-in formatting and spell checking tools to create a written composition

## Recruitment

### Coordinated Outreach Efforts

Resident Services (RS) department is instrumental in informing residents of ongoing and upcoming programs. RS Coordinators work consistently to build a rapport with residents in order to identify resources that can be most useful for them. A coordinated effort will need to be made to distribute informational flyers, reach out to parents, and hold workshops to work on essays. Additionally, RS Coordinators and Community Partners (such as on-site Boys & Girls Club) assist with constructing essay responses during existing after school programs and other activities. RS Coordinators use relationships with residents to identify students that may be interested, and work directly with parents to ensure commitment. FH inspectors and Housing Program Coordinators can also relay information about Summer Tech Camp during routine inspections to HCV families, visits, and recertification processes. Additionally, the lobby at the central office and all district offices will post and distribute flyers during normal business routines.

### Selection Process

Interested students will need to submit an essay, less than two pages in length, on the topic “How I Would Use Technology to Save the World”. Students will be given detailed standards, expectations, and an application window of four weeks; but freedom to create truly amazing submissions. FH maintains a specific e-mail mailbox for similar contests, [Essaycontest@fresnohousing.org](mailto:Essaycontest@fresnohousing.org); single use permission will be given to the coordinator running the program. FH staff will be allowed to submit the essays on their behalf. Review and selection are estimated to take one coordinator roughly 12 hours. Selected participants are notified by phone. Parent meetings will be arranged at sites designated as bus stops to ensure everyone was familiar with the area.

## Budget

### EXPENSES

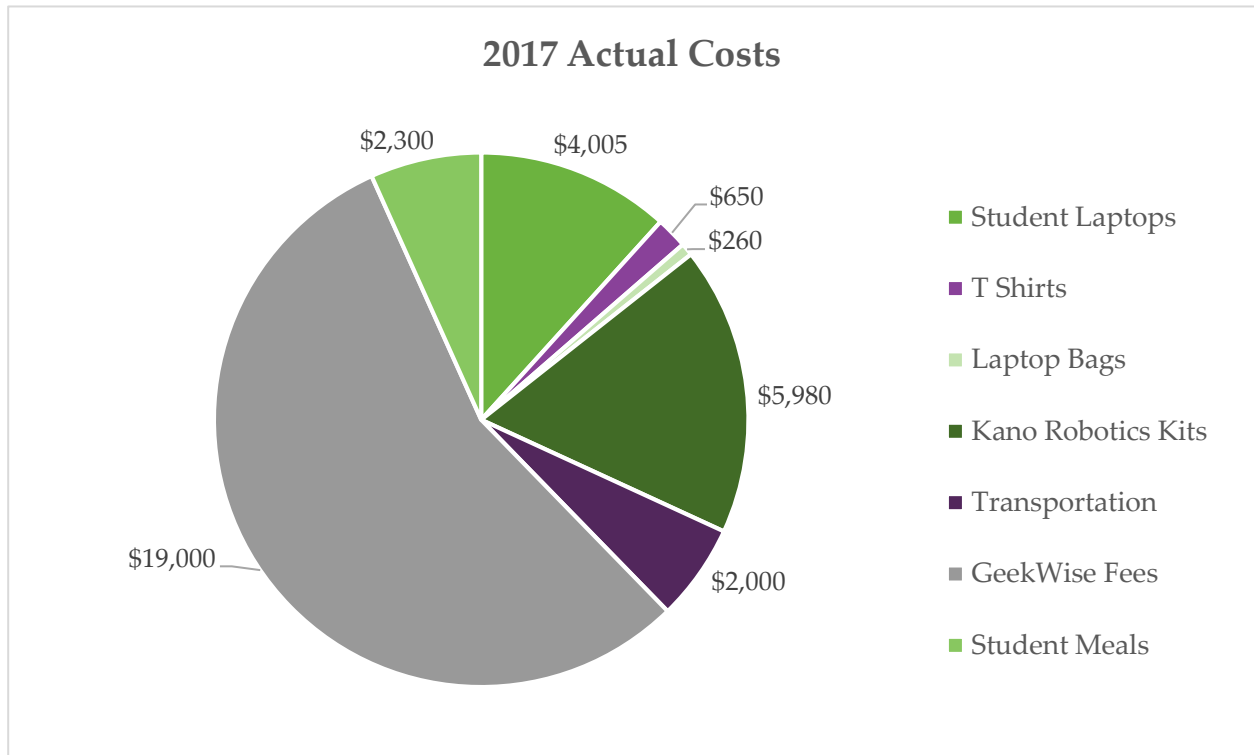
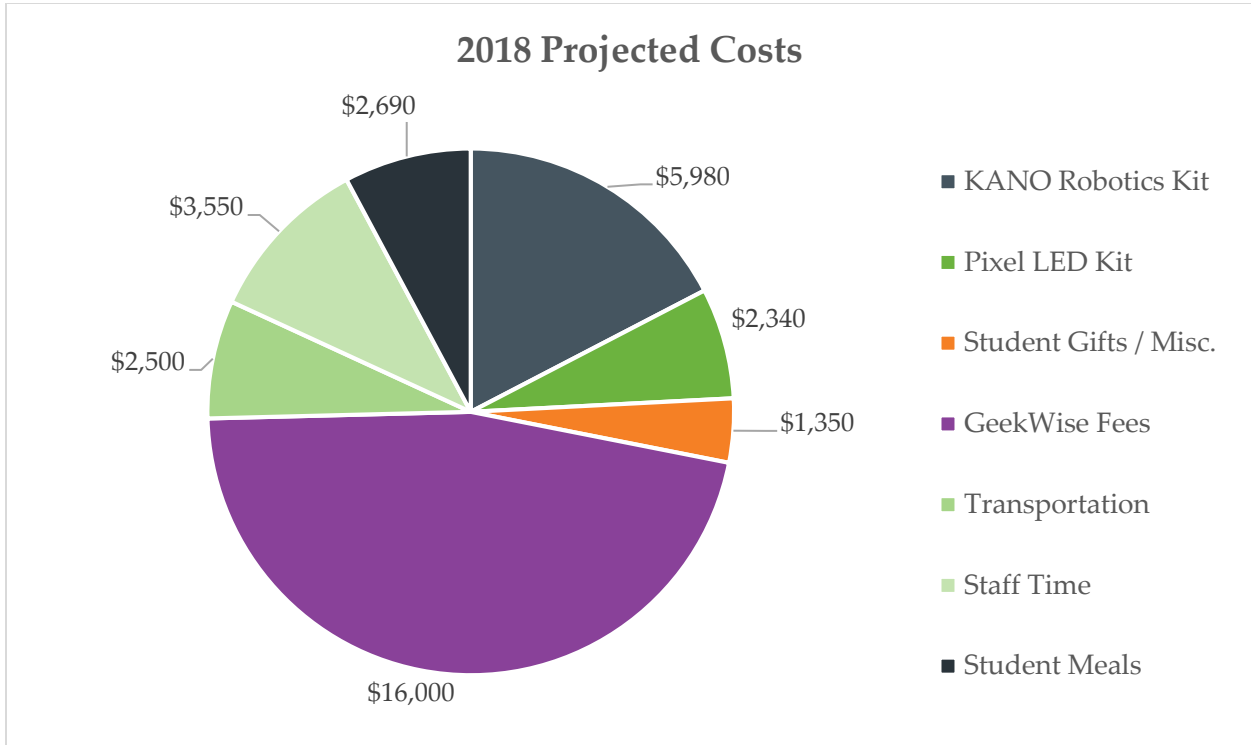
Per child items	Cost per Student	Qty.	Total	
T-Shirts for Students	\$ 25.00	26	\$ 650.00	
KANO Robotics Kit	\$ 230.00	26	\$ 5,980.00	
Pixel LED Kit	\$ 90.00	26	\$ 2,340.00	
Coffee Bar Drink Ticket	\$ 5.00	26	\$ 130.00	
Food Truck Pass	\$ 10.00	26	<u>\$ 260.00</u>	\$ 9,360.00

Lump Sum items	Cost per Unit	Qty.	Total	
Transportation (Geekwise \$500/week)	\$ 500.00	5	\$ 2,500.00	
Geekwise Setup and Consulting	\$ 6,000.00	1	\$ 6,000.00	
Geekwise Faculty Fee	\$ 5,000.00	1	\$ 5,000.00	
Geekwise Course Fee	\$ 5,000.00	1	\$ 5,000.00	
Food	\$ 2,300.00	1	\$ 2,300.00	
Sponsor Thank You cards	\$ 50.00	1	\$ 50.00	
Power Strips (5)	\$ 30.00	5	<u>\$ 150.00</u>	\$ 21,000.00

Staff Time	Cost per Hour	Qty.	Total	
Coordinator	\$ 25.00	80	\$ 2,000.00	
Analyst	\$ 30.00	40	\$ 1,200.00	
Senior Analyst	\$ 35.00	10	<u>\$ 350.00</u>	\$ 3,550.00

Miscellaneous Items \$ 500.00

<b>TOTAL EXPENSES</b>	<b>\$ 34,410.00</b>
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## Historical Funding Sources

The purpose of this section is to list funding sources that we have used in the past. This does not necessarily mean that the funds are still available.

- **California Emerging Technology Fund (CETF)**
  - o Contact: Raquel Cinat ([Raquel.cinat@cetfund.org](mailto:Raquel.cinat@cetfund.org))
  - o Amount: \$5,000
  
- **Wells Fargo Bank**
  - o Contact: Sabrina Kelley ([Sabrina.Kelley@wellsfargo.com](mailto:Sabrina.Kelley@wellsfargo.com))
  - o Amount: \$15,000 (Also provided SWAG)
  - o Application URL: <https://www.wellsfargo.com/about/corporate-responsibility/community-giving>
  
- **GitHub**
  - o Contact: Toya East ([toyae@github.com](mailto:toyae@github.com))
  - o Amount: \$3,000
  - o Application URL: <https://community.github.com/r/toyae>
  
- **EveryoneOn**
  - o Contact: Amber Petty ([Connecthomenation@everyoneon.org](mailto:Connecthomenation@everyoneon.org))
  - o Amount: \$5,000
  
- **Atkinson, Andelson, Loya, Ruud & Romo**
  - o Contact: Kevin Dale
  - o Amount: \$250 (Also provided SWAG)
  
- **Best Buy**
  - o Contact: [Bestbuy@cybergrants.com](mailto:Bestbuy@cybergrants.com)
  - o Amount: \$7,000
  
- **Fresno Economic Opportunity Commission**
  - o Contact: Cindy Vang ([Cindy.vang@fresnoeoc.org](mailto:Cindy.vang@fresnoeoc.org))
  - o Amount: Breakfast and Lunch (\$4,000 value)
  
- **Geekwise Academy**
  - o Contact: Bethany Mily ([bethany.mily@gmail.com](mailto:bethany.mily@gmail.com))
  - o Amount: Scholarship for 2 students

## Equipment

Prices do not include shipping and sales tax costs.

### KANO Computer Kit Complete (\$250)

- Manufacturer: KANO Computers ([kano.me](http://kano.me))
- Contact: Oliver Beach ([oliver.beach@kano.me](mailto:oliver.beach@kano.me))
- Lead time (6 weeks)



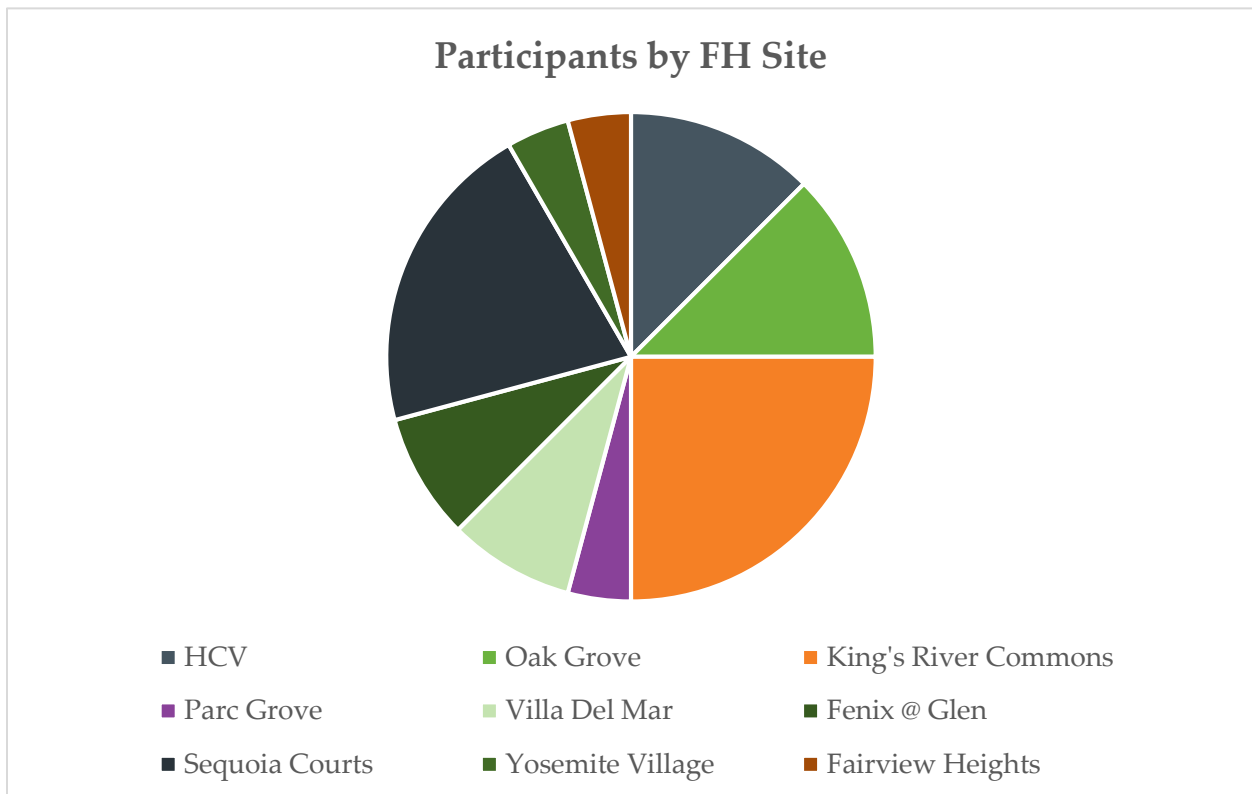
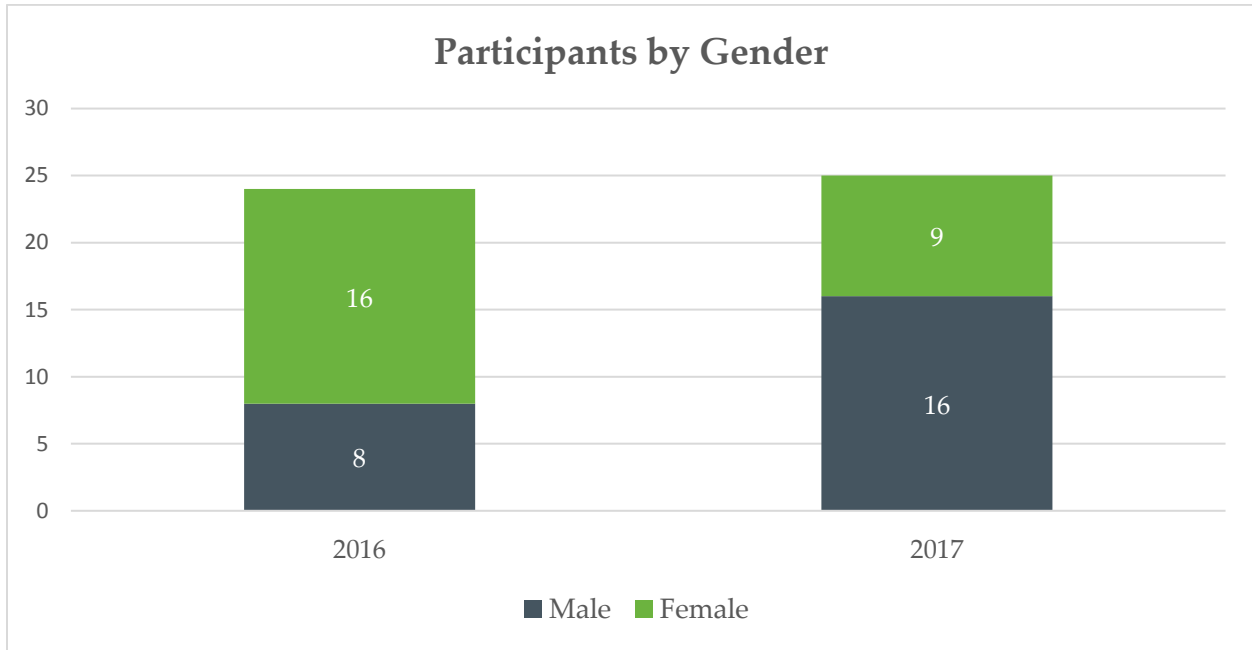
### KANO LED Pixel Kit (\$90)

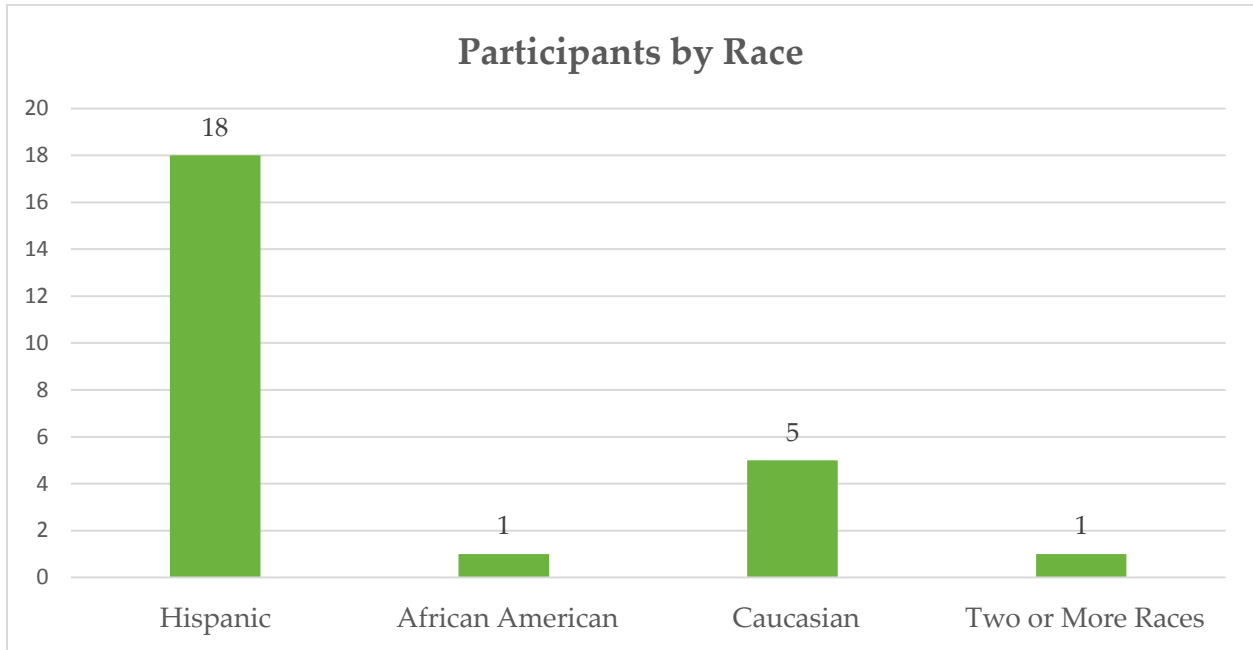
- Manufacturer: KANO Computers ([kano.me](http://kano.me))
- Contact: Oliver Beach ([oliver.beach@kano.me](mailto:oliver.beach@kano.me))
- Lead time (6 weeks)





## Student Demographics





## Logistics

### Food

Each student was provided breakfast, lunch, and snacks daily. A partnership with Fresno's Economic Opportunity Commission (EOC), and their summer meal program, made it possible to provide free meals for each day of camp. The program delivers healthy meals to sites providing services for low-income children over summer break. If the Fresno EOC free meal is not available, breakfast and lunch is estimated to cost \$2,300.

#### Breakfast & Lunch

- Provider: Fresno Economic Opportunity Commission
- Contact: Cindy Vang (Cindy.vang@fresnoeoc.com)
- Lead time: 8 weeks

#### Graduation Lunch

- Provider: Panda Express
- Contact: Chai Marranate (Atipol.marranate@pandarg.com)
- Lead time: 8-10 weeks

An additional donation from a local Panda Express store provided students and their families a chance to eat together and discuss their final projects on the last day of camp.

### Transportation

Geekwise Academy owns two 15-passenger vans for student transportation. Transportation is essential for the Summer Tech Camp in order to reach students from the HCV program, as well as those living in rural communities. A single van costs \$500 for one week, including gas, insurance, and drivers for the day.

- Provider: Geekwise Academy
- Contact: Beth Mily (Bmily@geekwiseacademy.com)
- Lead time: 8 weeks

### Day-to-day Classroom Management

FH assigned a designated coordinator to handle daily camp functions and assist in the classroom to ensure smooth sailings. In addition to the instructor and coordinator, an outstanding Summer Tech Camp alum is asked to return as a teacher's aide to assist and impart wisdom on campers.

## Materials

### “Thank You Card”

Thank you cards are an excellent way to show our appreciation for those who gave money, donated products, or helped to facilitate Tech Camp. It can also generate good will, that may help to convince donors to donate again for future camps.

5 x 7 Folded Card ordered from Shutterfly.com

Lead Time: 7-10 Days

Cost: \$3 each

### Front of the “Thank you Card”



## Back of the “Thank You Card”

<Victor> I've had a great time helping students learn more and more and more about technology. I good experience I've had was seeing all the students grow in knowledge and experience. This class made me realize how much I actually love technology.</Victor>

<Trinity> Since I've been here, I've learned a lot about computers. I really like the game KANO code. At first I didn't really like Scratch, but now I that understand it, I think its one of my favorites. </Trinity>

<Steven> My experience of Tech Camp is amazing. I learned more about coding and gaming. <Steven>

<Oriana> I accomplished learning how to work Scratch and I accomplished and build stuff off of Scratch. And I accomplished making friends and meeting nice teachers. </Oriana>

<Valarie> My experience has been amazing I have had a lot of fun programming and creating applications. It has been frustrating at different points but I have learned a lot. I never thought technology would be this fun until I gave it a try. All the programs that I worked with have helped me a lot and as I said, it has been frustrating, fun, and it's been a wonderful experience. Thanks for giving me this opportunity to be a part of this program. It's been wonderful, I never thought my brain would enjoy learning to code. Thank you so much for this opportunity to be a part of this program. It's wonderful, it has been an amazing experience. </Valarie>

<Noe> My experience here was great. We learned a lot about coding and teamwork. This program was an amazing experience that I would definitely recommend. </Noe>

<Luis> Here at Bitwise, I got a great experience. My inspiration is Mr. Cooksey. I would like to work here. </Luis>

<Zack> I had a good experience here, technology-wise and social-wise. Mr. Cooksey was a great teacher overall and probably better than most of my teachers, the advisors were very helpful with my work. </Zack>

**Thank you, from the Fresno Housing's Summer Tech Camp Class of 2017!**

From Fresno Housing Authority, to our respected donors, thank you for helping to make Summer Tech Camp 2017 a reality. We could not have presented this camp without you. We hope that you will read the reflections of some of the students who attended, and will feel good about the contribution you have made. Thank you again, and stay tuned for next year!

<Joseph> I had a great experience at Tech Camp, I'll use these skills for the rest of my life. </Joseph>

<Uriel> I had a great experience here, I was able to make new friends, learn to make games. Throughout this week, I had challenges and I overcame them with the help of my friends. </Uriel >

<Angel> The best part about Bitwise is making our tablets, and making apps. Another thing Bitwise is cool because the let us make our own things. Also, Bitwise fed us and made us feel at home. </Angel>

<Daniel> I learned how to build computers. I also learned how to make games. I also learned how to make music. I learned other things. </Daniel>

<Malachi> I have had a great experience at this Tech Camp from building, all the way to coding. It has been both fun and challenging, especially because I want to be a robotics engineer. So, I think this was a great experience and I would love to do it again. </Malach>

<Izaiah> I had a fun experience at the FHA Summer Program. We did a lot of coding, and went on a lot of programs and I had fun doing it. I had fun here, and everybody was nice, I hope I can come back next year. </Izaiah>

<Hopie> My experience here was amazing!!! I used to hate Scratch, but now that I came here and learned how to use it, I love it. I met some people. Scratch and Humpty Physics are my favorite. I'M DEFINITELY COMING NEXT TIME!!! I'll miss you guys (Jason and Malika) </Hopie>

<Noel> Throughout the two weeks I've been here, I actually enjoyed it. Also, it was always/constantly active, which was a plus. There were certain things that I enjoyed that I thought were fun. </Noel>

<Issac> I enjoyed BitWise for the most part. It was fun to attend the program, I learned a lot about programming and I enjoyed it. I also want to thank Jason and Malika for putting up with everyone's behavior. Hope to take this class again. </Issac>

## Photo Release Form (Language)

Media releases are necessary for programs that will be used in any promotional capacity. These releases allow FH to use pictures, quotes, etc. to advertise the program during other programs, presentations, or donation and grant requests. Parents must sign for participants under 18, as they are not old enough to consent. If a parent does not give consent, make that known to the photographer, and anyone else who may take pictures in an official capacity. Pictures used for promotional materials should be double-checked to ensure that child is excluded.

### Media Consent Authorization .

Consent for Use of Sponsors/Participant/Participant's Family Name and/or Picture:

I, \_\_\_\_\_ consents to the **unrestricted** use and reproduction of their name and/or picture to the Fresno Housing Authority. The release also grants the Fresno Housing Authority permission to use in marketing materials, names, photographs, quotes, etc., in our community and at the regional and national level. The consenting party will **not** receive any compensation from the Fresno Housing Authority for this purpose.

I do not consent to the use or reproduction of my name and/or picture in marketing materials, names, photographs, quotes, etc.

\_\_\_\_\_  
**Parent/Guardian/Sponsor Signature and Date**

## Attendance (Example)

### Summer Tech Camp 2017- Attendance

Last and First Name	7/17/17	7/18/17	7/19/17	7/20/17	7/21/17	Device #
DOE, JANE	PRESENT	PRESENT	ABSENT	ABSENT	PRESENT	1
PARKS, ROSA	PRESENT	PRESENT	PRESENT	PRESENT	PRESENT	2
SMITH, JOHNNY	ABSENT	ABSENT	ABSENT	DROP	DROP	3

### Definitions

**Present:** Student is in class on time

**Absent:** Parent has not excused absence

**Drop:** Student missed more than 10% of the classes or student exhibited bad behavior that resulted in dropped from the class.

## Essay Contest Flyer (2017 Guidelines)

The Fresno Housing Authority and Geekwise Academy are excited to offer a two-week Summer Tech Camp for youth in grades 6<sup>th</sup>-12<sup>th</sup>. Participants must live in Fresno Housing developments and/or residents of the Housing Choice Voucher program. You could win a spot in the 2017 Summer Tech Camp by competing in the essay contest. Tech Camp provides an opportunity to design, build, and to learn skills that are the foundation to some of the most popular websites, video games and applications in the technology industry today!

### To enter the contest:

Write an essay, no more than three pages, on the given topic. "How I Would Use Technology to Save the World".

- You may write it as a fictional story, a motivational piece, or in any other style in an essay format. **Please make sure include your name, grade/age, and site you live in.**
- Submissions should be no more than three pages in length and should include: a demonstrated knowledge of some aspect of technology, how it can be used to improve on everyday life, and why you feel you would be a good candidate for the Summer Tech Camp (this may be done on a separate page for fictional pieces).
- Guidelines are provided to help with planning and identifying expectations. Additional questions and concerns may be emailed to [essaycontest@fresnohousing.org](mailto:essaycontest@fresnohousing.org)

### Summer Tech Camp Details

Summer Tech Camp will be **held for two weeks July 17<sup>th</sup> – 21<sup>nd</sup> and July 24<sup>th</sup> -28<sup>th</sup> from 9AM – 3:00 PM** and will be held at the Bitwise Stadium downtown Fresno. You must be a student in grades 6<sup>th</sup> – 12<sup>th</sup> to apply. Tech camp courses will focus on robotics and game design. Participants will receive a Tech Camp T-shirt, free laptop and a robotics building kit; as well as breakfast and lunch. **Participants must attend all classes to receive the laptop and robotics kit.** Transportation will be provided daily to and from camp, specific details given at orientation.

### Deadline to Apply

**Essays must be submitted by 5:00 PM on Friday, May 26<sup>th</sup>**

You may turn your essay in to the coordinator at your site, or email your essay to [Essaycontest@fresnohousing.org](mailto:Essaycontest@fresnohousing.org). Late submissions will not be accepted or considered. Selected participants are asked to reserve their space by Tuesday, June 6<sup>th</sup> at 5:00 PM, via email or your site's coordinator. Selected participants and a parent/guardian will be required to attend an orientation meeting. Failure to notify us of acceptance or missing orientation will result in forfeiture of position in the camp.



## Essay Contest Score Card

1	2	3	4	5
<p>Incomplete or handwritten essay</p> <p>Contains large amounts of spelling/grammatical errors</p>	<p>Essay is submitted on time and typed</p> <p>Spelling/grammatical errors make reading fairly difficult</p>	<p>Essay is printed neatly and follows basic format</p>	<p>Essay is formatted appropriately</p> <p>Uses acceptable font and text size</p>	<p>Formatted appropriately and is visually pleasing</p>
<p>Missing title or writer's name</p> <p>Essay is off-topic</p>	<p>Essay includes name/title</p> <p>Answers only parts of prompt</p> <p>Large portions are off-topic</p>	<p>Title is spelled correctly and is relevant to content of essay</p> <p>Answers all parts of prompt, rarely off-topic</p>	<p>Title is relevant and original</p> <p>Essay answers prompt in grade-appropriate fashion</p>	<p>Title is eye-catching and relevant</p> <p>Answers prompt in thoughtful way, is entertaining</p> <p>Original, well put together, contains no grammatical errors</p>
<p>Does not answer prompt</p> <p>Plagiarized/"copied"</p>	<p>Essay demonstrates basic understanding of technology, but does not define/discuss appropriately</p>	<p>Contains some small spelling/grammatical errors, but does not distract reader</p> <p>Defines terms, but does not add insight</p>	<p>Essay contains no major errors</p> <p>Essay is well-written, but lacks personal touch</p>	<p>Essay does excellent job defining technology and impact, makes reader interested, and contributes new ideas</p>
<p>Essay is disorganized</p> <p>Narrative is not cohesive</p> <p>Understanding of technology is unclear</p>	<p>Essay is written at level that is not age appropriate</p> <p>Lacks storyline, personality, or structure</p>	<p>Essay is written acceptably, but lacks major steps to create interesting story</p>	<p>Appropriately defines terms and adds to discussion in meaningful way</p>	<p>Essay is interesting to read and displays writer's personality and passion</p>

## Informational Workshop Flyer (Language)

### Fresno Housing Tech Camp

Informational workshop to discuss the requirements for the Tech Camp. You will also have the opportunity to \*submit or work on your essays during the workshop.

**See back for further details....**

**\*You can submit a completed essay at workshop.**

If you are in grades 6th – 12th and are interested in submitting an essay for a spot at Tech Camp, please join us for this informational meeting.

**[Insert Date]**

**[Insert Address]**

**[Insert Time]**

[Insert FH Staff] will be discussing what will be included in the Tech Camp such as:

- Essay rules
- Transportation
- Qualifications
- Program Details

Please contact [Insert Resident Services Staff Contact Information] should you have any questions.

## Parent Meeting Agenda [Language]

Parent Meeting [Insert Date]

Agenda:

- Introductions
- Short overview of program
- Explanation and signature of waivers, releases, and medical forms
- Transportation information [van pick up point]
- Emergency procedures
- Student rules and expectations
- Questions and concerns