Play.CLOH.Org

Grant Application for The Sprout Fund

Lead Organization = Bloomfield-Garfield Corporation

Mark Rauterkus

Type of Organization = 501(c)(3)

Mission Statement: The Bloomfield-Garfield Corporation (BGC) exists to improve the quality of life for all in Garfield and surrounding neighborhoods through active community engagement.

5149 Penn Avenue, Pittsburgh, PA 15224

http://www.Bloomfield-Garfield.org & http://Play.CLOH.org

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but redacted for this edition that is being published on the web.)

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Overview

Instructions

Provide a general overview of your team or institution in terms of audience(s) served, mission, goals, and community impact. What are the attributes of this partnership or institution that make it uniquely suited to this opportunity?

Overview for Play.CLOH.org

The letters of support for Play.CLOH.org speak to the overall excitement of the assembled team that includes participation from Scotland, Australia, Oregon, Washington (state), California and many of Pittsburgh's top agencies including Citiparks and Pittsburgh Public Schools. Great recreational partners include Venture Outdoors, JCC, First Tee of Pittsburgh, Pittsburgh Ultimate, Thelma Lovette YMCA, and the Sarah Heinz House. Also joining are smaller, cutting edge leaders such as City of Play, PT Helper, Urban Media Today and educator, Kay Atman, Ph.D. Social service agencies of the Bloomfield-Garfield Corporation, South Side Presbyterian Church, Eastside Neighborhood Employment Center, Hosanna House, Pittsburgh's Action Against Rape's Coaching Boys Into Men program, and Pittsburgh Project are on-board and ready for this major push in connected learning with LRNG.org.

Play.CLOH.org capacity for outreach to the high school students is assured with the involvement of Pittsburgh Public Schools and Citiparks Big League. The partnerships provide quality venues for meeting and playing all around town. The quantity of partners ensures that the service burdens are reasonable for all.

Communication happens, in part, through the LRNG.org site. Community members may discover the Play.CLOH.org XPs via LRNG.org and attend our open events. The Play.CLOH.org communication infrastructure is fortified by the involvement of TeamUnify, a versatile team management platform specifically tuned to speak with athletes and families. Furthermore, Coach Mark Rauterkus has a suite of experiences, skills and utilities including auto-dialer with dedicated phone lines, wiki-support, blogs, domains, assistants, and ebooks.

Coach Rauterkus has published more than 100 books for cutting-edge athletes with his own small-press imprint, has coached more than 10,000 individuals in his career, spent nine years coaching at the college level, and his team at Obama Academy had a swimmer win the first ever WPIAL gold medal of any sport from a PPS school.

In 2015 with Pgh City of Learning, Coach Rauterkus and his team created more than 20 digital badges as part of PPS Summer Dreamers. The structural model and instructional purpose for those prior efforts align closely to the 2016 LRNG concepts. Our past endeavor included unlocking of additional opportunities, connections among disciplines and direct ties to career pathways. This evolution of the pathways and playlists is welcomed with technology, too. The CLOH.org 2015 investment allowed our host organization (the BGC) to obtain 50 Android 7-inch Tablets that were used with summer-time staff and students on literacy and digital badge quests. With those tablets still on hand in 2016, the technology investment evolves to include the new Raspberry Pi 3, a device more suited for older students to do more serious challenges, including coding of apps to be deployed on the Android tablets already on hand.

Overview Points:

(As of April 7, 2016, and subject to change)

•Digital Badges Proposed: 1

•Name of Digital Badge for the endeavor called Play.CLOH.org: Tech Captains

•Supporting letters: More than 20.

•Pittsburgh-based organizations with letters of support included: 14

•Re-tooled XPs from 2015: 24

•New XPs for Play.CLOH.org for 2016: 50

•Wildcard Play Date XPs branded for specific organizations: 16

•Desired high school participants: +/- 400

•Desired gender percentage: 50/50 boys/girls

•Desired percentages of high school students by graduation class: Seniors, 2017 = 15%; 2018 = 25%; 2019 = 25%; 2020 = 25%; 2021+ = <10%.

•Expected percentage of budget devoted to technology acquisitions given to students: >50%

•High Schools in Pittsburgh Public Schools with varsity sports teams: 6

•Other city high schools not PPS with varsity sports teams: 9

•Number of PPS high school athletes: 1,650 (estimate)

•Number of PPS athletes from both middle school and high school teams: 3,500 (estimate)

•Approximate number employed (mostly part-time) in athletics in PPS: 220

•Approximate number of full-time employees represented among the agencies w/o PPS: 120+

Pathways

Instructions

•*Describe the targeted career pathway and/or college readiness focus area your partnership will impact.*

Pathways for Play.CLOH.org

Play.CLOH.org pathway pulls kids from the scholastic sports settings and challenges them to apply their life-lessons of sportsmanship, teamwork, fitness, loyalty and hard work to more scientific pursuits, especially **technical communications, computer science and coding**. The pathway teaches about sports science applications, open-source software development and animation. **App developers, sales managers and entrepreneurs** are possible career choices, each with elements in the pathway.

The Play.CLOH.org pathway leads participants along a rather long journey in aquatics, recreation, fitness, wellness, and health-sciece to a number of important outcomes that pay well for teens and young adults. The swim lessons, game play, exercise routines and density of content with digital media makes individuals prime candidates for **lifeguard jobs, sports instructors, camp councilors, coaches, umpires, golf-shop employees and eventually, teachers**. Teaching, parenting and volunteering are noble callings and getting more people more insights into good foundations in the realm of sports can help the community for generations to come. One goal of the Play.CLOH.org pathway is to create better employees that then join our staff of the PPS Summer Dreamers Swim & Water Polo Camp. We had 40+ workers in 2015, and some youth summer-job workers came onto the job in July and didn't know how to swim and didn't really want to engage at the pool. When the older, high school kids can coach and be a great influence upon the younger, elementary and middle school kids, then the All-City Sports Camp of 2017 can swell to serve more than 2,000 youngsters. Today's shortage of coaches is leading to fewer, quality opportunities for the younger students in elementary and middle grades.

The Play.CLOH.org pathway **leads high school kids to more successful college experiences with better sports scholarships and socialization opportunities**. A college recruiting XP guides students and families forward by explaining NCAA regulations and requirements. An aim is to get more PPS students to be recruited athletes so that they are desired and welcomed for visits and onto teams and able to get the campus support that athletic departments provide. The proven leadership development and the playlist's diversity of experiences can make the Tech Captains top picks in a competitive college-admissions process. At many elite schools, more than 50% of incoming freshmen classes were varsity athletes in high school. Those who are not going to be NCAA student-athletes can still be involved and valued campus leaders in sports and recreation with club teams and intramural leagues.

The Play.CLOH.org pathway includes plenty of communication experiences that would be valued in most professional and scholarly settings such as **public speaking, op-ed writing, sports-journalism and leadership**. Few high school kids can opt into a steering committee by attending the monthly XP/Sport In Society. Students get to choose what XPs to do according to their interests and schedules.

Learning Experiences (XPs)

Provide 3-5 examples of the 2016-17 XPs your team will provide on this pathway. Eligible XPs can be learning experiences that are already planned for the 2016-17 school year, or new activities that you propose to implement for this RFP. Be sure to describe the potential resources and digital media content learners will use in each XP.

Example 1: XP/Geocaching Aerobics

Geochaching is an outdoor recreational activity, in which participants use a Global Positioning System (GPS) receiver or mobile device and other navigational techniques to hide and seek containers, called geocaches or caches. Venture Outdoors hosts plenty of geocaching classes and events for kids. With a typical experience, students learn the basics of geocaching using the Global Positioning System and a GPS device on a pre-set course in a local green space. Participants can work in teams to find hidden "cache" boxes around the course, using maps and instructions alongside their GPS unit.

In the Play.CLOH.org playlist, athletes and instructors amp up the experience by including an aerobic workout with running. The title is XP/Geocaching Aerobics. XP/Geocaching Aerobics offers a series of progressive learning experiences that enable participants to fuse technology with cardio workouts.

After students have gathered in the same location and successfully completed a class-room / outdoors course, they expand the learning with other challenges on other days.

Parts of the XP

1. Learn about geocaching, the Global Positioning System and how a GPS device works.

2. Explore a pre-set course in a local green space, finding hidden "cache" boxes around the course.

3. Students and coaches gather for a half-time huddle.

4. Students work with a partner or small team on a second course challenge.

5. Geocaching Aerobics happens with a race component. Run. Use teamwork. Find the clues and finish as quickly as possible.

6. Reflect after the finish line with coaches and athletes.

7. On another day, students work on their own to design a new geocaching course within their own neighborhood. The course specifics are uploaded onto the internet for others to see and use.

8. Students race their new course to establish course records and personal records for that course.

9. The course and PR records for the course are uploaded too so others may see them.

10. Students challenge a friend to complete their course.

11. As an added challenge, participating youth incorporate running, by racing against the clock or another team to set a personal record of how quickly they can complete the course and find all of the hidden caches.

12. Students make a second original course at school at public park or elsewhere. Uploading the specifics, and establish new course records. Upload those too.

13. Run your public or school course with a friend.

14. Find and run a course of a friend.

15. Optional: Upload results with the free app, Map My Run

16. Optional: Run the course five consecutive days, timing yourself and logging performance observations.

17. Optional: Meet for a friend and do a third person's public course together. Offer encouragement and remarks to the one who made the course.

Potential Resources and Digital Media Content:

- Venture Outdoors has experiences, devices.

- CLOH.wikia.com provides easy editing of personal pages and details for courses and routes around various neighborhoods, parks and schools.

- TeamUnify platform helps to communicate among sub-groups for possible meet-ups to run various courses.

- The gratis Map My Run web service can log routes and courses and others with smart phones and computers can research directions and log results.

- The MilestonePod was provided in 2016 to students in the Swim & Water Polo Camp to record data from runs. Some of those devices are on hand, others might be purchased or used as rewards. Another sponsorship is possible too.

- Local running clubs could be engaged with Play.CLOH.org.

Example 2: XP/SKWIM/Level 2

A veteran swimmer works with a few less-skilled swimmers to do the following skills.

Participants are encouraged to get, make and upload photos and/or illustrations of all or any of the following skills.

a) Put on a PFD in the water and secure it.

b) PFD huddle with group to conserve heat.

c) Enter deep water in a diving position.

d) Jump off a diving board or starting block and swim 25 yards.

e) Scull hands only for at least two minutes, (120 seconds).

f) Show side stroke, and conventional back stroke.

g) Summersault underwater.

h) Spin on the water.

i) Practice reach assist to another swimmer with a rescue tube while walking in shallow water.

j) Practice ring toss to a victim, and recoil it three times.

k) Mock lifeguard report of a small child struggling in the deep end of the pool.

l) Kickboard with fins for a full lap, at least 50 yards.

m) Tread water with hands high in the air and be able to rotate 360 degrees clockwise, and then counter clockwise for 360 degrees.

Potential Resources and Digital Media Content:

- In April 2017, a national / international convention comes to Pittsburgh, NDPA National Drowing Prevention Alliance. Many of the worlds top experts and businesses will be in Pittsburgh for four or more days including eLifeguard and Kevin McCarthy, founder of SKWIM.

- Swim pool resources within the network are plentiful.

- Digital media content for students to take an online test for each level of SKWIM was completed in 2016. It now needs to be made into an app for the Android tablets.

Example 3: XP/Goals/Level 3

Collaboration within a goals process happens at XP/Goals/Level_3. Form a goal team for support and encouragement. Everyone needs some trusted boosters.

The badge acknowledges successful collaboration in the goals process demonstrated through the student's assembling of a support group. A personal support group associated with one's goals increases accountability and eventual success.

Completion Time

Level 3 might take three to six hours to complete. More time to meet, chat, follow-up and interact with individual members of your support team can prove to be valuable too. On average, Level 3 day would take a day or more to complete. Work on Level 3 begins as one stops to ponder and consider various individuals that they'd most want to receive encouragement from. Pick people who might be a good booster through the process. Who do you want to share your challenges with and who can come to understand your eventual successes?

The successful completion of all six levels of the XP/Goals process would span a few months. It would be hard, but not impossible, to get everything completed in one season. To be doing the process well enough with goal-setting, allow enough time. The levels cultivate a disposition toward goal-setting.

Evaluation Criteria

- Complete all previous goals levels

- Create a goal support team

- This team should include at least three people: peers, coaches, teachers, guardians, or mentors are all good

- They should all have vested interest in your success

- Either take a picture with each member of your team (alternatively, your whole assembled team) or have each member initial this form

  Artifacts

- Goals Support Team Form

- Forming Your Goals Support Team, article by Kay Atman with seven tips.

  Badge Issuers

  Coaches with CLOH.org determine completion of this level, as they are to be part of the goal achievement support network for the athletes. Coaches use self-reporting and journaling feedback from the students to assess whether the requirements have been completed.

  Training

  CLOH.org coaches are to be oriented in the badge bestowing process during the HQ Orientation and other training times by the supervisors and management before the sports session. As part of this initiation, they are made aware of the requirements for the XPs and are taught how to perform the necessary evaluations to award the XPs.

  Potential Resources and Digital Media Content:

- In 2016, a bulk of the digital media content for the XP/Goals was completed with local expert, Kay Atman, Ph.D. She offered a letter of support and is also working with the Manchester Charter School on the Northside at the Sarah Heinz House on some other projects.

- A book on the Goal Orientation Index is possible for fall of 2016. An ebook is likely.

Additional Considerations

Goals programming is an integral part of the Play.CLOH.org curriculum, so attaining the different XP Goals Level is a goal for every student. Hopefully, this process encourages participants to set positive, far-reaching goals that encourage self-improvement and perseverance in every aspect of their lives, but particularly fitness and wellness.

Example 4: XP/LiveCode Animation

The XP that introduces LiveCode animation is a virtual XP that students can do on their own. However, a LiveCode animation class in a computer lab is expected to be offered once a month at various sites and times. Students will be able to bring their Raspberry Pi 3 and work together on the tasks in the XP process.

A LiveCode Education Outreach teacher from Los Angeles, Max Schafer, offers Play.CLOH.org his detailed lesson plans he used recently with a class of high school students. That class covered animation within LiveCode on the third period. His letter: http://play.cloh.org/2016/04/01/max-schafer-los-angeles-educator-supporting-play-cloh-org/

His entire LiveCode cirrculum and class notes with examples are going to be published and accessible in June, 2016.

Students at Play.CLOH.org are going to put some value added sports insights with animation to the lessons.

Tasks include

- Research, find, evaluate and rank animation videos in 20 different sports.

- Research the costs of doing animation projects.

- Research animation workstations and dedicated editing suits for commercial production companies.

- Use human animation to detail three different exercises found in the XP/Routines.

- Use Xs and Os to animate a play used in the NFL by any team in any season.

- Use Xs and Os to animate a play used by a team at your school in any sport.

- Write about a sports problem that might be fixed or improved upon with the help of animation. What would you like to see animated? How might you do that?

Potential Resources and Digital Media Content:

- LiveCode and the LiveCode (community) suffer from an avalanche of digital resources. In a way, there is too much available. Students can easily use Google and search for LiveCode and animation and uncover hundreds of links.

- The best potential resources are going to be the kids who trailblaze and figure out some of these tricks. They, in turn, will flip the switch for their peers.

- Doing a special event with animation and Pittsburgh Filmmakers would be interesting. Likewise partners might be found at PCTV21, the IB Film Teacher, Joe Ehrmann at Pittsburgh Obama Academy of International Studies 6-12 and the scoreboard operators at PNC Park, Heinz Field and Consol Energy Center.

Example 5: XP/GitHub

This virtual XP is part of quarter 3, technology, and is in the fluency level.

GitHub is a mission critical link to sharing computer code among computer programmers. When two or more people work together on the same documents and code, they need to play well with each other and GitHub helps to keep track of changes from various individuals on the same team with the same documents.

GitHub is a web-based repository hosting service. GitHub does version control so that various programmers can work on the same code and still keep up to date as changes are being made.

Tasks in XP/Github include:

- Signing up for an account at Github.com.

- Saving your username and password to Github in a safe place.

- Taking the tutorial

- Reading about Github on various web sites. Links are provided.

- Watching about five video tutorials.

- Exploring five different resumes from computer programmers who publish their resumes on Github.

- Exploring five different source code collections including that of Mozilla and LiveCode.

- Exploring the change log of the most recent LiveCode software update.

- Trading a LiveCode project with a friend already on Github.

   Potential Resources and Digital Media Content:

- School based computer clubs are a potential resource.

- The Western PA Linux User Group is a potential resource.

- There are a few Linux Expo events in the region, especially one in Columbus, Ohio, that could turn into a great road-trip for those interested.

- Any educational user groups that deploy the Raspberry Pi 3 could be a valued resource.

- The Pittsburgh Gifted Center might have a couple of teachers who are into coding.

- Pittsburgh Public Schools has a STEAM leader who is excited about digital badges and all things of Remake Learning. He will come to assist after the grant is obtained.

- A middle school teacher at Pittsburgh Obama Academy of International Studies 6-12, Ms. Festa, is willing to work with a select group of students before school and after AM Swim Practices on a regular basis with the Raspberry Pi 3 and LiveCode. So, a pilot group is possible.

Wrap up of potential resources and digital media content.

The 20+ letters of support for Play.CLOH.org, plus the two dozen digital badges done in 2015 by Mark Rauterkus and the BGC staff with PPS Summer Dreamers and City of Learning, Mindful Pittsburgh and 4-H/Penn State Extension give a head-start for 2016. Those assets are easily and eagerly being refined for LRNG 2016.

Throughout the years as a community advocate and open-source publisher, Mark Rauterkus has assembled a 5,000+ page wiki, multiple blogs and an extensive professional network with various projects from CMU to Melbourne's AutoCoach.

Before the internet, as a publisher of 100+ titles (books, audios, videos and software) for cutting-edge sports participants, the SSS imprint, owned and operated by Mark Rauterkus, developed and released the first ebook in sports, the best water polo text ever published and some of those digital media concepts are woven within these XPs.

The proposed 2016 activities come after the release of the Raspberry Pi 3 and a major release to LiveCode version 8. These two factors make an unprecedented alignment that no others in the modern computer-science world can match. The coding opportunities in Python and Java can not begin to compare to the ease of use and power with LiveCode.

Wikis, Wordpress, Concept Maps and LibreOffice are fine assets and part of the mix in the early levels of tech competency and literacy. But once our students get moving into fluency levels with LiveCode, the sky is the limit. In year one, exploring, simulations and animation are the main course for most. But as the season's progress the depth and breath of LiveCode can get the program and its students soaring.

Playlists

Propose how your partnership will sequence these XPs into LRNG-formatted Playlists. How will your partnership or institution support hand-offs between organizations and/or XPs to enable learners to pursue their interests? What will be the roles of teachers, mentors, and other caring adults to actively engage youth on their learning journey?

Sequence of XPs

Play.CLOH.org offer a playlist with a sequence of four distinct realms (called quarters). To obtain the digital badge, Tech Captains, for the Play.CLOH.org process, participants need to get 10 or more XPs from each of the four quarters.

Participants need to get XPs in the first quarter, **Present**; second quarter, **Play**; third quarter, **Technology**; and fourth quarter, **Development.**

The sequence is flexible, especially in the second, third and fourth quarters. The HQ Orientation is done in the first quarter. Obviously, the sooner the better for quarter 1. The progress and sequence of the XPs in play, technology and development can be random and in parallel.

Some of the XPs have a mico-sequence in relation to others in their set. Those levels are obvious. Do not do XP/Goals/Level 5 unless the prior levels, 1-4 are completed. Coaching Boys Into Men plan has 12 steps and for the most part those steps can be done in any order. The First Tee's Nine Core Values can be done in any order as well. Programs are to be offered in a logical order but participants can join at the mid-point and whenever it fits.

Playing well with others is the common thread throughout all quarters and the entire program.

1. Play well when showing up, arriving, being present, making introductions and being fully aware through an orientation. Lend a hand, be a booster, volunteer and be ready to care for the programs and facilities right from the get-go.

2. Play well with others in games when the heat is on while on the court, field, swim pool and outdoors.

3. Play well and be smart while on the internet with various software licenses and tech creations.

4. And finally, play well for oneself. Develop as an individual. Grow as a graceful, connected adult with a sense of goal orientation and career options.

The Play.CLOH.org playlist to the digital badge Tech Captains involves both local and digital XPs. All XPs of the

first quarter, (present) and second quarter (play) are local. Many XPs of the third quarter, technology, and fourth quarter, development are virtual. Some are local and a few can be done either in a virtual or local manner.

Within the Play.CLOH.org pathway and playlist, the third quarter is dedicated to technology. However, technology plays a pronounced role within every quarter and a super-majority of XPs too. Play.CLOH.org integrates technology into play, fitness, recreation, sport and athletics at every possible turn if practical. Obviously, when on the river in a kayak, participants are going to be unplugged and technology is left behind. However, before showing up to the river, reading, research and RSVPs are made online. After the paddle, photos are uploaded, reflections are logged and sustained networking with new friends from other neighborhoods occurs. Likewise, when competing in the XP/Speed Golf Tournament, players can't use their cell phones. However, the activity leaders are keeping time with an AutoCoach device, tabulating results and using custom-built software they made for managing the event.

In the first quarter, program leaders use an ebook for supplementing the orientation insights. A special outcome of the first quarter is the presentation of a new Raspberry Pi 3 to all participants. Showing up throughout the year is logged through an attendance app from TeamUnify. We communicate well with others in the days and hours before the play unfolds, and in the games themselves.

The Raspberry Pi 3, a Linux-based, open-source computer about the size of a deck of cards, which students receive during HQ Orientation, is to be deployed and mastered so we all can have greater satisfaction with our play dates.

While students are free to use other computer options, the Raspberry Pi 3 gives students a convenient, simple, and scalable option to manage their XPs, LRNG badges, projects, and calendars. LiveCode will be the program's primary coding software, as it is not only free, but is also versatile and approachable for beginners.

We are going to advance connected learning as we read, write and craft ebooks for everything we do, and we'll do plenty. Our challenging play is fun when it is with focus, purpose and capabilities are presented. Consuming and creating digital media about our fitness, games and sports can be well structured and more rewarding as all play well with others.

Outreach

Smooth organizational hand offs require trust and that began years ago with many relationships within Play.CLOH.org. Powerful and clear communication helps too and that is delivered in an elegant fashion with TeamUnify tools. Plus, updates, calendars, podcasts, blast emails, auto-dial calls, web documents are weekly occurrences.

Staff interviews and group training happen in the course of regular schedules and events. Key personnel at the various agencies are able to join the HQ Orientation sessions and a couple should be hosted at every organization's site.

In July and August 2016, the outreach begins to the high school students by way of coaches, teams, athletic directors and schools. Introductory emails, posters, a brochure, social media announcements join with face-to-face meetings in the cafeteria at lunch times. People are invited to download the introduction ebook, visit the web site and sign-up for a HQ Orientation. In September, the HQ Orientation are held four times per week at the Sarah Heinz House. At the conclusion of the HQ Orientation, play events are held, often in the swim pool.

Adult Roles

Coaches, mentors and students are able to play along in the quest at Play.CLOH.org. Our desires are for the adults

to get credit for obtaining their own set of XPs so that they are more aware of how to give XPs to others in their programs. Bestowing XPs needs to be an activity that engages the entire community. Coaches, boosters, guardians and staff need to be uploading photos, answering text messages, trying games and upholding higher standards.

Badges

Share an example of how a Playlist will result in one Badge. In your proposed approach, who will issue Badges? What opportunities will the Badges unlock for learners?

The Playlist for Play.CLOH.org has the Tech Captains Digital Badge. The playlist for this one badge has four distinct parts, called quarters.

1. Quarter 1 called, "present," concerns showing up, being present and the HQ Orientation.

2. Quarter 2 called "play," stresses playing well with others.

3. Quarter 3 called "technology," is devoted to being competent, literate and fluent on a pathway to coding and computer science.

4. Quarter 4 called, "development" concerns human development with personal skills such as goal orientation and professional development with with career-building experiences.

Within each quarter of this playlist there are specific XPs. There are XPs for being present, play, technology and development. To finish the playlist and get the Digital Badges/Tech Captains, a specific number of XPs needs to be completed in every quarter. To acquire the Tech Captain Digital Badge (fall 2016), participants need to earn 10 more points (also known as XPs) in each quarter.

•Quarter 1: Attend and complete the HQ Orientation tasks. Showing up, being present, unplugging at times, handling RSVPs, bringing along peers, having one's proper gear, being eligible, and communicating responsibly all matter.

•HQ Orientation includes a number of tasks and details: meet the executives, complete the model release, sign the code of conduct, get calendar awareness, make a TeamUnify log-in, file guardian permissions, upload your face photo, file emergency contacts, get your Raspberry Pi 3.

•Guests, visitors and those who participate in activities but have yet to take the HQ Orientation can get awarded two XPs, the XP/Feet Wet and the XP/00.

•The Play.CLOH.org playlist and pathway is expected to have a couple of first quarter XPs available for use when actions are less than tolerable. The pitfalls for being present and beginning well are covered within XP/Hex and XP/Keystones.

•Mary Poppins said, "Well begun is half done."

HQ Orientation	XP/Hex	XP/Keystones	XP/Feet Wet	XP/00

Quarter Two: Theme for the XPs is **Play.** Earn at least 10 XPs in the Play Quarter.

XP/Geocaching Aerobics	XP/Pull Your Own Weight Lifestyle	XP/West Penn PYOW Lift-off	XP/Water Polo	XP/Deep Water
XP/SKWIM/Level 1	XP/SKWIM/Level 2	XP/SKWIM/Level 3	XP/SKWIM/Level 4	XP/SKWIM/Level 5
XP/Routines/Level_1	XP/High Ropes Course	XP/Kayak_Nadadores	XP/Kayak_Pittsburgh	XP/Booster
XP/Corporate Deck Hockey	XP/HH Deck Hockey Confab	XP/Speed Golf Tournament		
XP/Mile_Swim	XP/25x25y@:25	XP/Open_Water_Swimmer	XP/Perfect 50	

Wild Card Play Dates, also known as XP/* Play Dates, are to be branded for each entity in Play.CLOH.org.

XP/* Play Dates				
XP/Varsity Practices	XP/Varsity Competitions			
XP/SHH Play Dates	XP/JCC Play Dates	XP/Ultimate Play Dates	XP/HH Play Dates	XP/H2O Play Dates
XP/Pgh Project Play Dates	XP/Venture Outdoors	XP/Big League Play Dates	XP/Citiparks Play Dates	XP Y Play Dates
XP/BGC Play Dates	XP/ENEC Play Dates	XP/Underwater Hockey Play Dates		

Quarter 3: **Technology**. Earn at least 10 XPs in the Technology Quarter.

Technology XPs include:

Competent:	XP/Wiki Competent	XP/LiveCode Hello World	XP/LiveCode Explorer	XP/Raspberry Pi 3 Newbie
	XP/Cmaps Concept Maps	XP/LiveCode Mentee		
Literate:	XP/Wiki Literate	XP/Routines/Level 2	XP/LiveCode Animation	XP/LiveCode HTML5
	XP/Open Source Sports	XP/LiveCode Playbooks	XP/Partner Coding	XP/AutoCoach Insights
	XP/Scoring Table	XP/Github		
Fluent:	XP/Wiki_Fluent	XP/LiveCode Cloud Computing	XP/LiveCode Mentor	XP/LiveCode Widgets
Brilliant:	Proposed for 2017			
Genius:	Proposed for 2018			

Quarter 4: **Development**. Earn at least 10 XPs in the Development Quarter.

XP/SKWIM/Level 5	XP/Routines/Level 3	XP/Sportsmanship	XP/Teamwork	XP/Sport In Society
XP/Goals/Level 1	XP/Goals/Level 2	XP/Goals/Level 3	XP/Goals/Level 4	XP/Goals/Level5
XP/Goals/Level Masters	XP/Op-Ed	XP/Open Mic	XP/Sports Reporter	XP/JCC Special Olympics
XP/Coaching Boys Into Men Huddle	XP/Coaching Boys Into Men Training			
XP/Collegiate Recruiting	XP/AutoCoach Assistant	XP/Sports Sales Entrepreneurs		
XP/First Tee Nine Core Values/1	XP/First Tee Nine Core Values/2	XP/First Tee Nine Core Values/3	XP/First Tee Nine Core Values/4	XP/First Tee Nine Core Values/5
XP/First Tee Nine Core Values/6	XP/First Tee Nine Core Values/7	XP/First Tee Nine Core Values/8	XP/First Tee Nine Core Values/9	
XP/Apprentice	XP/Volunteer			

Summary Scoreboard

•Participant's Name: _____

•Season & Year (circle): Fall 2016 -|- Winter 2017 -|- Spring 2017

Rubic for Digital Badges/Tech Captains	First Quarter	Second Quarter	Third Quarter	Fourth Quarter
Theme of that Quarter:	Being Present	Play	Technology	Development
Bulk of Activities:	HQ Orientation	Play Dates	Learning LiveCode	Goal Orientation
Required # of XPs that must be earned in each specific quarter:	10 or more XPs in Q1	10 or more XPs in Q2	10 or more XPs in Q3	10 or more XPs in Q4
Record Obtained XPs *(participant tally marks)*:	_____	_____	_____	_____
Completed Requirement for Quarter *(participant check marks)*:	_____	_____	_____	_____

Play.CLOH.org's Tech Captain digital badges are earned three times a year. These badges are bestowed following the scholastic-sports seasons of fall, winter and spring. The fall badges are given by December 1, (Thanksgiving weekend). The winter badges are given by April 1 (March Madness conclusion). The spring badges are given by July 4 (Independence Day).

Every Tech Captain digital badge is dated, such as Tech Captain (Winter 17). A celebration and reward event occurs to honor the students and community at that time.

Motivated participants could earn plenty of XPs throughout the academic year and become three-time Tech Captains, just as some get three varsity letters by playing three different sports for their schools. (For example, former employee Martin Eddy playing for Schenley earned three varsity letters, soccer in the fall, swimming in the winter and volleyball in the spring. Plus, he and his mates also won three City League Championships in those seasons as well.) Those who are bestowed as three-time Tech Captains get "meta digital badges" called, Literate Olympians.

When participants are in progress on the pathway to the Tech Captain digital badges at the end of a season, their earned XPs do not expire. For example, Jake could complete 20% of the XPs in the fall of 2016, nothing in the winter, and then finish the 80% of the XPs in the spring to earn a Tech Captain (spring 17) digital badge.

Bestowing XPs and Digital Badges

Most of the XPs for the ongoing play dates that are branded for the various agencies are going to be awarded and double-checked with the TeamUnify attendance application. Furthermore, team captains and the students themselves are going to be empowered to keep their team's attendance right on their own smart phones.

Many of the virtual XPs are going to be awarded through a request on certain watched wiki pages. Those XPs can be done in batches by a group of trusted monitors.

Students get some ownership over one XP and self select to become a dean for that XP. They help settle any confusions, answer questions and help to evolve the challenges. They also promote that XP by inviting others to take on that experience.

Most of the work of bestowing the other XPs and the Tech Captains is going to be done by the executive head coach, Mark Rauterkus. Perhaps a college intern or CORO Fellow might be hired to also handle some of the bestowing duties.

Learning Outcomes & Unlockable Opportunities

What are some examples of the potential outcomes for learners who use the Playlists and earn Badges? What opportunities are unlocked for students if they complete your proposed playlist?

Unlockable opportunities = Road Trips

Two of the partners within Play.CLOH.org have camp sites: The JCC has two sites (Monroeville and West Virginia). Sarah Heinz House has a site north of Pittsburgh. Travel and road trips should be reward trips. We'll go to Erie, hit the beach, play water polo, crash with friends and hold a cook out. On the way home we'll visit a college campus or two.

The best opportunities that are going to spring forth from the process is the creation of new employees who are up to the challenges of coaching and guiding younger kids. If you want a job as a Citiparks Lifeguard or as a coach at

Swim & Water Polo Camp, understand that varsity athletes and the dedicated kids who have completed a lot of experiences by doing XPs are sure to be the first employees hired.

Badge-enabled Playlists & Pathways Examples

Narrative: Example Pathway of Robert, a PPS football player

Robert heard of Play.CLOH.org and signed up for the HQ Orientation in August at the Bob O'Connor Golf Course on a Saturday. He got the agenda and his mom and got the forms printed and signed. At the class, all the paperwork was submitted and checked and his photo uploaded. After attending the orientation and finishing the paperwork, he got his 10 points for quarter one. and a new Raspberry Pi 3 to keep.

Robert played 3 weeks of football for his high school team and then hurt an ankle and was done for the season. He logged his practices with his buddies and coaches and got credit for 3 competitions and 12 practices, more than enough to check off the 10-points and complete the 2nd quarter, play.

With the weather good, his foot still sore but healing, Robert figured he'd be okay with a sit-down sport. He checked out the kayaking at the swim pool on Monday night, XP/Kayak Nadadores and then at the river with XP/Kayak Pittsburgh on the weekend. After the weather got colder, the kayaks left the rivers and Robert got into XP/Underwater Hockey, a physical game. His swimming on top of the water wasn't good enough for water polo, but under 4-foot of water, he could rock-and-roll with anyone. Every time he went to an event everyone was sure to take attendance on the smart phones and his points kept growing, but no big deal.

Robert got a couple of XP/Sportsmanship awards for his play in underwater hockey. That gave him 2 points for the fourth quarter. Robert has a younger sister and checked out three discussions, once a week, with XP/Coaching Boys Into Men Huddle. He also took a peek at the online XP/Collegiate Recruiting tasks and knocked them out easily. After two letters to the editor and XP/Op-Ed and a gander at the XP/Goals/Level 1, and piece of cake, Robert had all 10 development goals done by October 1.

In November Robert finally got around to turning on the Raspberry Pi 3 and sailed through the XP/Raspberry Pi 3 Newbie, XP/Wiki Competent and struggled but did get credit for opening an account at XP/Github. (3 points) Robert sat with a friend and did XP/Partner Coding (4 points) and took a stab at making an animation for his Christmas cards and took the XP/LiveCode Animation. (5 points). For the last 5 tech points he found five other people who wanted to set up their Raspberry Pi 3 with music and Robert showed them how it was done. So, Robert got a XP/LiveCode Mentor points and that covered the minimums. He had 10 or more points in all four quarters. Robert put in for his Tech Captains digital badge as he heard that the top 50 kids were getting to go to to Ohio State for a tour and also check out Ohio Linux Fest and the Zoo. That was an interesting perk, and he was up for the road trip.
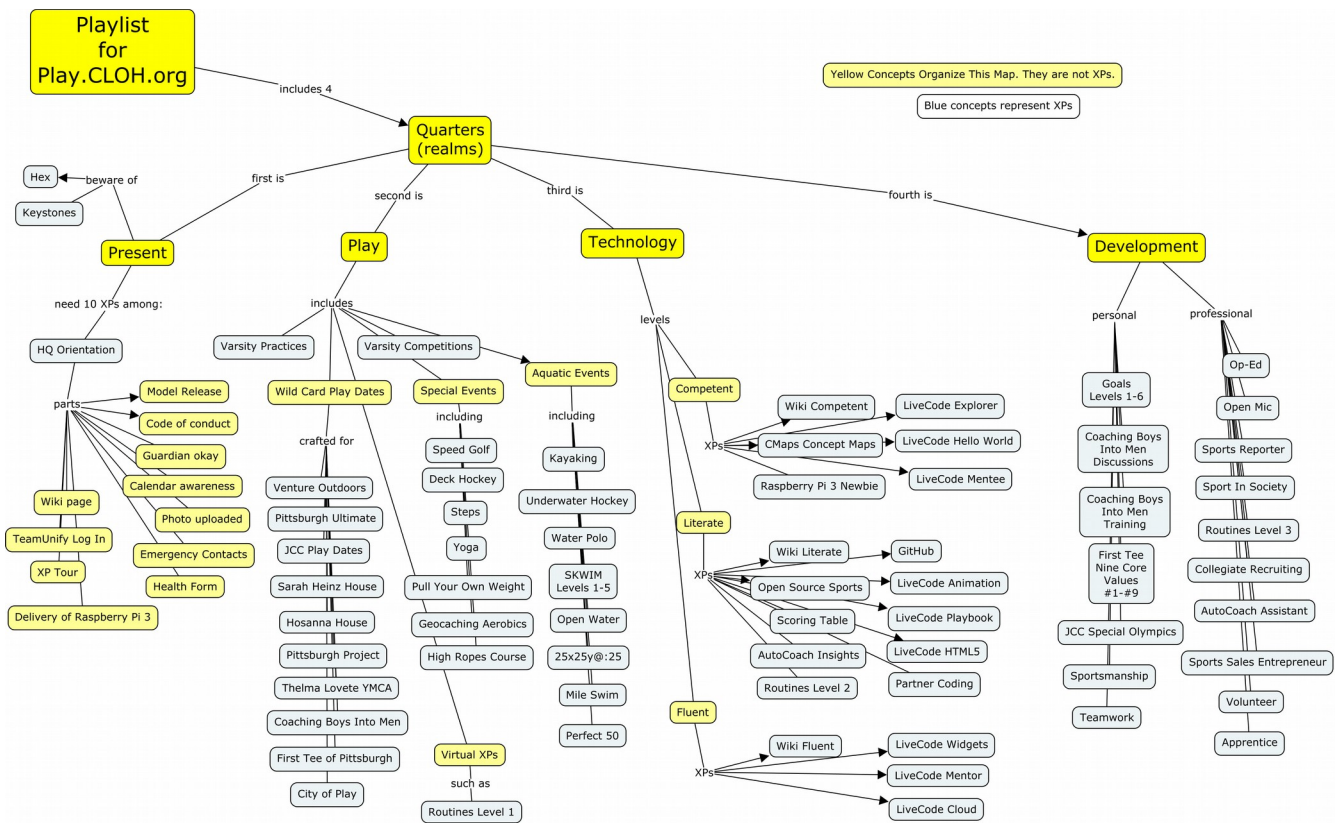
More Visual Example of Sue's Playlist to earn the Tech Captains digital badge.

See a simple 7-page PDF that illustrates Sue's quest through the four quarters and to the Tech Captain badge.

Visual of the overall process

Please provide the following attachment to your proposal:

•Playlist Visual (.PDF file, physical display, or link to content online)

Concept map for Playlist for Play.CLOH.org:

Playlist for Play.CLOH.org — includes 4 — **Quarters (realms)**

- beware of → Hex
- Keystones
- Yellow Concepts Organize This Map. They are not XPs.
- Blue concepts represent XPs

Quarters (realms):
- first is → **Present**
- second is → **Play**
- third is → **Technology**
- fourth is → **Development**

Present — need 10 XPs among:
- HQ Orientation
- parts:
  - Model Release
  - Code of conduct
  - Guardian okay
  - Calendar awareness
  - Photo uploaded
  - Emergency Contacts
  - Health Form
- Wiki page
- TeamUnify Log In
- XP Tour
- Delivery of Raspberry Pi 3

Play — includes:
- Varsity Practices
- Varsity Competitions
  - Wild Card Play Dates — crafted for:
    - Venture Outdoors
    - Pittsburgh Ultimate
    - JCC Play Dates
    - Sarah Heinz House
    - Hosanna House
    - Pittsburgh Project
    - Thelma Lovete YMCA
    - Coaching Boys Into Men
    - First Tee of Pittsburgh
    - City of Play
  - Special Events — including:
    - Speed Golf
    - Deck Hockey
    - Steps
    - Yoga
    - Pull Your Own Weight
    - Geocaching Aerobics
    - High Ropes Course
    - Virtual XPs — such as:
      - Routines Level 1
- Aquatic Events — including:
  - Kayaking
  - Underwater Hockey
  - Water Polo
  - SKWIM Levels 1-5
  - Open Water
  - 25x25y@:25
  - Mile Swim
  - Perfect 50

Technology — levels:
- Competent — XPs:
  - Wiki Competent
  - CMaps Concept Maps
  - Raspberry Pi 3 Newbie
  - LiveCode Explorer
  - LiveCode Hello World
  - LiveCode Mentee
- Literate — XPs:
  - Wiki Literate
  - Open Source Sports
  - Scoring Table
  - AutoCoach Insights
  - Routines Level 2
  - GitHub
  - LiveCode Animation
  - LiveCode Playbook
  - LiveCode HTML5
  - Partner Coding
- Fluent — XPs:
  - Wiki Fluent
  - LiveCode Widgets
  - LiveCode Mentor
  - LiveCode Cloud

Development:
- personal:
  - Goals Levels 1-6
  - Coaching Boys Into Men Discussions
  - Coaching Boys Into Men Training
  - First Tee Nine Core Values #1-#9
  - JCC Special Olympics
  - Sportsmanship
  - Teamwork
- professional:
  - Op-Ed
  - Open Mic
  - Sports Reporter
  - Sport In Society
  - Routines Level 3
  - Collegiate Recruiting
  - AutoCoach Assistant
  - Sports Sales Entrepreneur
  - Volunteer
  - Apprentice

•*Please submit a visual representation of a Playlist that results in a Badge. To develop your visual, use the resources and training provided by Sprout during the March 17th Mapping Playlists event at the Hill House. Playlist visuals can be a tangible display like a poster, digital diagrams, scans of your design, photos of whiteboards, or links to online content like a video.*

•The site, http://Play.CLOH.org, has content with more visual representations of playlists.

•The wiki, http://CLOH.wikia.com/wiki/Play.CLOH.org, has content links too.