

PERFORMANCE BASED CONTRACT GUIDELINES

1. WHAT IS THE PURPOSE AND SCOPE OF THE SERVICE?

To provide educational, fun and confidence-building technology enrichment classes to students. Computer Adventures will provide onsite technology instruction to School 16, School 23, William Boyce Thompson and School 17 in Yonkers Public Schools district.

The technology topics include the following:

- *Robotics*
- *Coding/Programming*
- *STEM & Robot Programming*
- *Keyboarding*
- *Minecraft*
- *Animation*
- *Math Enrichment*

Laptops, projectors, webcams, headphones, and internet WIFI access will be provided by the school/district. In addition to providing the instructors, Computer Adventures LLC will verify the laptops compatibility, configure the settings and install software on the laptops when needed. Computer Adventures will provide software, robotic sets, Lego bricks and other equipment/props needed to complement the schools' equipment.

Course description listed below:

Robotics

Learning about robotics engages students' natural curiosity, and helps them develop skills and confidence. This course offers exciting introduction to robotics through building models and using a computer to program the models' behavior. Students work with programmable smart hub, motor, sensors and various elements to build and program models such as helicopter, truck, gorilla, frog, dolphin, caterpillar and more. This course offers hands-on activities that ignites students' curiosity, while enhancing their skills in science, math, engineering, technology, and coding.

STEM & Robot Programming

Introduces students to the fascinating world of STEM and robotics through an exciting journey and adventures in virtual world. Students learn how to program a virtual robot to navigate in Frozen Island, the Lost City, Candy Town, and other exciting locations while practicing basic math, geometry, and more. There will also be interesting discussions on robots.

Coding/Programming

Through the creation of interactive stories, games and animation, students will develop a foundation of programming concepts (such as loops, conditional statements, loops, lists, event handling and more) that will prepare them for higher level programming language. As they create their programs, students learn to think creatively, and reason systematically. This class will be a fun way to be introduced to programming.

Keyboarding

This course will improve students keyboarding skills through a cycle of review, practice, and assess. The lessons focus on proper keyboarding technique (ie hand positions), healthy

ergonomics habits, and key locations. There are additional activities for practice such as games that are in each lessons that make the typing lessons entertaining. The animated interface and age-appropriate content can be customized. Each student will progress at their own speed. Reports on each student's progress is available. Student progress will combine games with effective typing skills.

Minecraft

Students will navigate the Minecraft world to complete quests, strategize and build creations such as towns/cities, seven wonders of the world monuments, Rube Goldberg machines, space stations and more. Through Minecraft creation, students will visualize Math concepts such as area, perimeter, volume, 3 dimensions, and demonstrate knowledge of ratio, proportion and fractions. Students will also collaborate and communicate with other students to explore, practice digital citizenship, creative thinking, and problem solving skills. Networking, server and client concepts will also be discussed.

Animation

Lights...Camera...Action! Create your story on a storyboard. Design your own movie set with LEGO® mini-figures, bricks, plates and background pictures. Students tell their stories with stop motion animation videos. A simple, user-friendly interface enable students to visually express their ideas by capturing images frame by frame, using various background images, add narration, music and sound effects, make time-lapse movies and edit with paint tools.

Math Enrichment

Offers Math games that integrates common-core math into fantasy style games that students love playing. When students first login, they are automatically put through a placement test to determine the level of Math material. Students answer math questions to earn spells, which they use to battle monsters as they move through different worlds on the way to Wizard Academy. Dashboard to customize skills covered in the game, and view a child's activity, progress, and standards coverage. Students can online with friends and chat uses preselected phrases.

2. AMOUNT OF SERVICE

(Set forth all quantities and/or amounts of time required to be devoted to the contract and describe where services are to be provided as specified in Schedule "B")

Services will be provided to the following schools:

- *School 16
 - *6 technology classes for 5 days a week for up to 180 students per rotation for 3 rotations*
 - *162 days from October 2021 to June 2022 (Monday through Friday)**
- *School 17
 - *4 technology classes for 2 days a week for up to 180 students per rotation for 2 rotations*
 - *162 days from October 2021 to June 2022**
- *School 23
 - *4 technology classes for 3 days a week & 2 technology classes for 2 days for up to 120 students per rotation for 2 rotations*
 - *65 days from October 2021 to June 2022**

The following support services will also be provided by Computer Adventures.

- *Project manager/coordinator*
- *Equipment/Hardware & Software Provisioning*
- *Curriculum Customization*

3. WHO IS SERVED?

(Describe whether services are to be provided directly to students, to staff, etc.)

Services are provided directly to students.

4. WHO WILL PROVIDE SERVICES?

(If individual providers are contemplated, set forth the names and qualifications of the service providers)

*Instructors are employed by Computer Adventures LLC (www.computeradventures.com)
All instructors have finger-printing clearance from NYS Education Department.*

4a. WILL THE CONTRACTOR BE UTILIZING ANY VOLUNTEERS, OR BE HIRING/UTILIZING ANY SUBCONTRACTORS IN FURTHERANCE OF THIS AGREEMENT? IF SO, PLEASE LIST ALL OF THEIR NAMES AND CONTACT INFORMATION.

(If the Contractor will be using any subcontractors, volunteers, and/or other agents other than the individuals identified in question #4 above or #7 below, they need to be disclosed here)

No

5. WHAT WILL BE COMMUNICATED TO DISTRICT PERSONNEL, PARENTS, OTHERS ABOUT PROGRESS AND RESULTS OF THE SERVICES?

(How specifically will the contractor report to the School District (or parents, if applicable) about their progress towards achieving the goals of the contract?)

*Quarterly progress reports/reviews/summary will be provided to school leaders (ie principals).
Reports/Reviews/Summaries are available to any appointed personnel and parents, upon request.*

6. HOW WILL THE QUALITY BE JUDGED?

(Set forth the method which will be used to evaluate contractor's performance)

The Yonkers School District will use a standardized evaluation for all training sessions delivered. The district will share the results of evaluations with the vendor for feedback and to plan for future training.

7. PERSONS RESPONSIBLE FOR ADMINISTERING THE CONTRACT.

(There must be a single Board administrative employee identified as the person responsible. This person will also be responsible for signing off on contract payments)

*For Yonkers Public Schools: Dr. Christopher Macaluso
Assistant Superintendent
914-376-8274
cmacaluso@yonkerspublicschools.org*

*Contractor's name, address & contact information:
Vivian Tai*

Computer Adventures LLC
37 Carlton Drive, Mount Kisco, NY 10549
Office Phone : (914) 218-8175
Mobile Phone: (914) 536-1082
Fax : (914) 363-7755
www.computeradventures.com

Contractor's federal identification number: 26-4133735

Contractor's status (e.g., corporation, individual, unincorporated, etc. and where):

Computer Adventure LLC
NY State MWBE Certified

8. ARE THE SERVICES PURSUANT TO A GRANT AGREEMENT? IF YES, WHAT IS THE GRANT, AND WHAT ARE THE GRANT REQUIREMENTS RELATED TO THIS AGREEMENT?

Yes, these services are pursuant to the Extended Learning Time (ELT) grant.

The objectives associated with the ELT grant are:

- *All schools will improve student outcomes by adding at least 25 percent more time to the academic calendar beyond the current schedule, by extending the school day, school week, school year, or some combination thereof, either district-wide or in selected school buildings.*
- *100% of ELT schools will offer a range of high-quality educational, developmental, enrichment, targeted and recreational services for students and their families in core academic areas supporting Next Generation standards;*
- *School transformation is impacted by teacher participation in professional development and/or in class modeling;*
- *100% of ELT schools will offer enrichment and youth development activities such as nutrition and health, art, music, environmental science, theater, technology and recreation;*
- *100% of ELT schools will establish and maintain partnerships within the community that continue to increase levels of community collaboration in planning, implementing, and sustaining programs.*

9. WILL THE CONTRACTOR BE RECEIVING ANY STUDENT DATA OR OTHER DATA FROM YONKERS PUBLIC SCHOOLS? IF YES, PLEASE DESCRIBE. IF STUDENT DATA IS BEING SHARED, PLEASE PROCEED TO QUESTION 10 BELOW.

No

10. WILL THE STUDENT DATA BE USED FOR THE PURPOSE OF DEVELOPING, VALIDATING, ADMINISTERING STUDENT AID PROGRAMS, OR IMPROVING INSTRUCTION? IF YES, PLEASE SPECIFICALLY DESCRIBE.

No