

# **PERFORMANCE BASED CONTRACT GUIDELINES**

## **1. WHAT IS THE PURPOSE OF THE SERVICE?**

Computer Adventures will provide onsite instruction to teach the following technology courses to a maximum of 240 students in 3<sup>rd</sup> through 8<sup>th</sup> grade. The students rotate through the different courses. Each class will have a maximum of 30 students.

- Keyboarding
- Minecraft
- Animation
- Coding/Programming

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 the software on the laptops.

### **Course description listed below:**

#### Keyboarding

This course will improve students keyboarding skills through a cycle of review, practice, and assess. The lessons focus on proper keyboarding technique (i.e., 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, and interactive mini-games. Through Minecraft creation, students will visualize Math concepts such as area, perimeter, volume in 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.

#### 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.

## **2. AMOUNT OF SERVICE**

Instruction will be provided at School 16 in Yonkers, New York between 3pm to 4pm from Monday to Friday. The classes will be for 20 weeks starting from January 22nd, 2018 through June 22nd, 2018; excluding school holidays.

Payment will be made within 90 days after receipt by the school district of an approved invoice for services rendered.

**3. WHO IS SERVED?**

Instruction will be serving the students directly.

**4. WHO WILL PROVIDE SERVICES?**

Instructors are hired and trained by Computer Adventures LLC ( [www.computeradventures.com](http://www.computeradventures.com) )  
All instructors will have finger-printing clearance from NYS Education Department.

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

Monthly reviews/summary for appointed personnel and/or parents will be provided in the form of emails.

**6. HOW WILL THE QUALITY BE JUDGED?**

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.**

Vivian Tai  
Computer Adventures LLC (owner)  
[vivian@computeradventures.com](mailto:vivian@computeradventures.com)  
(914)536-1082

YPS contract contact:  
Dr. Christopher Macaluso  
Executive Director of Professional Development

**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 CCLS;
- 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;