



STAND FOR YOUTH™

WHO WE ARE?

Stand for Youth is a 501(c)(3) non-profit youth services organization. We provide 21st Century College and Career Preparation, **S**cience, **T**echnology, **E**ngineering, **A**rt and **M**athematics (**STEAM**), Evidenced-Based Life Skills Training, Student Advocacy and Mentoring, and Community Empowerment programs via our One-Dream/One-Voice initiatives.

Collectively, we refer to these programs as **From School to LifeSM** with wellness at the core.

Our STEAM programs engages students in inquiry, logical reasoning, collaboration, and investigation. The goal of our STEAM program is to prepare students for post-secondary education and empower them to be competitive in a global workforce. We will work diligently to re-enforce the skills students acquire in their Science, Technology, Engineering, Art and Math classes through a variety of projects that integrate that knowledge and that provides them with the opportunity to work as a part of an integrated team.

Ms. Virginia L. Grant,
Founder/CEO

FROM SCHOOL TO LIFE

Self-Control
Honesty Excellence Respect
Responsibility
Courteous

CHARACTER EDUCATION

BECOMING BETTER CITIZENS

Students will receive training to help them address concerns or needs in the following areas:

- Anxiety, Depression and Anger Management
- Conflict Resolution
- Etiquette
- Financial Literacy
- Fitness
- Food & Nutrition
- Health Education & Sex Education
- Hygiene & Personal Care
- Individual and Group Counseling
- Leveraging Community Resources
- Maintaining Healthy Relationships
- Planning & Goal Setting
- Problem Solving
- Self-Advocacy, Self-Confidence & Self Esteem
- Substance Abuse and Alcohol Prevention

EVIDENCED-BASED LIFE SKILLS TRAINING



MARYLAND STATE STEM STANDARDS OF PRACTICE

FRAMEWORK GRADES 6-8

- 1) Interpret, explain, and summarize concepts presented in science, technology, engineering, and mathematics using Next Generation Science Standards (NGSS).
- 2) Describe how scientific, technological, engineering, and mathematics (STEM) concepts apply to real world situations.
- 3) Construct new knowledge from prior knowledge.
- 4) Employ higher order thinking skills in the application of content knowledge.
- 4) Identify and understand STEM content needed to develop answers to complex questions, investigate global issues, or develop solutions to real world problems.

WHY STEAM?

- 1) Provides students with the skills needed to be competitive in a global marketplace
- 2) Improves cognitive and reasoning skills, and
- 3) Transforms students from consumers to producers.

WHAT STUDENTS WILL LEARN

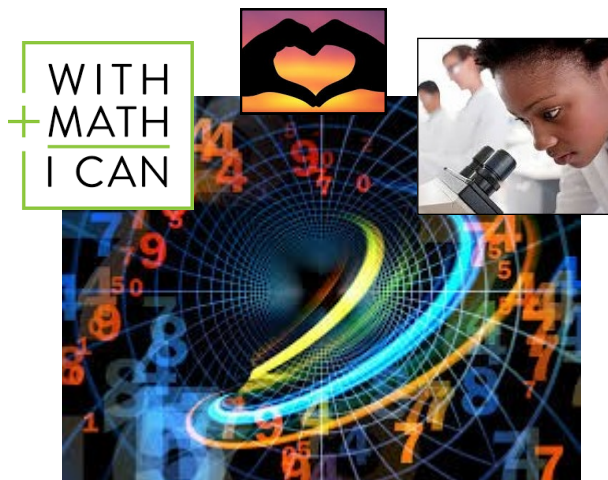
WHAT ARE YOUR KIDS DOING
AFTER SCHOOL?

got college?
got career?



Maker Education Initiative

EVERY CHILD A MAKER



PROGRAM BENEFITS

- 1) 21st Century College and College Prep,
- 2) Aligned with MSDE STEM Standards of Practice Framework for Grades 6-8
- 3) Provides students with opportunities to stimulate their imaginations through experimentation, and work as part of an integrated product team
- 4) Creates/enhances critical thinking skills, and stimulates imagination
- 5) Incorporates Maker-Ed: Transforming students from consumers to producers, enhances conceptual abilities
- 6) Provides students with tools and experiences that scientists and engineers have, improves technical skills
- 7) Exposes students to STEM Careers and industry professionals so they will become aware of what it takes to become a success in a global marketplace, and includes
- 8) Evidenced-Based Life Skills Training.



TO DONATE VISIT:

www.standforyouth.org

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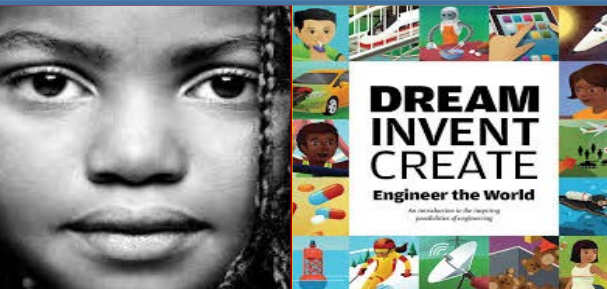
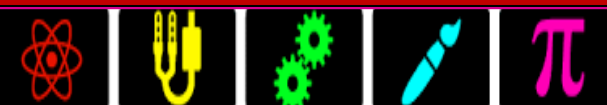


StandForYouthMD

MIDDLE SCHOOL



**Empowering Youth For A
Brighter Tomorrow**



**OUT OF SCHOOL TIME
(OTS) PROGRAM**