

OutofSchoolTime.org looks to connect youth with local out-of-school-time programming to compliment, enhance, and expand the student's own educational journey. The platform also serves parents, guardians as well as educators and is a forum to share Open Educational Content and skill-share expertise in out-of-school programming.

Imagine one of the students, Jenny, who I work with through my internship at a magnet public high school in South Philadelphia. As a female tenth grader involved in the wrestling team, she is looking for other opportunities to stay fit after wrestling season, especially in the coming summer. **OutOfSchoolTime.org** is a platform that organizes available programs for health, sports, community and much more. Because **OutOfSchoolTime.org** also makes continuing education and scholarship information available, Jenny can begin to assess college options and scholarships around her niche interest.

OutOfSchoolTime.org is the nationwide aggregate database and networking site where students like Jenny can learn about out-of-school resources around her school community and beyond.

OutofSchoolTime.org is a site to support the student in his or her individual educational journey. It is also a site for a student to share interests and expand support networks. Students can easily find and connect to activities where they can authentically discover their talents in sports, art, poetry, video, math, drama, and other specializations not offered in the classroom.

Through Facebook and Twitter, **OutofSchoolTime.org** will create a culture where students are encouraged to update their connections with like-minded peers and with organizations doing engaging work. There is also a possibility to create additional features like cellphone text reminders so students will remember to attend programs. The site allows for additional ways to involve students and facilitate their educational growth.

The platform of **OutofSchoolTime.org** is entrepreneurial in its solution because it is an aggregate data site about out-of-school-time programming for youth as the primary consumer. Learning from prior systems which are limited in geographic scope, **OutOfSchoolTime.org** will provide localized resources for out-of-school-time activities so that students, parents/guardians and educators from across the United States can readily find local activities.

OutofSchoolTime.org also helps organizations challenged by limited advertising abilities. In creating a platform where non-profits and small businesses have access to student profiles, OutOfSchoolTime.org creates lasting partnerships between students looking for resources and institutions providing the opportunities. This website will help non-profits and small businesses expand beyond conventional advertisement methods such as word-of-mouth. OutOfSchoolTime.org uses technology to network and build-off of existing social networks like Facebook and Twitter.

By providing extracurricular programming information parents, guardians, and

educators can expand on their own knowledge base and better support youth in their community. Data suggests that between 1999 and 2004, parents increased the amount of money they paid for after school programming from \$44 to \$67 per child (After School Alliance, 2004). Even in this time of recession there is optimal projected growth in this educational sector, especially as college entrance gets more competitive. There is potential to add content on scholarships and student loans so all students can be best prepared to graduate high school and enter college.

Furthermore, **OutOfSchoolTime.org** organizes information for educators and expands on Open Educational Resources. This is an opportunity to connect research in the academy to real life practice. Educators and community stakeholders can use **OutOfSchoolTime.org** as a tool to enhance their efficacy and management skills in out-of-school programming.

OutOfSchoolTime.org reaches youth, parents and guardians, and educators and provides locally specific content so individuals can network with out-of-school-time providers. Through an accessible platform that actively engages youth as the primary consumer, this project seeks to empower students with the ability to independently seek extracurricular electives that will help them live full lives, stay in school, and continue and their education through college.