

## **E.A.R.L.Y. CURRICULUM**

**Education** – The curriculum *Start Something*, created by the Tiger Woods Foundation is based on the book written by Tiger and Earl Woods. *Start Something* has a five-point system of measuring the effectiveness of the curriculum. This system includes discussions regarding leadership and being a team player, exploration of interest and potential careers, evolving hopes and dreams into achievable goals, creating and establishing a Volunteer Service Project and career exploration and research. *Start Something* curriculum is for youth ages eight to seventeen and was created to address character development, volunteerism and career exploration, considered by the Tiger Woods Foundation as three national priorities. Lessons are organized into six units at 15-20 hours per week. *Start Something* culminates with a Certificate of Achievement and a potential \$5,000 grant awarded for future participation in programs of interests.

**Arts** – Year round arts courses are offered to expose students to the fine arts. Onsite courses include Dance (*Ballet, Modern, Jazz, Tap and African*), Drama (*Alliteration, Character Development, Comedy and Tragedy*), Art (*Painting, Sculpture and Welding*), and Music (*Choir, Band, Classical and Jazz*). Nontraditional arts courses will be offered via collaborative partners at their site. Courses include Animation, Broadcasting, and Production (*Sound Design, Costume Design, Lighting Design and Set Design*). Students displaying strong interests are encouraged to enroll in internships offered by collaborative partners and to join E.A.R.L.Y.'s amateur performing arts company.

**Recreation** – Year round sporting activities are offered to engage physical prowess. Onsite training and participation includes basketball, football, baseball, tennis, and golf. Offsite training and participation will be offered via collaborative partners at their site. Training includes fencing, rock climbing, soccer, cricket, swimming and bowling. Students displaying strong interests are encouraged to join E.A.R.L.Y.'s amateur sports team for league play.

**Leadership Skills** – *Start Something* curriculum and leadership skills are synonymous. Each unit of *Start Something* addresses key issues mandatory for the development of leadership skills. Unit 1, *Let's Start Something* introduces students to the idea of group collaboration. Understanding collaboration is essential to relating to others professionally and grasping the importance of successfully navigating through a variety of opinions and making a group decision. Unit 2, *Heroes, Mentors and Role Models* examines leadership characteristics. Unit 3, *Discovering Who We Are* focuses on self-discovery and goal setting. Unit 4, *We Got The Power* exposes students to the benefits of community involvement and volunteerism, culminating in an actual Volunteer Service Project. Unit 5, *Discovering Who We Can Become* engages students in career exploration. Unit 6, *Take a Look Back and a Look Ahead* reflects on student growth and their plan of action.

**Youth** - The Y in E.A.R.L.Y. represents our target population. It is E.A.R.L.Y.'s mission to take a proactive stance on youth and their success. E.A.R.L.Y. is a community-oriented program that seeks to be an extension of home and school life. Family and community involvement is essential to the success of E.A.R.L.Y. Collaborative partners enhance the exposure of our students to a variety of cultures, lifestyles and nontraditional careers.

*Objectives include:*

- Supporting the family structure
- Supporting academic pursuits
- Encouraging the realization of hopes and dreams
- Facilitating the transition from youth to adulthood
- Exposing youth to character development, volunteerism and career exploration
- Exposing youth to nontraditional careers
- Introducing youth to a variety of cultural experiences
- Successful representation of E.A.R.L.Y. as a nationally and internationally recognized artistic company
- Successful participation in national and international amateur sporting events

*Benchmarks include:*

- Eighty percent program retention
- Sixty percent commencement (high school)
- Forty percent commencement (collaborative partner internships)
- Forty percent awarded Tiger Woods Foundation stipend
- Forty percent matriculation