

SYELP 2020 Summary

Faced with the reality of COVID-19 as Summer Youth Employment and Learning was being planned, considerable attention is focused on the merits of a quality programming for this summer. Leading the list of concerns is that the well documented high urban youth unemployed and disconnected youth issues would be further compounded by the impact of COVID-19 on urban communities. The sectors of retail, hospitality, culinary and other occupations hit hard by COVID-19 are the most frequent jobs for urban youth, which had become scarce in early Summer. This coupled with fragile community and family supports pointed to the need for immediate, aggressive public/private sector action.

CWP began planning a SYELP redesign in April with the onset of COVID-19 in order to adapt the program to the pandemic so that we could commit to the youth in our communities. The process was to imagine what a remote employment and learning program could look like, and what resources, partnerships, and program design elements would need to be in place for it to be a valuable experience. A few key understandings were paramount to the design of the summer program:

1. Mental health supports had to be available for all youth during a time when not only was the world dealing with a pandemic, but the country was in a state of unrest.
2. Virtual learning would be a core component of SYELP and a strong curriculum and program design would be needed so that youth had a valuable experience.
3. Connection was more important than ever. For our participants that had been out of school since March, it was important that, even for those in virtual learning, we could give the experience of connection to peers and community organizations.
4. Work experience would look different in our “new normal” but the task of preparing our participants through SYELP was no less important than in years passed.

The quality standards would include:

- Safe, healthy environments for participants
- Effective, engaging virtual instructional resources leading to career competency attainment
- Effective linkages to quality career pathways, including education and employment pathways
- Meet project-based outcomes, such as resume development, e-portfolio projects
- Link to year-round career/college readiness strategies

Updated Program Design

Tiers 1&2 (14-16 year old)- Virtual Learning Program 120 hours of participation utilizing Career Edge work readiness platform as well as providers’ own work based learning curricula

Tier 3 and OY- Hybrid program including 40 hours of Career Labs work readiness platform and 80 hours of placement in a worksite.

Additionally, CWP partnered with Achieve Hartford’s ALL IN Coalition to provide 12th grade transition planning to all of the SYELP recent graduates around college enrollment, financial aid, and post-secondary career pathway opportunities

Overview to Date:

Town by Tier	Total Participants
Berlin	1
Bloomfield	47
Bristol	29
East Hartford	75
East Windsor	1
Enfield	5
Farmington	1
Glastonbury	2
Groton	1
Hartford	706
Manchester	69
Middletown	1
New Britain	166
Newington	3
Plainville	3
Somers	1
Southington	1
South Windsor	1
Terryville	2
Vernon Rockville	18
West Hartford	26
Wethersfield	5
Windsor	25
	2
	1191

1,191 youth served

132,188 hours worked

11 contracted providers

298 worksites utilized

Industry (NAICS)	Worksites
Agriculture, Forestry, Fishing and Hunting	1
Construction	2
Manufacturing	2
Wholesale Trade	1
Retail Trade	46
Information	7
Finance and Insurance	5
Real Estate and Rental and Leasing	4
Professional, Scientific and Technical Services	7
Admin and Support, Waste Mgmt and Remediation	5
Educational Services	44
Health Care and Social Assistance	87
Arts, Entertainment and Recreation	19
Accommodation and Food Services	19
Other Services (except Public Administration)	27
Public Administration	22
Total	298