

SESSION	SESSION DEFINITION	ACTIVITY TYPE
<p>All sessions will be given a "PRIMARY CODE" for their main focus, and a "SECONDARY CODE" for the supplemental focus if applicable. Participation in a one-hour session will result in the calculation of PRIMARY CODE dosage of 60 minutes (100% time) and SECONDARY CODE dosage of 30 minutes (50% time).</p>		
1 Academic Enrichment	Academic Enrichment: Enhancing reading, mathematics, writing, and other academic subjects or skills preferably through project based, embeded, disguised or play based learning modules.	ACADEMIC *Subjects can be: English Language Arts Math Science Engineering History Social Studies or Culture Fine Arts Foreign Language English as Second Language Any/unspecified
2 Homework Help/Tutoring	Homework Help/Tutoring: Session focused on completing homework assignments correctly or small group assistance focused on improving academic competency in one or more academic subjects.	
50 Credit Recovery	Credit Recovery: Academic classes that are for youth to regain academic credit for classes.	
20 Learning to Use Computers or Computer Programs	Learning to Use Computers or Computer Programs: Sessions whose primary focus is increasing skills in using computers (e.g., ipad, ipod, nook, kindle, tablet, etc.) or computer programs (e.g., coding, word processing, powerpoint, programming). DOES NOT include free computer time, web browsing, playing online games or use of social media.	TECHNOLOGY
21 Video and Media	Video & media: Sessions whose primary focus is to teach youth to use video, sound, TV, and other media technology.	
23 Arts and Crafts	Arts: Sessions teaching skills in and fostering self-expression through the visual arts-photography, jewelry, arts and crafts. If it involves use of computer programs (i.e., photoshop), a technology code will be given as the secondary.	ARTS
24 Music	Music: Sessions teaching skills in and fostering self-expression through singing or musical instruments.	
26 Theatre	Theater: Sessions teaching skills in and fostering self-expression through acting, drama, improv, playwriting.	
25 Dance	Dance: Sessions teaching skills in and fostering self-expression through dancing and movement. This code would be used as a Secondary code; Primary = Physical activity.	
28 Poetry	Poetry/Writing: Sessions teaching skills in and fostering self-expression through poetry and creative writing. This code would be used as a Secondary code; Primary = academic enrichment.	
48 General Arts (Multiple or not defined)	General Arts: Sessions that combine multiple types of creative arts including arts and crafts, dancing, theatre, skits, drawing.	
4 Team Sports	Team sports: Physical movements focused on teaching athletic skills or providing physical activity in team sports (e.g., basketball, volleyball, soccer). These sports can not be performed alone. Sport is played as a team and participants work in collaboration.	PHYSICAL MOVEMENT
5 Non-Team Sports	Non-team sports: Instruction provided to focus on enhancing athletic skills in sports (e.g., golf, bowling, swimming, track, laser tag, archery,aerobics, ski, skating, karate, jabari's martial arts, tae kwon do).	
49 General Sports	General Sports: Sessions that allow flexibility for youth to select from a range of team and non-team sports. Range of team and non-team sports, involving instruction or practices.	
6 Recess/ Physical Free play	Recess/Physical free play: Activities that are unstructured or provide NO instruction; (e.g., recess, general outdoor time, games involving physical activity). Open gym, recess, uninstructed activities that do not require efforts or lessons.	RECREATION & SOCIAL
7 Games	Games: Non-physical recreation games. Games that do not involve physical activity, such as board games, chess, card games. Games that emphasize strategic thinking (i.e., chess) or other academic learning would be given a secondary code as academic enrichment.	
8 Social Events Camp, Fun Days	Social Events: Sessions that offer youth the opportunity to build peer relationships through recreation or other social events, such as movies, celebrations, ice cream socials or fun day.	

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9 Career Development	Career Development: Sessions to help youth build skills or identify vocations for future careers such as job shadowing, visit to college campus.	YOUTH DEVELOPMENT
10 Social Emotional Learning	Social Emotional Learning: Social emotional learning can include character education and psycho social skills. Character education involves teaching children about basic human values including honesty, kindness, generosity, courage, freedom, equality, and respect. The goal is to raise children to become morally responsible, self disciplined citizens. Psycho social skills can help people make informed decisions, communicate effectively, and develop coping and self management skills that may help them lead a healthy productive life.	
11 Community Service	Community Services: Sessions whose primary purpose is to have youth learn about making a contribution to their community (e.g., service learning, cleaning up a neighborhood, planting a garden, etc.)	
12 Conflict Resolution	Conflict Resolution: Sessions to teach techniques for managing conflict with others and resolving interpersonal conflict through negotiation (i.e., anger management and conflict resolution).	
19 Resistance and Risk Prevention	Resistance and Risk Prevention: Sessions to build youth competencies in refusal skills and other techniques to resist peer pressure to use drugs and alcohol, and/or to change youth attitudes toward substance abuse. This can include violence resistance, self defense, abstinence and sex education.	
14 Leadership Development	Leadership Development: Sessions to build youth's competencies in leadership.	
15 Safety, Physical Health and Independent Living	Safety, Physical Health and Independent Living: Sessions focused on developing youth' skills in physical health, safety, and living independently, including cooking, hygiene, safety drills, financial planning and self care. Add as secondary if a sport activity emphasizing on fitness and health.	
16 Program Leaders	Program Leaders: Sessions that engage youth in program governance or training youth to be leaders in a program activity or event.	
18 Adult Mentoring	Mentoring: Sessions in which more experienced adults teach youth by example or through experience (i.e., big bros, big sis, Scouts).	
47 General Youth Development (multiple or not defined)	General Youth Development: Youth leadership/character development sessions that have multiple focuses from codes 9-19.	
27 Food and nutrition	Food and Nutrition: Sessions intended to increase youth knowledge of nutrition, how to eat well and to promote healthy eating habits. Not include: Meal time (code = 0).	FOOD & NUTRITION
30 Adult Education	Adult Education: Sessions for adults to increase competencies in literacy or other subject areas (e.g., computers, math, nutrition).	FAMILY INVOLVEMENT
31 ESL for Parents	ESL: Sessions for parents who are not native English speakers to increase knowledge and comfort with the English language.	
32 Parenting	Parenting: Sessions for adults to increase parenting competencies.	
33 Adult Social Events	Adult Social Events: Sessions designed to promote family involvement in programs and/or promote family togetherness through recreational or social events (e.g., field trips, family fun nights).	
ADDITIONAL COMPONENTS: STEM, COMPUTER TIME, FIELD TRIP OR SPECIAL EVENTS		
Computer Time	Computer Use. Any use of computer technology for recreation or academics.	USE OF COMPUTER
Field Trip	Field Trip. Non-continuing, sporadic events that happen outside (off site) of the program.	SPECIAL EVENTS or FIELD TRIPS
Special Event	Non-continuing, sporadic events. In-house/In-program non-regular events. If it ends up continuing throughout the semester, that SHOULD NOT be considered as special event.	
Science, Technology, Engineering & Math	Any mentioning on ACADEMIC Enrichment with science, engineering or math, and TECHNOLOGY sessions will be automatically classified as STEM. STEM credits won't be given if there is no information on specific subjects.	STEM