

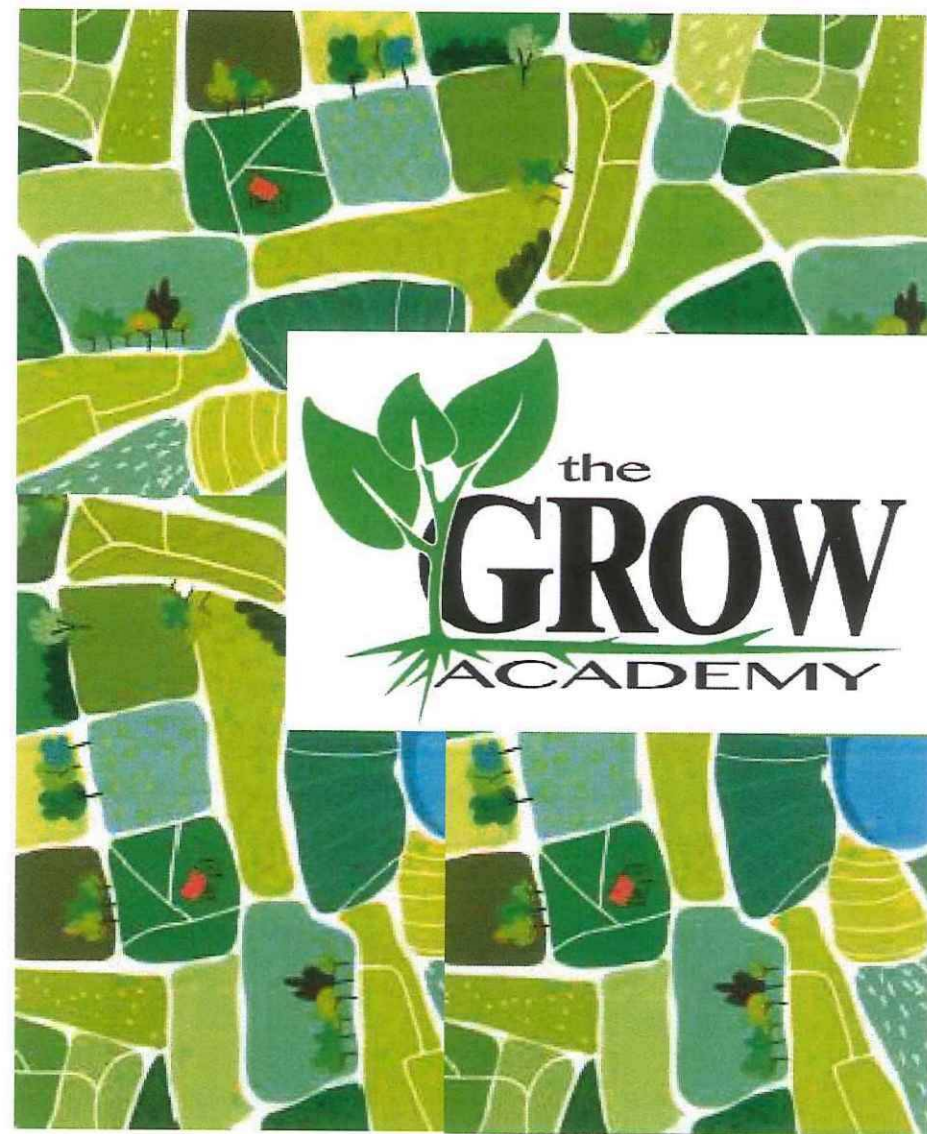
**We Believe In YOU!**

**Youth**

**Our organization**

**Uniting families and communities**

**Building hope to develop healthy youth,  
caring professionals, strong families,  
and safe communities.**



**The Grow Academy was created in recognition of the expanding need for community based programming for youth involved in the justice system.**

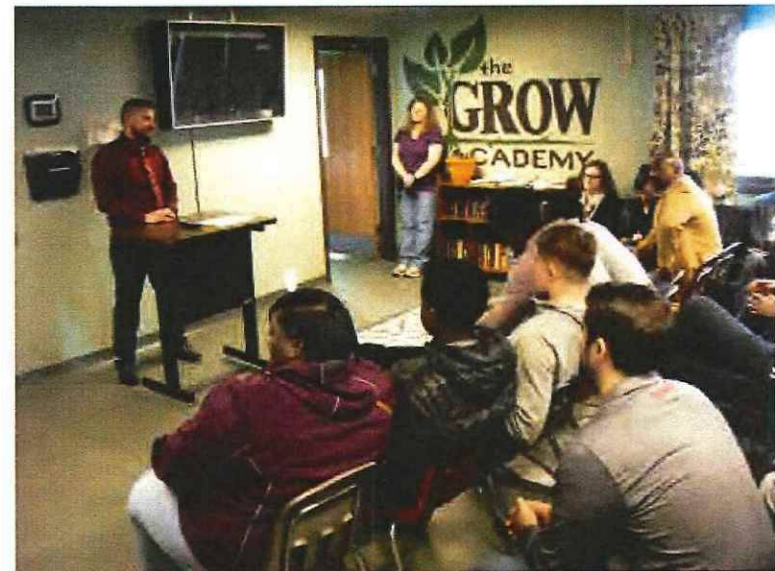
- ♦ Located in Oregon, Wisconsin
- ♦ Opened in 2014 to county and state supervised youth
- ♦ Community based programming
- ♦ Agricultural based curriculum
- ♦ Evidence based services
- ♦ Exploration of career opportunities
- ♦ Cognitive programming to develop and promote healthy thinking and positive decision making
- ♦ Staff provide 24/7 supervision while youth are on grounds and in the community



### Family

A youth's overall success at The Grow Academy relies on family involvement. Families are involved through:

- ♦ Visits up to three (3) times a week
- ♦ Daily phone calls
- ♦ Staff communication on progress and concerns
- ♦ Involvement in case management
- ♦ Attendance at graduation and continued support of youth's progress at home and in the community



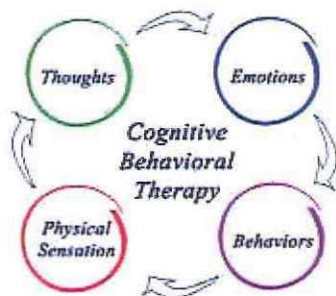


### Case Management

- ♦ Full time licensed Social Worker
- ♦ Risk and needs assessments that identify strengths & potential areas of growth
- ♦ Collaborative case planning that promotes responsible decision-making and specifically addresses areas that lead to problem behaviors
- ♦ Goals are achieved through incentive based activities and tasks
- ♦ Individual meetings to discuss progress, address barriers, and explore creative solutions for completing goals
- ♦ Build skills to aid in navigating stressful situations, which help reduce the intensity and frequency of overwhelming emotions
- ♦ Transition planning incorporates a multifaceted team to develop a cohesive plan for a youth's return home
- ♦ Referrals to outside services as needed including counseling, alcohol & drug treatment, anger management, and mentoring

### Cognitive Group

Evidence based group activities aid youth in understanding and addressing their own risk factors, triggers, and other behaviors that interfere with their success



The Grow Academy operates on an incentive based behavioral level system.

- ♦ Recognizes individual strengths
- ♦ Motivates youth to make positive decisions
- ♦ Provides rewards for meeting expectations and taking initiative to go above and beyond

Youth are encouraged to practice their leadership skills in a safe and positive manner

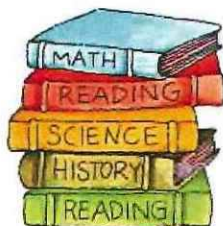
Rewards and privileges include:

- ♦ MP3 players
- ♦ Later bed times
- ♦ Use of the TV room and video game room
- ♦ Off-grounds recreational activities
- ♦ Extra phone calls
- ♦ and more....



### School

- Full-time, licensed special education teacher
- Partners with Community Groundworks and UW—Extension
- Traditional and non-traditional curriculum.
- School is in session Monday through Friday
- Youth earn an average of 3 credits in math, science, reading and social studies



### Garden/Agriculture

The Grow Academy has a one acre garden that provides organic produce to farmers' markets in the local community and gives youth a sense of responsibility and relevancy.

- ♦ Youth design their own plot using seedlings they grew in the school. The care they give this plot produces plants, fruits and vegetables for the youth to give to family or use to make fun recipes.
- ♦ The Grow Academy uses innovative agricultural practices such as hydroponics, aquaponics and hoop greenhouses



### Career Exploration Program

- ♦ On-grounds jobs
- ♦ Off-grounds internships at local businesses
- ♦ ServSafe training that provides a multi-year national certificate for safe food handling and management
- School credit earned for employment
- Employment group provides instruction for
  - Interviewing, drafting resumes, completing job applications
  - Decision making skills in employment settings

### Market

- Items sold at market include fresh and canned produce, bakery items, and woodwork
- Youth are given opportunities in making all of the items sold at market
- Youth bake items in a professional kitchen called the FEED Kitchen
- Revenue received from market events support youth recreational activities.

### Community Service

- Youth gain knowledge and experience being an active member of the community and having a lasting positive impact on society
- Volunteer opportunities are offered, giving youth a chance to complete court ordered obligations

