



**BOYS & GIRLS CLUB**  
OF THE OZARKS



**WHATEVER  
IT TAKES TO  
BUILD  
GREAT  
FUTURES**

**ECDC - BGCO**

Education & Career Development  
Update v 001

# COMMUNITY RESOURCES



## **211.ORG**

Comprehensive resource database that connects you to specialists in your area to find the services and support for your specific needs

## **FREE BROADBAND**

Starting Monday, March 16, 2020, eligible households interested can call: 888-633-0030 to enroll in Suddenlink region. Some fees may apply.

## **MY FUTURE.NET**

<https://youtu.be/KWhVOn1poOQ>

## **MONEY MATTERS**

Money Matters promotes financial responsibility and independence among Club members ages 13 to 18.

## **CODE ANY WHERE**

Got an internet connection and a kiddo 'more advanced' with technology. Expose them to the world of coding especially if they have already completed the My Future Coding Section

## **FREE CODE CAMP**

Learn to code. Build projects. Earn certifications Certifications: Responsive Web Design, JavaScript Algorithms and Data Structures, Front End Libraries, Data Visualization, APIs and Microservices, Information Security and QA

## **LEAGUE OF LEARNING**

Legends of Learning provides an engaging educational experience for at-home learning. Kids will love the educational games on the platform, and parents love the data that comes out as they automatically progress.

## **BGCO AT HOME**

Connect directly with the local staff of the Boys & Girls Club of the Ozarks who are providing fun and learning via YouTube

## **SAMHSA'S HELPLINE**

1-800-985-5990 24/7, 365-day-a-year, national hotline dedicated to providing immediate crisis counseling for people who are experiencing emotional distress related to any natural or human-caused disaster

## **ACHIEVE3000**

LITERACY AT HOME DIGITAL Accelerated Literacy Success! Read great articles and stories and then complete activities that will help you build your skills.

## **ADOBE**

Free access to Creative Cloud tools through May for home use by students

## **AGE OF LEARNING**

Free at-home access to ABCmouse, a learning resource for ages 2 to 8; Adventure Academy, is open for students ages 8 to 13; and ReadingIQ, a digital library and literacy platform is available for children 12 and under.

## **AMERICAN MUSEUM OF NATURAL HISTORY**

The American Museum of Natural History is one of the world's preeminent scientific, educational and cultural institutions.

## **BOARDMAKER**

Boardmaker is a collection of standardized picture symbols used for communication with students who are strong visual learners, including those with autism spectrum disorders, Down Syndrome, speech and language disorders, and behavioral disorders. A thematic series of units called Boardmaker Activities to Go are free, and ready to download, print, or copy.

## **STORIES - AUDIBLE**

A major resource and potential confidant for some teens as they are sometimes the only positive influence in their lives. Speak life, words are powerful.

## **MANGO**

Learn a new language

