National Youth Leadership Forum: Pathways to STEM Alumni

Sample 2024 Residential Program Schedule*

Breakfast

Each day of exploration begins early as students are escorted by Envision team members to the dining hall where they may choose from a variety of hot and cold breakfast items.

Frame the Day: Focus on Key Leadership Skills

These meetings help lay the groundwork for both the day's activities and the key cognitive skills that the students will be focusing on during the day, such as creativity, self-awareness, responsible decision-making, and ingenuity. Reinforcement of these important skills is woven throughout the day and within each activity.

STEM Simulation: SAVE the World

Twice a day, students gain exposure to the real-world application of key STEM skills while participating in a problem-solving simulation. Through the simulation, students take on roles, examine, question, research, form solutions, and learn about the curriculum and about themselves.

Lunch

Taking a break from exploring, students and Envision team members proceed to lunch. Meals are always the perfect time to relax, interact with fellow students, and discuss the day's exciting events!

Recreation Time

Recreation time allows students to go outside (weather permitting) with Envision team members and fellow students to stretch their legs, participate in a game, art activity, or just relax.

Makerspace Challenge

Students participate in a challenge, utilizing skills they cover throughout the day during the meetings and simulation time. Guided by Envision team members, students will get creative and challenge their peers during activities which will broaden their understanding of the STEM fields.

Maker Documentary

Students document their experience and growth during the simulation by capturing and organizing photos, which will be used for their final presentations.

Dinner

Students and their faculty advisors proceed to the dining hall and choose from a wide variety of hot and cold dinner items.

Evening Team Time Activities

The goal of evening team time is to wrap up the busy day by having FUN! Potential team time activities include carnival nights, special guests such as mad scientists and magicians, trivia and game nights, and even variety shows featuring students as performers!

Hall Meetings & Dorm Time

Envision team members meet with students outside of their rooms, prepare them for bedtime, encourage them to call home, remind them of the importance of personal hygiene, such as brushing their teeth, encourage a good night's sleep, and go over their next exciting day at *NYLF Pathways to STEM Alumni*. After hall meetings, students are given time to settle in before getting into bed.

Evening Room Checks

Envision team members are assigned to specific hallways and perform checks on each sleeping room to make sure students are safe, secure, and have everything they need for the evening. All rooms are checked during this time.

National Youth Leadership Forum: Pathways to STEM Alumni Sample 2024 Day Program Schedule*

Arrival

Each day of exploration begins early! Students may be dropped off at any time throughout the 30-minute window noted above, but it is important to be at the program no later than 8:45 a.m. in order to participate in the day's first activity. Students registered for the Extended Day program should arrive between 7:45 - 8:15 a.m. to join the program for breakfast before heading to their first activity.

Frame the Day: Focus on Key Leadership Skills

These meetings help lay the groundwork for both the day's activities and the key cognitive skills that the students will be focusing on during the day, such as creativity, self-awareness, responsible decision-making, and ingenuity. Reinforcement of these important skills is woven throughout the day and within each activity.

STEM Simulation: SAVE the World

Twice a day, students gain exposure to the real-world application of key STEM skills while participating in a problem-solving simulation. Through the simulation, students take on roles, examine, question, research, form solutions, and learn about the curriculum and about themselves.

Lunch

Taking a break from exploring, students and Envision team members proceed to lunch. Meals are always the perfect time to relax, interact with fellow students, and discuss the day's exciting events!

Recreation Time

Recreation time allows students to go outside (weather permitting) with Envision team members and fellow students to stretch their legs, participate in a game, art activity, or just relax.

Makerspace Challenge

Students participate in a challenge, utilizing skills they cover throughout the day during the meetings and simulation time. Guided by Envision team members, students will get creative and challenge their peers during activities which will broaden their understanding of the STEM fields.

Maker Documentary

Students document their experience and growth during the simulation by capturing and organizing photos, which will be used for their final presentations.

Student Pick-Up

Parents should arrive to pick up students during the 30-minute window noted above. They will be asked to provide photo identification at pick-up, and they will sign their child out with an Envision team member. Pick-Up for students registered for the Extended Day program is after dinner and evening activities from 8:15 - 8:30 p.m. at the designated pick-up location.