Response to Questions on the FY 2010
County's Line of Business & Schools Program Review Processes
Fall 2008

Request By: Supervisor Hyland

Question: Provide a list of existing Computer Learning Centers' Partnership (CLCP) and computer clubhouse sites operated by the Department of Community and Recreation Services and what criteria will be used in deciding additional CLCP facilities to close.

Response: The Computer Learning Centers' Partnership (CLCP) program was started by the Fairfax County Office of Partnerships (OOP) in 1995. The mission of CLCP is to provide high-tech resources for children and their families who otherwise would not have access to current technology. The goal is to address the growing technological gap in local schools between children who have computers at home and those who do not. To best meet this goal, CLCP centers are located in 12 local, easily accessible locations that include a church basement, schools, resource/neighborhood/community centers and apartment complexes.

The Computer Clubhouse program was started by the Department of Community and Recreation Services (CRS) in 1999. This is an after-school program designed to give youth the opportunity to work with cutting-edge computer technology, advanced software and robotics. These tools are used to capture the interest of youth through creative play and thereby gain the ability to actively steer them toward the development of hobbies, special interest projects and positive socialization. The primary objectives of the program are to help participating youth find focus and organization by engaging in technology projects they are passionate about or find compelling. These skills are transferable to academic, social and career pursuits. Computer clubhouses are located in local, easily accessible locations that include 5 community centers and 1 teen center.

On April 1, 2008, the CLCP program was transferred to CRS from OOP. Aligning the CLCP program with the CRS Computer Clubhouse program helps facilitate the development of a comprehensive approach to delivering technology services to children and youth with the greatest needs. As a result, resources available within both programs are shared and maximized, a continuum of computer based-learning and activities is being created and partnerships and new resource development are being enhanced.

It should be noted that due to exempt-limited term salary reductions in FY 2009, two CLCP sites were recently closed (West Ford in Alexandria and West Glade in Reston). Youth participants at these two sites were redirected to the Gum Springs Computer Clubhouse in Alexandria and the Southgate CLCP in Reston to ensure continued access to technology programs.

12 CLCP Sites

- Annandale Terrace – (school site) 7604 Herald Street, Annandale
- Cedar Ridge/Forest Edge Elementary – (Housing complex) 1601 Beacontree Lane #1C, Reston
- Chantilly (Ox Hill Church) – 4101 Elmwood Street, Chantilly
- Culmore – (Resource Center) 3304B Culmore Court, Falls Church
- Herndon – (Resource Center) 1086 Elden Street, Herndon
- Hybla Valley – (school site) – 3415 Lockheed Blvd, Alexandria
- Kingsley – (Kingsley Commons Housing Complex) 3037B Monticello Blvd., Falls Church
- Mt. Vernon Woods – (school site) – 4015 Fielding Street, Alexandria
- Murraygate – (Housing complex) – 7800 Belford Court, Alexandria
- Sacramento – (Neighborhood Center) – 8792-E Sacramento Drive, Alexandria
- Southgate- (Community Center) – 12125 Pinecrest Road, Reston
- Yorkville – (Housing complex) – 3150 Draper Drive, Fairfax

6 Computer Clubhouse Sites

- Bailey's Computer Clubhouse – 5920 Summers Lane, Falls Church
- Gum Springs Computer Clubhouse – 8100 Fordson Road, Alexandria
- James Lee Computer Clubhouse – 2855-A Annandale Road, Falls Church
- Mott Computer Clubhouse – 12111 Braddock Road, Fairfax
- Reston Computer Clubhouse – 12196 Sunset Hills Drive, Reston
- Willston Computer Clubhouse – 6131 Willston Drive, Falls Church

Criteria for closure

Criteria would be developed in coordination with the CLCP Advisory Council, but would most likely include the following:

- Availability of similar programs in close proximity to the sites (ensure alternative technology options for youth currently being served by CLCP).
- Impact the fewest possible youth currently being served by the CLCP by identifying sites with low attendance.