

**AITKIN COMMUNITY EDUCATION  
YOUTH SERVICE GRANTS  
2025-2026**

Deadline to use grant funds is June 15, 2026 or they will be forfeited.

**Grant Schedule:**

<u>Application Deadline</u>	<u>Application Reviewed by YIP Board</u>	<u>School Board Approval</u>
November 21, 2025	December 2, 2025	December 15, 2025
February 1, 2026	February 3, 2026	February 9, 2026
April 1, 2026	April 7, 2026	April 20, 2026

**WHO IS ENCOURAGED TO APPLY?**

All applications must be written **by students** (with the exception of the younger learners who will need an adult to fill the grant out for them). All applications must be for youth-centered programs.

**WHAT PROJECTS WILL BE CONSIDERED?**

Projects that address one or more of the following youth focus issues will be considered for funding:

1. Youth At Risk
2. Building Self-Reliance and Self-Sufficiency
3. Positive Youth Empowerment/Advocacy and Public Awareness
4. Interpersonal and Multi-Cultural Relationships
5. Family Issues and Relationships
6. Youth Service

**HOW DO YOU GO ABOUT APPLYING FOR A GRANT?**

Complete an application using the attached form. Submit to Nedra Henline before the application deadline. The Youth In Philanthropy Board will meet and decide if the grant gets submitted to the school board for approval. There will be a cap of \$500.00 per grant, unless it is a field trip and bussing is needed, then it is a \$1,000 cap. Please use denominations of \$100 up to \$500 when applying for funds. Special consideration is given to proposals that are cost effective and impact youth at relatively low cost.

**EXPENSES THAT ARE NOT ELIGIBLE**

- Personal items such as clothing, gifts, etc.

-Capital expenditures such as equipment items (supplies that are necessary to carry out a project are not usually regarded as capital expenditures)

-All funds expended must be according to regulations that govern the expenditure of Community Education monies.

## **YOUTH DEVELOPMENT GRANTS PROGRAM CONDITIONS FOR ELIGIBILITY**

1. Grant applications must be written by youth for youth-based programs. (exceptions made for youngest youth- then adult can fill out application)
2. The proposal must provide service opportunities for persons between birth and age 21.
3. The proposal must provide opportunities for children and youth who live within the boundaries of District 0001.
4. The applicant must consult Community Education staff in its planning, implementation and evaluation.
5. All expenses must be paid by Community Education from funds granted to the project.
6. The proposal must address at least one of the focus issues.
7. The proposal must have a program evaluation plan that includes identifiable outcomes.

## **EVALUATION CRITERIA FOR GRANT APPROVAL**

1. Special priority will be given to proposals that help youth address problems that place them at risk.
2. Special priority will be given to proposals that are directed toward the prevention of problems.
3. Special priority will be given to proposals that are developed and evaluated with significant youth involvement.
4. Priority will be given to applicants that demonstrate the ability to carry out the project.
5. Special consideration will be given to proposals that include matching other funding or volunteer sources with Youth Service grant funds.
6. Special consideration will be given to proposals which are cost effective and impact youth at relatively low cost.

## YOUTH GRANT APPLICATION FORM

Date: 2/9/26

Project Name: Aitkin Robotics Duluth Regional Field Trip

Name of Organization/Group: Aitkin Robotics

Name of youth applying for grant: Tryniti Shaffer

Age/Grade: 16 years old/11<sup>th</sup> grade

Adult overseeing project: Jason Henke

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Email of adult: jhenke@isd1.org

Adult phone number: 218-831-0928

### DESCRIBE YOUR PROJECT:

**The Aitkin High School Robotics Team is a team through the FRC, First Robotics Competition, program. With this program teams are faced with a new competition, complete with new challenges each year. Through First, students are pushed to work as a team, learn to communicate and problem solve all while promoting creativity. In matches teams are randomly organized into different alliances with two other teams where they compete against another alliance. This forces different teams to work together to strategize and make a gameplan that compliments each team's individual strengths. Teams from all over the world come together to compete both with and against each other at competitions globally.**

## **PROJECT FOCUS ISSUES, GOALS, AND OBJECTIVES**

**PROJECT NAME:** Aitkin Robotics Duluth Regional Field Trip

**Focus issue(s) addressed by project:** Travel expenses to transport 13 students and their mentors to Duluth.

**Goal(s) of project:** Teaching our students to problem solve, communicate, and partner with other schools across the world and country while pushing creativity and a drive to learn in the STEM field.

**Activities to fulfill the goals:** (be specific, you should include the number of youth to be served and the number of hours of contact time.)

13 members working Monday-Friday after school from 3:30-5:30 pm from January-March to build the robot we use in competitions. Roughly 10 hours a week for a guaranteed 8 weeks, most likely more.

What is the timeline for this project? (Be sure to include beginning and ending dates) Describe how this project will be evaluated. How will you determine if this project is successful?

The season kick off was Saturday, January 10<sup>th</sup> and our competition in Duluth is from March 4<sup>th</sup>-March 7<sup>th</sup>. Within that 8-week timeframe we have to design, build, and code our robot. For this year's project we must create a robot that can pick up hard foam balls, throw said balls, and climb a ladder within the game rule restrictions on the weight and size of our robot. We'll be evaluated on how well these tasks are completed and if we followed all the rules, determining success by our completion of the tasks and our skills used to do so.

Background of the applicant and ability to carry out project:

I have been in robotics since the start of the program making this my second year. I designed our build, shirts and bumpers last year and did that again this year to ensure we don't fall behind and have everything set for Duluth. I oversee our project as a whole and help out everywhere in an effort to make sure our team can compete this year and learn just as much as last year.

### BUDGET PROFILE

Amount Requested \$ 1,000

DESCRIPTION OF EXPENDETURES	YOUTH SERVICE MONEY	OTHER SOURCES	OTHER
Driver salary	\$1,500	NASA Grant, Duluth entry fee/kitbot	\$6,000 entry fee \$300 kitbot
Milage	\$750	Student/Ment or Food	\$650
Driver Hotel	\$500	Student/Ment	\$2,000

		or Rooms	
Driver food	\$50		

**Total Expenditures: \$ 11,750**

Signature of Applicant: Tryniti Shaffer

Date: February 9<sup>th</sup> 2026