

# FY2024 Buncombe County Tipping Point Grant Report

|                           |                                            |
|---------------------------|--------------------------------------------|
| <b>Organization Name:</b> | Arms Around ASD (Autism Spectrum Disorder) |
| <b>Project Name:</b>      | Summer Camp Clubhouse Program              |

| Activities Accomplished                              | Annual Goal | Amount Completed |
|------------------------------------------------------|-------------|------------------|
| Improvement in measured aspects measured via surveys | 10%         | 15%              |
| Percentage of participants who show improvement      | 25%         | 20%              |
| Available timeslots filled                           | 50%         | 45%              |
| Participants who complete the program                | 50%         | 94%              |

| Expenses (please list <u>all</u> grant related expenses) | Amount Spent    |
|----------------------------------------------------------|-----------------|
| Program director                                         | \$ 3,000.00     |
| Camp counselors                                          | \$ 1,000.00     |
| Offsite activities                                       | \$ 816.00       |
| Materials                                                | \$ 184.00       |
|                                                          |                 |
| <b>TOTAL:</b>                                            | <b>\$ 5,000</b> |

**Narrative summary of grant related activities**  
 Our first summer camp was a huge success! We had 19 campers, and added some special activities such as an escape room experience and a visit to the Asheville Gem Mine.

In week 1, all participants planned and completed a group trip to the grocery store, helped put together a crudité plate and successfully baked an individual portion of a brownie based on following a recipe.

In week 1, all participants engaged in activities designed to facilitate socialization and communication such as ice breakers, social board games, and social video games.

In week 2, 8 out of 10 participants put together a grocery list, shopped for groceries that accounted for and accommodated dietary restrictions, and put together a snack based on a recipe while working together in a kitchen setting.

In week 3, all participants engaged in activities designed to facilitate socialization and communication such as ice breakers, social board games, and social video games.

In week 3, 9 out of 10 participants participated and successfully completed an escape room which involves sequencing numbers and letters and solving puzzles through peer collaboration.