



MENTOR



VOLUNTEER



INNOVATE



EDUCATE



EQUAL FOOTING
FOUNDATION

ANNUAL REPORT 2006-2007

Message from ...

The Chairman



2006 – 2007 has been a stellar year for the Equal Footing Foundation. As the charitable arm of the Northern Virginia Technology Council (NVTC), we have reaffirmed our position as the best way for technology company members to concentrate their charitable giving. This year, we established our “Beyond-the-Clubhouse” scholarship to ensure that Computer Clubhouse participants

can continue their education post-high school. Through the generous support of the NVTC Board of Directors and member companies, we have doubled our donor base to help expand our programs in rocketry, robotics and graphic arts. The annual NVTC Golf Tournament also raised \$52,000 in sponsorships and donations to benefit the Foundation and to help increase our impact in the community

Thirteen of our Computer Clubhouse members received Leadership Awards from Chairman of the Fairfax County Board of Supervisors Gerry Connolly. Eighteen students who were active in Computer Clubhouses graduated from high schools in Fairfax County this year. These youth used our facilities to complete their homework and experience other learning opportunities—and are now more technologically savvy and better prepared to enter the next stage of their lives. Plans are in place to expand the Computer Clubhouses beyond Fairfax County. We donated \$100,000 from the DuPont Foundation’s gift to the Equal Footing Foundation to open our first Clubhouse in Fauquier County (in Marshall, Virginia, to be exact).

But for me, personally, the greatest moment in 2007 as Foundation Chairman was awarding our first Clubhouse Scholarship to a wonderful, bright and deserving student from inside our Clubhouse program. Irene Morrison-Moncure is a young woman with exceptional grades and a great passion for service work who advanced her technology skills through involvement in the Computer Clubhouse system. In fact, because Irene was about to head to college without a computer, we bought her one! Next year, we hope to expand our scholarship program so more deserving students like Irene can have the opportunity to attend college and achieve their dreams of academic and professional success.

I encourage you to learn more about the mission of the Equal Footing Foundation and consider a corporate or individual donation so we can continue our work to improve the future of underserved youth in Fairfax County and beyond. Thank you.



Dan Gonzalez
Chairman, Equal Footing Foundation
Managing Partner, Appian Realty Advisors

The President & Executive Director



In the year and half I have been President & Executive Director of the Equal Footing Foundation, I am proud to say that we have seen a real impact in the lives of the children and communities we serve. Through our close partnerships with Fairfax County and local businesses, we are able to

create an “equal opportunity environment” where youth can access the tools and mentors they need to compete in a skilled and educated workforce. The educational programs and activities developed in the Clubhouse focus on youth development and education.

Last September, we expanded the Botball Robotics program into a year-long Robotics and Rocketry club that meets three times a week. In addition, we purchased film cameras for each individual Clubhouse so our younger members could learn more about the visual arts. Last spring, the J. Craig Venter Institute’s Genomics Bus provided a wet-lab experience for all six of our Clubhouses. And finally, the highlight of the year had to be the launch of the Computer Clubhouse Scholarship to help our student participants continue their education and garner new skills for the workforce of today and tomorrow. Exposing our youth to new and exciting opportunities, either through education, mentoring by example or individual student exploration, is critical in creating a strong business and civic leadership for tomorrow.

I think that there is no better way to hear how the Foundation is impacting our community and the lives of children than to hear it through the words and pictures of the Clubhouse members, mentors and managers. As you read through each experience, remember we are serving 1,500 students through our programs—a multitude of experiences!

Finally, without the support of our financial contributors, volunteer efforts and excitement of our students and other members of our community, the Foundation could not have achieved the successes of this past year. Thank you. We look forward to surpassing these successes in 2007 – 2008.



Colleen Hahn
President & Executive Director, Equal Footing Foundation

Faces of the Board

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Equal Footing Equal Access

The Equal Footing Foundation (formerly called The NVTC Foundation) was founded by Northern Virginia Technology Council members in 1998 to provide a means for the region's technology companies to contribute positively to local communities. As a 501(c)(3) foundation, our goal is to provide an equal opportunity environment where youth access the tools needed to successfully compete in a skilled and educated workforce. We accomplish this by funding, launching and sustaining Computer Clubhouses in partnership with local governments, businesses and other nonprofit entities.

The Computer Clubhouses we support are centrally located within established community centers in close proximity to schools and bus routes for easy after-school access. The result is an innovative and safe after-school learning center where children ages 8-18, many of whom do not have access to technology at home, work with adult mentors to learn, develop and explore their potential. The Computer Clubhouse program is part of an internationally recognized organization developed through a joint effort between the Boston Museum of Science, MIT's Med Lab and Intel. As a result of this relationship, each Clubhouse employs a project-based learning model and is connected to a child-safe global network.

The Computer Clubhouse environment gives participants the opportunity to become designers and creators, not just passive consumers of technology. This educational approach emphasizes the importance of interpersonal relationships and community in the learning process. In our Clubhouses, youth interact with adults and other young people who are enthusiastic about learning and are interested and invested in their work. As a result, Clubhouse members become part of the community that values and respects hard work and the pursuit of sharing ideas and knowledge.

CLUBHOUSE LOCATIONS

James Lee Community Center - Falls Church

Willston Multicultural Center - Falls Church

Gum Springs Community Center - Alexandria

Mott Community Center - Fairfax

Reston Teen Center - Reston

Bailey's Community Center - Falls Church

FUTURE CLUBHOUSES

Fauquier County - Marshall (2008)

Volunteer Opportunities

Clubhouse Volunteer – Homework Help

- Qualifications – Proficient with tutoring in reading and math (algebra a plus)
- Responsibilities – Help with homework projects and tutor in math and reading
- Hours – Two hours any weekday between the hours of 2:30 pm and 8:00 pm
- Number of volunteers needed – Four every weekday at each Clubhouse

Clubhouse Volunteer – Music Studio

- Qualifications – Interest in digital music making. The Clubhouses are all outfitted with small music studios equipped with a 12- or 16-channel mixer, a keyboard, pro quality studio monitors and microphones. Volunteers who work in or own a music studio are a plus
- Responsibilities – Work with youth on digital music making
- Hours – Two hours any weekday between the hours of 2:30 pm and 8:00 pm
- Number of volunteers needed – One every weekday at each Clubhouse

Clubhouse Volunteer – Graphic Projects

- Qualifications – Proficiency or willingness to learn Adobe, Photoshop, Illustrator, In-design, Flash and Dreamweaver
- Responsibilities – Work with youth on personal- and school-related graphic projects
- Hours – Two hours any weekday between the hours of 2:30 pm and 8:00 pm
- Number of volunteers needed – Four every weekday at each Clubhouse

Botball Volunteer (seasonal)

- Qualifications – Proficiency in programming C and C++ languages
- Responsibilities – Assist Clubhouse youth members in building robots from LEGO® blocks using the LEGO® Mind Storms programmable module and/or a specially designed programmable module designed by the KISS Institute as the robot's brain. Participate in the Botball competition in mid-May at the University of Maryland
- Hours – Two hours on Tuesdays and Thursdays between 4:00 pm – 8:00 pm from mid-March until mid-May
- Number of volunteers needed – Four per Clubhouse per week

Program Overview

The Equal Footing Foundation's Computer Clubhouse program is dedicated to offering resources and educational opportunities to students who would not otherwise have access to them. Each Computer Clubhouse environment maintains a consistent format with a structure that enables creativity and learning. In addition, each Clubhouse provides mentors and volunteers on a daily basis. From local business leaders and government officials to university volunteers and teen peers, these individuals connect education with life experiences. In the process, students become excited about learning and fluent with new technologies, and develop skills and experiences that will help them succeed in their future careers. The six Computer Clubhouses the Foundation supports serve more than 1,500 youth a week and more than 30,000 adults and children visit the centers each year.

Computer Clubhouse Core Programs:

- "Homework First!"
- Botball Robotics Tournament
- Virginia Space Flight Academy Camp
- Computer Literacy Skills
- Graphic Art and Web Programming and Design
- Music and Film Production
- Computer Gaming—"Design, Build, Develop, Program"
- Computer Simulations
- "Shoot for Education"
- "Girls' Nite Out"

The Foundation also provides events throughout the year to broaden Clubhouse members understanding of the world around them. In 2006, the Equal Footing Foundation added two new programs specifically targeted to cultivate youth-to-adult interaction:

Computer Clubhouse Speaker Series – Designed for local leaders, educators and business professionals to spend an evening with Clubhouse youth speaking about work, life and the path to professional and personal success.

Computer Clubhouse Adoption Program – Created to foster a corporation-to-Clubhouse connection through youth mentoring and financial contributions.

In the fall of 2007 Equal Footing Foundation Sponsored "Listening to Democracy," an interactive pro-

gram linking Fairfax County High School students with local and state government officials. The program was developed through a collaboration with Virginia Delegate Kristen Amundsen (D-44), the Fairfax County Public Schools and WestEd—a leading educational nonprofit specializing in Web-based learning.

Beyond-the-Clubhouse Scholarship – In 2007 the Foundation launched a new scholarship award to help our students get from "Clubhouse to College to Career." The scholarship is designed to help talented and deserving Computer Clubhouse students who would like to further their education but lack the financial support to do so. Clubhouse students are required to meet specific criteria defined in the application process to be considered for this scholarship.

Bannister Scholarship Fund – The Equal Footing Foundation also supports the Bannister Scholarship Fund, established by technology executive and NVTC Chairman Emeritus Dan Bannister in 1997 to award tuition to selected students enrolled in the George Mason University School of Information Technology and Engineering. To date, 26 scholarships have been awarded.

The Computer Clubhouse Program Goals:

- Strengthen academic achievement especially in the areas of math, science and technology
- Promote improved communication skills
- Encourage youth to work on projects related to their own interests
- Connect the path of education to real world applications
- Foster a sense of community where young people work together with support and inspiration from adults mentors
- Cultivate an environment to encourage young people to work as designers, inventors and creators



Botball

Computer Clubhouses Excel Among the Competition!

Learn ... Develop ... Explore ...

For the second year in a row, the Equal Footing Foundation's Computer Clubhouse robotics teams proved they excel among the competition! Thanks to the generous support of **Sprint Nextel** and **Northrop Grumman**, we were able to have all six Clubhouses participate in the 2007 Botball Robotics competition. Pitted against 72 teams from local area schools and robotics clubs, three of our robots made it into the elimination rounds and the Reston Clubhouse team won fifth place overall!

Sponsored by NASA and the KISS Robotics Institute, Botball Robotics is a high-energy, high-tech approach to education. Through hands-on experience, students build robots to compete on a well-designed game board. The robots must overcome obstacles and perform certain tasks to score points. By integrating science, technology, math and engineering with robotics, students learn cutting-edge technology skills. Teams compete in a double elimination competition; the teams' Web sites, project documentations and presentations also play a large part in the judges' overall scoring.

Each team is required to create a project plan, and perform analysis and design of its robot and the robot software. Three checkpoints during the competition allow each team to submit drawings, pictures, detailed designs, the project plan and, ultimately, the code for grading. These rigorous requirements encourage students to think through their robots from concept, through design and build, and then testing.

The Equal Footing Foundation would like to extend special thanks to the volunteers and mentors who devoted time and energy to teach our Clubhouse participants that learning can be fun!

Thank You to Our Botball Volunteers

Lashuan Desemew, Domino's Pizza

Bear Elfstrom

Franco Hinojosa

Ron Hulen, Command Information

Sal Hundal, SoltecOne, Inc.

Alex Kennedy, CACI

Puru Komaravolu

John T. (JT) Taylor, iWeb Software





Botball for Me

By Carlos Lefler

“Botball is a really cool robotics program that lets you experience building and programming of a Robot built with LEGO®s. I think Botball is the best thing to sign up for in the Clubhouse because when you first start it's new and you think it's hard. But once you get to know all the team members and the mentors it's a totally different story. If you stick around with Botball you learn a lot of stuff, like working well with others. In Botball that's important because if you can't work well with others, winning is almost impossible. Another thing you learn is respect. You want your team members to respect you, and you have to show them respect as well. My best times in Botball are when I go into the Clubhouse and crack a joke or two. A lot of times I can even get the mentors cracking up too. I really like all the friends I've made. My new friends and the mentors are really cool.”

Are You Ready for Some Botball?

By Irene Morrison-Moncure

“On May 12, 2007, I competed in the 2007 Botball Tournament held at the University of Maryland. Botball is a robotics program in which the computer language C-plus is used to instruct LEGO®-built robots to do various tasks. The theme for this year was ‘Volcano Rescue,’ so our robot had to place protective umbrella roofs on cylindrical houses. I was surprised at how well our robot worked and how far we progressed in the competition despite several malfunctions along the way. I was especially taken by the professionalism of the entire competition. Every group took great pride in its robot and several groups showed their dedication by wearing formal wear or personalizing their robots with names. Every team had a story behind its robot. Ours included many weeks of planning, building and programming. My first time at the competition table, I was so nervous I ran through all our previous Botball meetings in my head to reassure myself that our robot was sound. I felt accomplished as I carried the robot back to the pit area after our round. We had done well. Our 2007 season ended in the double elimination rounds, but I was pleased at how well we did and I am confident that our team will remember and be confident of total victory next year.”

By Ron Hulen Command Information

“The 2007 Botball competition was my first time helping students in a volunteer role. When I was asked by the Equal Footing Foundation to solicit volunteers from Command Information, my immediate reaction was that I had a lot to offer these kids, especially in terms of computer programming and project management, two key areas needed for the competition.

Since Command Information practices Agile Software development, I wanted to apply those practices to our team, the Reston Computer Clubhouse. Our team decided to implement the simplest design first that would give us the most points with the least amount of robot movement. Once this was done and tested, we would then add a second robot to the competition hopefully to score additional points.

Together, we created the robot design, the project plan, the software algorithms, and the testing plan. Through this experience, the students learned the Microsoft Office tools but more importantly were able to think through the problem and document the project's progress. Each week, we decided as a team what we were going to accomplish, very similar to Agile stories and a one-week iteration. Team members signed up for tasks and we completed them at the end of the week.

When we finally tested Robot A (formally known as “Three Can Sam”), we found that it worked well, but over time, it did not produce consistent results. We tested the robot many times and ended up adding components like a cattle catcher in both the front and the rear to remove obstacles from the wheels. Finally, after repeated

tweaks to the software and the robot structure, we had a robot that would consistently score a good set of points—not the most, but a number that would put us in the running.

Unfortunately, we ran out of time to finish Robot B and we went to the competition with Three Can Sam. At the competition, there were some very sophisticated robots. However, most of them did not produce consistent results. Our single robot which performed a simple, consistent program, won us fifth place out of 40 entries and 72 teams.

I learned much from the students in the Botball competition. They asked many questions and provided great input during robot construction and programming. They approached the problem from a different perspective and often provided solutions I never would have imagined. I feel they learned more about how to break a large problem such as building a robot into small, achievable tasks and then manage those tasks with a project plan.

I encourage anyone in technology today to volunteer for next year's Botball competition. There are so many ways to help: building the robot, helping with the presentation, creating the software, creating the team Web site, and documentation. The work is fun and it's a break from your day job. The students want to build a great robot and take pride in their work, mentoring them through the process is all that is needed. Also, it's exciting to see the students' faces light up during the competition as they see their hard work put to the test.”



Space Camp

Igniting Young Minds ... Discovering New Stars ...

For two weeks in the summer of 2007, Equal Footing Foundation sponsored 18 students with an interest in astronomy, metrology and rocketry, along with six of our Clubhouse managers, to the Virginia Space Camp Academy located at Wallops Island, Virginia. The Space Flight Adventure (Space Camp) is a week-long residential summer camp sponsored by the Virginia Space Flight Academy in conjunction with the U.S. Navy and NASA. The program focuses on youth ages 11-15 with an interest in learning about the science and engineering of rockets, robotics and space flight. Campers participate in actual rocket building, robot design and flight simulation. In addition to the technical aspects, the program highlights the more personal aspects of space travel, as students don astronaut suits and sampled "space food."



By Zewde Heywot

"My week at Space Camp was both educational and fun. I met plenty of other kids from other states that were so excited to learn about space. We learned a lot about aerodynamics and space exploration. Every day, we learned something new and went on field trips. We went on educational field trips, such as one to NOAA, and one to the naval base where the Navy tracks incoming and outgoing traffic both by air and sea.

After we learned how to build rockets from stage one to stage three, we were privileged enough to set the rockets off at NASA's visiting center. Stage-three rockets went higher than any rockets I have ever seen get shot off, due to the fact that campers put engines in them.

So after one engine shut off the other one started and it kept going higher. They also had educational movies that we watched about the first people in space, space cadets wearing space uniforms, eating in space, etc. They also had a class where we learned more on program-



ming the NXTs, the same ones we use and take to the Botball tournament, which I think was very helpful for the space campers and me. We went on recreational field trips as well, such as the one we took to the Island Creamery and to the Go-kart track on Chincoteague Island.

When it was breakfast and lunch time we got to eat our meals in the "Eagles Nest" where the Navy workers ate alongside us.

The Space Campers slept in the dorms, very comfortable and cozy, and campers were having a lot of fun with their roommates. After the field trips, we had "classes" where we helped make bottle rockets and three-stage rockets. The last day of camp, the Space Campers had their graduation, which was held at NASA's Visitor Center. The Space Campers looked like they loved it

when they got to simulate a space mission to Mars and explore the Martian terrain. I would definitely recommend Space Camp to Clubhouse managers and members so they can get the same experience that we did."



Space Camp 2007 By Alice Morrison-Moncreur

“Even though this was my second year at Space Camp, I met a lot of different people and had a very different, unique experience. Being a second-time camper, I was excited to get a slightly better cut

t-shirt than I did the first year, one of the few perks of seniority, but I soon realized that other things had changed.

This year, we were given more time to experiment on the flight simulators and robotics equipment. On the third day when we constructed two-stage rockets, another returning camper and I got to try our hand at building a three-stage that flew very high when we launched it. Also, on the fourth day, we got instruction from an amateur astronomer about the many stars of our solar system and the making of telescopes. That night, we used a very powerful telescope to get a close look at both Jupiter and Venus in the evening sky. If I get the opportunity, I hope to be able to go to space camp a third time next year.”



My Experience at Space Camp By Paris Mone Williams

“For me, Space Camp was an awesome experience because I have always been interested in the universe. In addition, to the opportunity to attend Space Camp, this

was my first time away from home. At first, I was worried but meeting new people made it easier for me to adjust because many of the campers were new to this experience too!

I learned how to build rockets, went on interesting field trips and had an opportunity to launch our rockets at NASA's Visitor Center. We also saw movies regarding the first astronauts in space—we were able to see them eating and preparing to go to bed. One interesting field trip was about weather satellites and the dishes that track them. One staff member explained how they tracked Hurricane Katrina that destroyed New Orleans, Mississippi, and some other southern states.

It was a great experience for me and I am looking forward to going back next year.”

Thank You to Our Dedicated Staff



- Paula Bailey**
- Willa Dumas**
- Alvaro Luna**
- Ron Moses**
- Erin Muessen**
- Margaret Plenty**



Scholarships

From Clubhouse to Beyond ...

In the spring of 2007, Equal Footing Foundation established the "Beyond the Clubhouse" Scholarship to provide resources to qualified Computer Clubhouse participants to support their transition to post-high school education. To be eligible for consideration, applicants must demonstrate exceptional qualities in the areas of leadership, academics and peer-to-peer counsel, and be an active participant in the Clubhouse for at least one year. All applicants must show a commitment to the ideals and activities that take place in the Computer Clubhouse environment and have demonstrated that commitment during the past year.

Scholarship Goals:

- The Equal Footing Foundation is committed to supporting young people as they transition from their Clubhouse membership to post-high school education.
- A key component of the Beyond the Clubhouse Scholarship is to encourage Clubhouse members to pursue studies or trades beyond high school. Scholarship awards range in increments from \$1,000 to \$15,000.
- The number of scholarships awarded depends on the number of qualified candidates. Students have four years to spend the scholarship total or the money will revert back into the program.

Eligibility and Requirements:

- Computer Clubhouse members who are eligible are those enrolled in an accredited undergraduate college, university or trade school.
- Applicants must demonstrate and describe a connection to the Computer Clubhouse, having been an active participant in the Clubhouse for at least one year. (If the Clubhouse has not been operating for one year, the applicant must have been active in the community-based organization that hosts the Clubhouse for at least one year.)
- Applicants must have completed or must be currently working toward their high school diploma, G.E.D. or other equivalency exam to fulfill their state's education requirements.
- Applicants must be a citizen of the United States.
- As a condition of receiving the award, scholarship recipients must provide documentation of their acceptance to, and enrollment in, an accredited undergraduate college, university or trade school.

2007 Graduating Seniors

Equal Footing Foundation supports educational and youth development programs through six Fairfax County Computer Clubhouses serving 1,500 students a week.



John Brownlee

Luis A. Oliva

Janaya Cannon

Cornell Redfern

John Cherry

Courtney Rhodes

George Hamlett

Andrew Shepperd

Codero Holt

Johnetta Vaughn

Chaya Jones

Marcus Wade

Irene Morrison-Moncure

Melinda Wright

These students, from eight area high schools in Northern Virginia have regularly participated in the Computer Clubhouse program.



Clubhouse Adoption Program

Connecting with the Workforce of the Future

Equal Footing Foundation created the “Adopt-a-Computer-Clubhouse” program to directly connect local corporations with youth in Northern Virginia. The program is designed to help foster an environment of innovation and education while providing students access to technology, mentors and role models. The program ensures long-term club stability through youth mentoring, technical innovation and corporate giving. In addition, the corporate-to-Foundation relationship helps promote our goal to provide an equal opportunity environment for students to access the technology they need to compete in a skilled and educated workforce, while working alongside adults. This combined program of direct financial contribution and employee volunteer initiatives provides the platform for local area companies and their professionals to have hands-on involvement with children ages 8-18. The sponsorship levels begin at \$20,000 with additional volunteer requirements. Sponsors are expected to continue their commitment for at least three years.



Sprint Nextel Foundation has generously adopted the Reston Computer Clubhouse for a second year in a row. The Sprint Nextel Foundation, established in 1989, has provided \$85 million in grants to community organizations across the country. Because of its generous support from the first year,

Reston was able to take fifth place in the 2007 Botball Robotics competition. In addition, the Sprint Nextel Foundation agreed to further the Robotics program and awarded additional funds for the six Clubhouses in Fairfax County.

Clubhouse Speaker Series

Path to Success

Equal Footing Foundation launched the Computer Clubhouse Speaker Series in 2006 to offer a way for corporations and individuals to directly connect the path of education to real world applications. Through informative, engaging presentations, youth hear first hand how education opens doors and creates opportunities. From “Clubhouse to College to Career” speakers help spark enthusiasm and generate momentum through example.



Volunteers

Everyday Generosity

INDIVIDUAL

Dillon Bussert

Leah Bussert

John Carney

Daniel Chavez

Bear Elfstrom

Theresa Jenkyins

Alex Kennedy

Jin Le

Jody Manor

CORPORATE

AH&T Insurance

Bittersweet Catering

Booz Allen Hamilton

CACI

Carney Interactive

Northrop Grumman

Scheer Partners

Todos Supermarket

A Good Year at the Clubhouse

By Alice Morrison-Moncure

“This May was, more-or-less, the one-year anniversary of my Clubhouse membership. I sure have come a long way. Starting out, I was a nervous, shy seventh grader who would much rather be spending time after school in the school library than in a room full of odd things and people I didn't really know. But I came to the Clubhouse every Tuesday and Thursday with my sister because, somewhere in the back of my mind, I actually found myself interested in the things that were going on: the robotics team that was trying to start up and stay strong, the intriguing application programs, and the many new people I met and talked to while I was there.

My sister got in robotics before I did. She is older and more confident than me. However, when she was unable to go to the competition I stood in for her, learned all of the robotics basics and saw the excitement of the competition. Of course, being the beginners that we were, our robot didn't go very far that day, but thereafter I had incentive to continue with the program, if for no other reason than to go back to the exciting competition the next year. By the time of the competition, our team had tripled from two members to six, and our robot was much better built and programmed. Granted, some of the other teams were really in it to win and still had more members than we did, but we got farther in the competition than we had the year before. That was accomplishment enough for us.

Of course, I had a bit of a break between the two robotics competitions. In June after the first competition, I went to Space Camp with some kids from other Clubhouses on Wallops Island, Virginia (near Chincoteague Island which is famous for the wild ponies that live there). My first Space Camp was a very interesting experience so I can't wait to go again this July. At Space Camp last year I learned the art of grafting bottle rockets, just how far away to stand from a rocket launcher to avoid being fried, to always be armed with bug spray in case of a sudden mosquito ambush and not to bring digital cameras on certain field trips (like Space Camp) to avoid prolonged jail time. (These guys have real secrets at this place.)”



My Computer Clubhouse Experience

By Irene Morrison-Moncure

“One should never say that girls and technology do not mix because I would be able to shatter that speculation in seconds. One afternoon, two summers ago, my mother introduced me to the local community center. She claimed that she had found a solution to the summer boredom that creeps around in the last few weeks of August before school reopens. The community center was a different one than I had remembered. Many blistering summer days had been spent at this center as a child in elementary school summer camp. Now it was magically transformed: the center included a new theater, a pristine new gym and an Intel Computer Clubhouse. It was to this Clubhouse that my mother had to drag me, as I was skeptical that I would find anything remotely interesting in a room full of untouched computers. There was no MySpace or Instant Messaging allowed in the Clubhouse, so all other forms of teenage life had long abandoned the surrounding area. Their laughter could be heard down the hall along with the sound of bouncing balls on the new gym floor. Intel Computer Clubhouses are a chain of centers around the world that are sponsored by Intel, the first location at

the Museum of Science in Boston, and in cooperation with MIT. Computers are donated for the kids in the community to use, along with the latest and most advanced technologies. It was a rare treat to be all alone with the Clubhouse advisor as he showed me every gadget and program that I was allowed to use. Nowadays, there is no need to drag me to the Computer Clubhouse as I usually have an unfinished project ready to be completed, whether a Scratch animation, a robot ready to be programmed with C+, or a new chapter addition on RPG maker.

So far, the best part about the Computer Clubhouse community has been attending the Computer Clubhouse Teen Summit summer 2006 in Boston. It felt like going to college—being surrounded by others with the same passions as you have. In fact, I will be attending college this fall and I hope that a computer will not be something I will have to worry about. Some colleges, such as Virginia Tech (I've been accepted!), require that you bring your own computer to campus. This is among other expenses besides tuition, such as books, fees and board. Receiving a computer of my own would mean less time spent on procuring one and more time meeting new friends and enjoying the “freshman fall.” Also, I hope to study economics, a growing field that has now reached out to computers to process the data used to predict the economy. A computer would be a valuable asset. And of course, I want to continue the work I have begun at my Computer Clubhouse in college, so it would be handy to have all my favorite programs just a click away.”

***The Foundation was able to donate a laptop computer to Irene as part of her scholarship.*



Willston Computer Clubhouse

By Luis A. Oliva

"The Computer Clubhouse means a whole lot to me. The Computer Clubhouse is not only a place that I can get a computer with many programs and Internet that help me with my schoolwork, but it is a place in which I can spend most of the after-

noons surrounded by kind and caring staff and by kids and teens of all ages and different ideas. I was introduced to the Computer Clubhouse by my mother's friend. At the beginning I was only a member of the RecQuest program, but as the summer of 2003 continued, I decided to enroll in the afternoon programs, which is the Computer Clubhouse. I was so amazed when I saw new and very fast computers available for kids of the community. I was also astonished at the fact that the program was completely free. My parents were ecstatic because the Computer Clubhouse was a safe, recreational and academic place I can spend my afternoons at no cost. When I mentioned kind and caring staff, I was referring to Mrs. Willa, the Computer Clubhouse Manager—she is one of the main reasons I go to the Computer Clubhouse. Mrs. Willa is a dedicated former teacher. She helps me in so many different ways like: she helps me with my homework, she edits my essays, she helps me find the perfect college, and she helps me with my vocabulary and improving my English. I have known Mrs. Willa for four years and she has positively affected my life tremendously and she is the person that has assisted me the most in adapting to the rigorous life in this country. My parents speak very limited English and this detriment has made it very difficult for them to assist me in selecting the right college and career. This is where Mr. Alvaro Luna has helped a lot with his words of advice and real life experiences.

Another reason the Computer Clubhouse means a lot to me is because it expands my knowledge and it introduces me to the real life. In spring of 2003, Mr. Erick Primmer, former Clubhouse manager, recommended and chose me to go to the Teen Summit, since I was an excellent and active member of the Clubhouse. At first, I was overjoyed and very ecstatic because it was the first time I was traveling in the United States. I became very sad and frightened to be away from my family in another state. Thanks to Mrs. Willa's encouragement and words of advice I was convinced in going to Boston, Massachusetts. Once I arrived in Boston, I discovered a new me. I learned to make friends with out the help of my parents and I learned that I was capable of making the right decisions. I learned many computer skills while in Boston and above all I had tons of fun. When I came back, I was no longer a shy boy; I was a young man ready to face his bright future. I would have not been able to cope under this stress without the help of the Computer Clubhouse.

I believe the Computer Clubhouse has helped me tremendously in my life and I believe it is still helping me in so many various ways. The Computer Clubhouse is not only a place I can get school work done, but it is also a second home that I am very proud to be a member of."

Genomics Bus Visits Clubhouse

On July 13, the GENOMICS bus from the J. Craig Venter Institute visited the James Lee Computer Clubhouse. The "GENOME Bus" as they call it, is a modified motor coach outfitted with advance laboratory equipment. The laboratory accommodates up to 30 students. On the bus, the students participated in hands-on DNA profiling—they extracted and visualize DNA from different types of tissue. They also used gel electrophoresis to distinguish between normal and sickle cell hemoglobin proteins.



My Genome Experience

By Carlos Lefler

"Hello, my name is Carlos Lefler, I am writing this article to describe to our readers the GENOME bus and how amazing it was. First, when you walk in you meet the wonderful staff onboard the bus. It was Mr. Darryl, the driver, and Ms. Jennifer and Ms. Crystal, the instructors. Well, in the bus you see some infected blood cells by the virus Sicoseleniumia that instead of keeping your blood cells round, it turns them into a crescent shaped moons. Then after we learned what the virus does to you, we did some lab testing to see if your patient is cured or is very sick. My patient was very sick. Well I like to thank the Clubhouse for bringing the GENOME bus to James Lee. It was good to have a little science in the summer."



NVTC Golf Tournament

to benefit the Equal Footing Foundation

It was a great day for golf and a great day for the Equal Footing Foundation when the NVTC Spring Golf tournament got underway with 110 players hitting the links at the Belle Haven Country Club. After 18 holes under bright blue skies, the players gathered for the dinner, awards program, silent auction and raffle. The tournament raised nearly \$52,000 for the Equal Footing Foundation's youth education programs.



Congratulations to the winners of the 2007 NVTC Golf Tournament!

First Place

Steve Breisth, Inscope Solutions
Caulley Deringer, Transwestern General Agency
Betty Hartmann, M3Com
Sean Stone, Silicon Valley Bank

Second Place (tie)

John Daley, Sprint Nextel
Andy Greig, Sprint Nextel
Rick Hausman, Sprint Nextel
John Muscarella, Sprint Nextel

Doug Jackson, Technology Finance Specialists, Inc.
John Kraft, ServerVault
Arick Levine, Sun Financial Services
Jamie Walton, Computer Sciences Corporation

Third Place

Tom Kennedy, GTSI Corp.
Jim Leto, GTSI Corp.
Bob Mitchell, GTSI Corp.
Mark Smith, GTSI Corp.

Closest to the Pin Men
Mark Walsh

Longest Drive Men
Tom Kennedy, GTSI Corp.

Longest Drive Women
Alissa Curry, First Horizon Bank

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