

# 2019

## IMPACT REPORT



THE REACH CONFERENCE  
SPONSORSHIP RELATIONS

# 2019 IMPACT REPORT

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The Early Outreach Conference (REACH) is an annual initiative intended to introduce at-risk, low-income youth in London and the broader community to post-secondary education opportunities. This program recognizes that many students begin thinking about their future at an early age, and serves to provide adolescents with the guidance, information, and tools necessary to support them in their decision-making process.

Throughout the Conference, Delegates (grade 7 and 8 students) take part in a variety of activities, including mock lectures from professors, motivational guest speakers, team building initiatives, introspective workshops covering subjects such as allyship, self-esteem, and goal setting, as well as a financial planning seminar, community involvement fair, and many social events.

## OUR TEAM

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Our team of dedicated Western students plan and execute the conference in its entirety.

Coordinator  
**Karnig Kazazian**

Administrative Assistant  
**Melanie Ng**

Conference Registrar  
**Emma Murray**

Leadership Development  
Directors  
**Althaf Abdeen**  
**Victoria Barroso**  
**Majd Radhaa**

Programming Directors  
**Ayma Aqib**  
**Aikansha Shawla**  
**Nassir Al-Khishman**

Finance Directors  
**Victoria Lu**  
**Prachi Oza**

Campus Recruitment  
**Keeley Shwann**  
**Rachel Downard**

Program Officer  
**Carina Gabriele**

2019

## Financials

# SPONSORSHIP

This conference is only possible due to the generosity of our sponsors. Our team would like to thank all organizations and individuals that help make the Early Outreach Program possible. In addition to sponsorships, our team holds fundraisers to raise as much money as possible. Every donation to the Early Outreach Program allows us to increase the number of delegates we can bring to the conference, with each student costing approximately \$155.

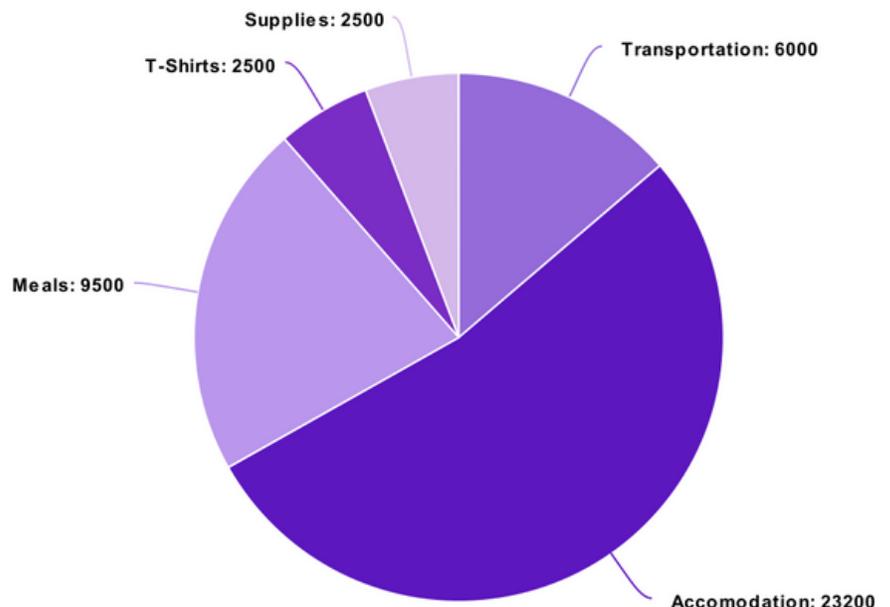
## COST PER DELEGATE

**\$155**

## Conference

# EXPENSES

Our total expenses for 2019's conference is \$43,600. The main components of our expenses include providing free accommodation, t-shirts, and meals for delegates and volunteers at Western's Perth Hall, as well as transportation and supply costs. We limit our expenses to the "bare-bone" costs as much as possible and rely on countless volunteers and sponsors to implement this program.



# PROGRAMMING

"Reach In, Reach Out"

## POST-SECONDARY WORKSHOPS

Delegates participate in a variety of interactive workshops designed to imitate post-secondary lectures. These workshops are facilitated by university and college professors. Interactive program at both post-secondary institutions showcased contemporary studies (ie: Chemistry, English, Business, and Engineering) to liberal arts (ie: Dance, Visual Arts, and Drama). Following the professional lectures, students also had the opportunity to select "elective" classes such as kinesiology, medical sciences, paramedics, and music.

## COMMUNITY FAIR

The community fair acts as a bridge between the delegates and community organizations. Representatives from local organizations set up booths to provide delegates with information about their organizations. Delegates can use this fair to get ideas about how they want to accomplish their 40 volunteer hours required for high school.





## SELF-ESTEEM TALKS

Delegates are divided into groups based on gender identification preferences (male or female) to participate in small group workshops. These workshops are facilitated by the LDs and are comprised of about 10 delegates and three LDs. Workshops address questions that delegates submit prior to the workshop. Common topics of discussion include body image, gender identity, gender stereotyping, and embracing uniqueness.

## THE REACH GAME

The REACH Game is an original game designed by the conference that mimics a life-size version of the Game of Life played in a large open space on campus. In this game, delegates can complete basic jobs or advanced jobs to gain money. Advanced jobs are similar to basic jobs, but earn more money per job. To access advanced jobs, delegates must first complete a post-secondary degree by answering trivia questions. To mimic the financial requirements of attending university, the game also has various points where OSAP and scholarships can be awarded.

The game showcases the importance of post-secondary education by allowing the delegates to make their own decisions and observe the effects those plans and decisions have on their 'life'.



“REACH in, REACH out”

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