

The Braiding and Leveraging Funds Game

Utilizing Diverse Funding Streams to Sustain Your SNAP E&T Program

Goodwill of North Georgia and Goodwill Industries International



Objective

- Understand the concept of braiding and leveraging Funds
- Show how to effectively combine multiple funding sources to support a program.
- Learn how to successfully reinvest funds back into the program to ensure sustainability.
- Engage in hands-on learning: Participate in the B&LFG activity to apply theoretical knowledge in a practical setting.
- Assess the outcomes and benefits of leveraging funds within the program

What Is Braiding and Leveraging Funds?

- Braiding funds combining two or more sources of funding to support a program or activity
- Leveraging funds using one funding source to attract a commitment from another funding source

What Is the B&LFG?

The Braiding and Leveraging Funds Game (B&LFG) is a hands-on activity that equips players to understand how to integrate (**blend**) different funding types into a skills training class. The funds are **leveraged** when they are successfully reinvested into the program.

How to Play: Funding Types



Government funding – may only be used to fund participants who are eligible for WIOA (Pub. L. 113-128), Vocational Rehabilitation (VR), Department of Juvenile Justice (DJJ), and Veterans Administration (VA) programming



Mission funding – social enterprise revenue, which is also private funding; can be used for any purpose. Note that SNAP E&T participants can only be funded with mission funding and other types of private funding. Mission funding can also be used to fund those who are ineligible for government funding



Private funding – Can be used for any purpose. Note that SNAP E&T participants can only be funded with private funding or mission funding (which is a form of private funding.) Can also be used for participants who are ineligible for government funding.

How to Play: Materials

- \$686 in government funding
- \$185 in private funding
- 7 different participant profiles with 7 envelopes to organize funding, eligibility, etc.
- 1 or 2 mission funding card(s) worth \$125
- Individual sets of instructions and material keys
- 1 receipt booklet
- Some players may have 1 house that supplements as an in-kind resource, the cost of housing for 1 unhoused participant.
 - Additionally, there is a housing services provider materials box that can supplement multiple participants' costs.
 - Other players can partner with the housing provider player.

How to Play: Game Stations









Community Resource Desk-

Participant recruit ment and SNAP E&T eligibility determination **Grants Office-**

Provides 1 randomized grant packet per player

Contracts Office –

Player requests
reimbursement
from government
for private
funds used to pay
for SNAP E&T
participants'
tuition and
services

Auditor(s)-

Verifies players' results at the end of the game



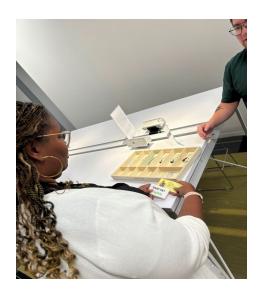
How to Play: Playing the Game

- The goal of this game is to enroll a minimum of 7 students in a skills training program of the player's choice.
- Maximum per class is 10, but players may have multiple classes.
- Students are enrolled if tuition and supportive services are paid using government funding, private funding, or a combination of the two.
- Players must prove that all students are funded.
- Players are permitted to work with other players to fund classes or satisfy other requirements; however, players must provide proof of collaboration.
- During gameplay, players must use \$1 to "hire" a grant writer. Players must follow directions in the grant funding envelopes for the remainder of the game.
- The winner is the player who has the most students enrolled.

Keep in Mind...

- SNAP E&T (Supplemental Nutrition Assistance Program Employment and Training) is a reimbursement program from USDA-FNS that is allocated to your state or county government. Therefore, when paying for a participant who is eligible for SNAP E&T, a player must pay for this participant using private or mission funding, which then will be reimbursed by 50% by the Contracts Office.
- For example, if a player funds an eligible participant's tuition for \$100, that player will receive a \$50 reimbursement from the Contracts Office.
- Reimbursement funds can be used however the player chooses.







Questions?

Let's play!

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Survey

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