

## COST CATEGORIES AND LIMITATIONS

### IV. Youth Program

Participants must be determined to be eligible for the Youth program, per definitions contained within this WIOA Handbook. A minimum of 90% of the funds allocated to a local area must be spent on Youth program costs. Expenditures for paid or unpaid Work Experience must be a minimum of 20% of the 90% program dollars. Administration is excluded from this particular calculation.

Work Experience may include staff time devoted towards the potential placement of and oversight of those participants. Only pre-Work Experience staff time (job development or required preparation courses) and staff time devoted to those participants during the Work Experience can be included as a Work Experience expense. Staff time study information would need to include a breakdown of In-School/Out-of-School Youth Work Experience hours vs. In-School/Out-of-School non-Work Experience.

A minimum of 75% of the total allocation to each local area for Youth, must be spent on out-of-school youth, unless otherwise directed by IWD. The local board may reserve a maximum of 10% of the total local allocation for pay-for-performance. In addition, 5% of all participants served do not have to meet the low-income criteria. However, they must meet all of the other eligibility requirements for Youth. Youth services that can be provided to Youth are:

- a. Tutoring, study skills training, instruction, dropout prevention and recovery;
- b. Alternative secondary school services;
- c. Paid and unpaid work experience including Summer Employment, Pre-apprenticeship, internship/job shadowing and OJT;
- d. Occupational skill training;
- e. Education offered concurrently with training for a specific occupation or occupational cluster;
- f. Leadership development, community service, peer centered activities and social/civic behavior;
- g. Adult mentoring of at least 12 months;
- h. Follow-up services for not less than 12 months after completion;
- i. Comprehensive guidance and counseling;
- j. Financial literacy education;
- k. Entrepreneurial skills training;
- l. Labor market and employment information;
- m. Preparation for transition to post-secondary education training; and

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n. Support services including linkages to community services, transportation, child and dependent care, housing, NRP, educational training, reasonable accommodations for youth with disabilities, referrals to health care and assistance with uniforms or other appropriate attire, work related tools, including eye glasses and eye protection gear.