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GEORGIA
Carl Vinson
Institute of Government
*Georgia Workforce and
Economic Resilience Center*

**GEORGIA'S
WORKFORCE
CONFERENCE**

The Braiding and Leveraging Funds Game

Jenny Taylor



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your leadership in
our communities.**



**Carl Vinson
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UNIVERSITY OF GEORGIA**



Goodwill
of North Georgia 

Innovating Georgia's Workforce Pipeline 2024

The Braiding and Leveraging Funds Game

*Utilizing Diverse Funding
Streams to Sustain
Your Programming*



Game Makers

SNAP E&T National Technical Assistance Team

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Session Learning Objectives

- Understand the concept of braiding and leveraging funds
- Learn how to effectively combine multiple funding sources to support a program.
- Learn how to successfully reinvest funds back into the program to ensure sustainability.
- Learn about SNAP E&T as a funding source.
- Engage in hands-on learning: participate in the activity to apply theoretical knowledge in a practical setting.
- Assess the outcomes and benefits of partnering to braid and leverage funds within your program

What Is the Game?

The Braiding and Leveraging Funds Game is a hands-on activity that equips its 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.

There is a specific focus on SNAP E&T (called SNAPWorks in Georgia, used for people who receive SNAP, but not TANF, who participate in education, and job training leading to employment that is funded with private or non-federal sources of funds.

Game Objective

1. To enroll a minimum of 7 participants who are fully-funded into a vocational skills training class
Maximum of 10 per class; Conduct as many classes as you like.

(FULLY FUNDED = TUITION + ALL REQUIRED SUPPORTS)

2. To utilize diverse funding sources (private, mission funding, and/or government) to fund each person in the class

What does it mean to Braid and Leverage 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

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 recruitment and SNAP E&T eligibility determination



Grants Office-
Provides 1 randomized grant 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 fully funded (tuition + all supports).
- Players are permitted to work with other players to fund classes or satisfy other requirements; however, players must provide documentation.
- 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 fully-funded 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 in private or mission funding, that player will receive a \$50 reimbursement from the Contracts Office.
- Reimbursement funds can be used however the player chooses.





Questions?

Let's play!

Contact us



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Go
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Good.