

RECIPIENT NAME: Connected Tennessee, LLC

AWARD NUMBER: 47-43-B10542

DATE: 04/27/2012

OMB CONTROL NUMBER: 0660-0037

EXPIRATION DATE: 12/31/2013

QUARTERLY PERFORMANCE PROGRESS REPORT FOR SUSTAINABLE BROADBAND ADOPTION

General Information

1. Federal Agency and Organizational Element to Which Report is Submitted Department of Commerce, National Telecommunications and Information Administration	2. Award Identification Number 47-43-B10542	3. DUNS Number 859149820
4. Recipient Organization Connected Tennessee, LLC 618 Church ST STE 305, Nashville, TN 372192437		
5. Current Reporting Period End Date (MM/DD/YYYY) 03-31-2012	6. Is this the last Report of the Award Period? <input type="radio"/> Yes <input checked="" type="radio"/> No	
7. Certification: I certify to the best of my knowledge and belief that this report is correct and complete for performance of activities for the purposes set forth in the award documents.		
7a. Typed or Printed Name and Title of Certifying Official Bernie Bogle	7c. Telephone (area code, number and extension)	
	7d. Email Address bbogle@connectednation.org	
7b. Signature of Certifying Official Submitted Electronically	7e. Date Report Submitted (MM/DD/YYYY): 04-27-2012	

Project Indicators (This Quarter)

1. Please describe significant project accomplishments completed during this quarter (600 words or less).

Connected Tennessee (CTN) held project planning meetings with all project staff, who continue to work closely with program partners. CTN program staff provided technology curriculum training to Boys & Girls Clubs staff at the annual Boys & Girls Clubs of Tennessee All Staff Retreat. In addition, and in an effort to answer questions and ensure compliance of the program, program staff completed at least 13 site visits to Boys and Girls Clubs throughout Tennessee. To date, Connected Tennessee has distributed nearly 2,153 computers to every Boys and Girls Club in the state as well as to foster youth statewide. This quarter, Connected Tennessee placed orders for computers for the Department of Children's Services recipients, and continued delivering the iKeep Safe, Internet safety training to these recipients.

Connected Tennessee's BTOP Program Trains Youth in Memphis: Connected Tennessee recently participated in two training events at Boys & Girls Clubs in Memphis. The first event was held at the Sycamore View Club and had close to 100 children present. The second event was held at the Ira Samelson branch and was attended by approximately 40 children. Connected Tennessee partner Mark Reavis from the University of Memphis and other University of Memphis staff members provided a presentation on Internet safety, educating the youth about safe and educational websites, staying safe while using e-mail and other social media platforms such as Facebook, and how to identify cyber bullying. This event brought together Connected Tennessee stakeholders and Boys & Girls Club youth to teach the youth about both the benefits and dangers of social media.

<http://www.connectedtn.org/blog/post/connected-tennessees-btop-program-trains-youth-memphis>

2. Please provide the percent complete for the following key milestones in your project. Write "0" in the Percent Complete column and "N/A" in the Narrative column if your project does not include this activity. If you provided additional milestones in your baseline report, please insert them at the bottom of the table. Figures should be reported cumulatively from award inception to the end of the most recent reporting quarter. Please provide a narrative description if the percent complete is different from the target provided in your baseline plan (300 words or less).

	Milestone	Percent Complete	Narrative (describe reasons for any variance from baseline plan or any other relevant information)
2.a.	Overall Project	78	The overall project was expected to be 64% complete at the end of this reporting quarter. Match contributions exceeding the expected match support were received, as a result, the reporting quarter indicates further progress than initially anticipated.
2.b.	Equipment / Supply Purchases	-	Progress reported in Question 4 below
2.c.	Awareness Campaigns	-	Progress reported in Question 4 below
2.d.	Outreach Activities	-	Progress reported in Question 4 below
2.e.	Training Programs	-	Progress reported in Question 4 below
2.f.	Other (please specify):	-	Progress reported in Question 4 below

3. Please describe any challenges or issues faced during this past quarter in achieving planned progress against the project milestones listed above. In particular, please identify any areas or issues where technical assistance from the BTOP program may be useful (600 words or less).

During this quarter, Connected Tennessee experienced no challenges or issues.

4a. In the chart below, please provide the requested information on your BTOP grant-funded SBA activities. Please also provide a short description of the activity (600 words or less). Figures should be reported cumulatively from award inception to the end of the most recent reporting quarter. Please ensure that the numbers of new household subscribers and business or community anchor institution (CAI) subscribers reflected in the "Total" row represent the unduplicated number of new subscribers that can be attributed to your SBA project as a whole.

Name of the SBA Activity	Location of SBA Activity	Description of Activity (600 words or less)	Size of Target Audience	Actual Number of Participants	New Subscribers: Households	New Subscribers: Businesses and/or CAIs

Name of the SBA Activity	Location of SBA Activity	Description of Activity (600 words or less)	Size of Target Audience	Actual Number of Participants	New Subscribers: Households	New Subscribers: Businesses and/or CAIs
Boys and Girls Club Training Event	Sycamore View Boys and Girls Club	Connected Tennessee and the Sycamore View BGC in Memphis hosted a cybersecurity training. Connected Tennessee partner Mark Reavis from the University of Memphis and other U of M staff members provided a presentation on Internet safety, educating the youth about safe and educational websites, staying safe while using e-mail and other social media platforms such as Facebook.	100	100	0	0
Boys and Girls Club Training Event	Ira Samelson Boys and Girls Club	Connected Tennessee and the Ira Samelson BGC in Memphis hosted a cybersecurity training. Connected Tennessee partner Mark Reavis from the University of Memphis and other U of M staff members provided a presentation on Internet safety, educating the youth about safe and educational websites, staying safe while using e-mail and other social media platforms such as Facebook	50	40	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Jackson	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	941	8,251	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Smoky Mountains	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	1,696	1,616	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Greater Memphis	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	3,435	1,110	0	0
Boys and Girls Club Online Training	Boys and Girls Clubs of Monroe Area	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	866	368	0	0

Name of the SBA Activity	Location of SBA Activity	Description of Activity (600 words or less)	Size of Target Audience	Actual Number of Participants	New Subscribers: Households	New Subscribers: Businesses and/or CAIs
Boys and Girls Club Online Training	Boys and Girls Clubs of Middle Tennessee	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	1,265	84	0	0
Boys and Girls Club Online Training	Boys and Girls Clubs of Morristown	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	2,451	34	0	0
Boys and Girls Club Online Training	Boys and Girls Clubs of Northwest Tennessee	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	1,379	16	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Bristol	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	565	418	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Maury	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	282	472	0	0

Name of the SBA Activity	Location of SBA Activity	Description of Activity (600 words or less)	Size of Target Audience	Actual Number of Participants	New Subscribers: Households	New Subscribers: Businesses and/or CAIs
Boys and Girls Club Online Training	Boys and Girls Clubs of Greenville and Greene County	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	430	160	0	0
Boys and Girls Club Online Training	Boys and Girls Club of Chattanooga	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	3,000	61	0	0
Boys and Girls Online Training	Boys and Girls Clubs of Tennessee Valley	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	5,825	213	0	0
Boys and Girls Online Training	Boys and Girls Club of Kingsport	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	1,294	24	0	0
Boys and Girls Online Training	Boys and Girls Club of Elizabethton/ Carter County	The Boys & Girls Club's Club Tech program is the primary mechanism of training. It is leveraged to develop the technology aptitude of vulnerable youth that is vital for school and workplace success. Each program listed below emphasizes the safe, ethical use of technology, explores high-tech career options and is available in its entirety online to be accessed by participants. 1. Skill Tech & Skill Tech II - Basic software, hardware and network skills. 2. Digital Arts Suite - Web design, graphic design, digital photography, music making and movie making. 3. NetSmartz – Web safety, shopping online and Web ethics. 4. Clay Tech – Animation. 5. Robo Tech –Robotics. 6. Game Tech – Game design.	135	15	0	0
Total:			23,714	12,982	0	0

4b. Please describe your method for determining the number of households, businesses, and/or (CAIs) subscribing to broadband as a result of your SBA programs (600 words or less).

Connected Tennessee surveyed 1,201 adult heads of household and 800 businesses via telephone in 2011. Among low-income

households with children ("low-income" defined as households with annual incomes below \$25,000), the target population for this program, broadband adoption increased by 7.85 percentage points, from 42.43% in 2010 to 50.28% in 2011.

4c. Please provide a narrative explanation if the total number of new subscribers is different from the targets provided in your baseline plan (600 words or less).

According to the 2010 US Census, there are 801,968 households with children in Tennessee. Further, per the census, 21.5% of those families have household income below \$25,000 (same source). By that calculation, 21.5% x 7.85 percentage points x 801,968 = 13,535 additional low-income households with children that have adopted home broadband service in the past year. The difference in the cumulative number being reported from the number of anticipated subscribers in our Baseline report (5,280) is the result of a greater than anticipated increase in home broadband adoption among low-income households in Tennessee and a greater than anticipated growth of qualifying households in Tennessee.

According to 2009 County Business Patterns report, the most recent such report from the US Census, the 7% increase in businesses adopting broadband equates to an increase in approximately 9,303 businesses. The difference in the cumulative business subscribership number being reported from the number anticipated within our baseline (81) is the result of greater than anticipated increase in broadband adoption among businesses.

4d. Please provide the number of households and the number of businesses and CAIs receiving discounted broadband service as result of BTOP funds.

Households: 0

Businesses and CAIs : 0

Project Indicators (Next Quarter)

1. Please describe significant project accomplishments planned for completion during the next quarter (600 words or less).

Regional Computers 4 Kids (C4K) celebration events in conjunction with the Tennessee Department of Children's Services (DCS) will begin next quarter. The purpose of which is to honor the recipients and also to raise community awareness about the BTOP program and the importance of adopting computers and broadband technology. In addition, the C4K program will continue to coordinate and execute training events with the Boys & Girls Clubs in Tennessee as well as release a new video highlighting the successes over the past year of the BTOP program.

2. Please provide the percent complete anticipated for the following key milestones in your project as of the end of the next quarter. Write "0" in the second column if your project does not include this activity. If you provided additional milestones in your baseline report, please insert them at the bottom of the table. Figures should be reported cumulatively from award inception to the end of the next reporting quarter. Please provide a narrative description if the planned percent complete is different from the target provided in your baseline plan (300 words or less).

	Milestone	Percent Complete	Narrative (describe reasons for any variance from baseline plan or any other relevant information)
2.a.	Overall Project	82	The overall project was expected to be 78% complete at the end of the next reporting quarter. However, match contributions exceeding the expected match support were received early in the project, and as a result, the program has reported further progress than initially anticipated. This trend is expected to continue.
2.b.	Equipment Purchases	-	Milestone Data Not Required
2.c.	Awareness Campaigns	-	Milestone Data Not Required
2.d.	Outreach Activities	-	Milestone Data Not Required
2.e.	Training Programs	-	Milestone Data Not Required
2.f.	Other (please specify):	-	Milestone Data Not Required

3. Please describe any challenges or issues anticipated during the next quarter that may impact planned progress against the project milestones listed above. In particular, please identify any areas or issues where technical assistance from the BTOP program may be useful (600 words or less).

Connected Tennessee does not anticipate any challenges or issues next quarter.

Sustainable Broadband Adoption Budget Execution Details

Activity Based Expenditures (Sustainable Broadband Adoption)

1. Please provide details below on your total budget, cumulative actual expenditures (for the period ending the current quarter), and cumulative anticipated expenditures (for the period ending next quarter) for each line item, including detailed disbursements of both matching funds and federal funds from project inception through end of this quarter (actual) or next quarter (anticipated). Actual and anticipated figures should be reported cumulatively from award inception to the end of the applicable reporting quarter.

Budget for Entire Project				Actuals from Project Inception through End of Current Reporting Period			Anticipated Actuals from Project Inception through End of Next Reporting Period		
Cost Classification	Total Cost (plan)	Matching Funds (plan)	Federal Funds (plan)	Total Cost	Matching Funds	Federal Funds	Total Costs	Matching Funds	Federal Funds
a. Personnel	\$506,492	\$0	\$506,492	\$259,311	\$0	\$259,311	\$304,479	\$0	\$304,479
b. Fringe Benefits	\$108,643	\$0	\$108,643	\$57,489	\$0	\$57,489	\$69,679	\$0	\$69,679
c. Travel	\$42,797	\$0	\$42,797	\$12,081	\$0	\$12,081	\$20,181	\$0	\$20,181
d. Equipment	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
e. Supplies	\$2,000,740	\$935,300	\$1,065,440	\$1,902,599	\$1,226,389	\$676,210	\$1,907,599	\$1,226,389	\$681,210
f. Contractual	\$22,500	\$18,750	\$3,750	\$26,028	\$5,104	\$20,924	\$33,077	\$5,104	\$27,973
g. Construction	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
h. Other	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
i. Total Direct Charges (sum of a through h)	\$2,681,172	\$954,050	\$1,727,122	\$2,257,508	\$1,231,493	\$1,026,015	\$2,335,015	\$1,231,493	\$1,103,522
j. Indirect Charges	\$560,265	\$0	\$560,265	\$276,709	\$0	\$276,709	\$316,860	\$0	\$316,860
k. TOTALS (sum of i and j)	\$3,241,437	\$954,050	\$2,287,387	\$2,534,217	\$1,231,493	\$1,302,724	\$2,651,875	\$1,231,493	\$1,420,382

2. Program Income: Please provide the program income you listed in your application budget and actuals to date through the end of the reporting period.

a. Application Budget Program Income: \$0	b. Program Income to Date: \$0
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