

## GRANT ANALYSIS FORM OPERATING & CAPITAL GRANT PROJECTS/PROGRAMS

Department/Division: City of Milwaukee Department of Public Works - InfrastructureContact Person & Phone No: Kimberly Kujoth, x5453

## Category of Request

 **New Grant**

Grant Continuation

Previous Council File No. \_\_\_\_\_

Change in Previously Approved Grant

Previous Council File No. \_\_\_\_\_

Project/Program Title: Let's Play City Construction GrantGrantor Agency: Dr. Pepper Snapple Group - KaBOOMGrant Application Date: 2013Anticipated Award Date: 2013

## 1. Description of Grant Project/Program (Include Target Locations and Populations):

The *Let's Play City Construction* grant will improve opportunities for play by removing and replacing outdated play equipment at the DPW play area located at 90<sup>th</sup> Street & Bender Road. The 90<sup>th</sup> & Bender play area was selected based on recreation sites due for reconstruction in 2014. To be eligible for the grant, the existing play area must be fully reconstructed with all existing play equipment removed and replaced. The grant will be used to off-set the cost of new, updated, ADA-accessible and safety-compliant play equipment. As part of the grant, DPW will follow KaBOOM's "Community Builds" model for community involvement and engagement in the planning, design and "building" of the site.

## 2. Relationship to City-Wide Strategic Goals and Departmental Objectives:

*Let's Play City Construction grant* supports the DPW goal to provide inclusive recreational opportunities for children of all ages that promote both active and passive play activities.

## 3. Need for Grant Funds and Impact on Other Departmental Operations (Applies only to Programs):

\$20,000 grant for play equipment with \$65,274 city match.

## 4. Results Measurement/Progress Report (Applies only to Programs):

## 5. Grant Period, Timetable and Program Phase-Out Plan:

Implementation October 2013 – September 2014

## 6. Provide a list of Subgrantees:

## 7. If Possible, complete Grant Budget Form and attach to back.

