



cam·ber | \ 'kam-bər \ (noun): *the positive, upward curve built into the beam of a bridge intended to distribute the load*

Focus Area Definitions

Health & Wellness: Improving access to the broad spectrum of resources that promote optimal health and well-being for communities, individuals, and families so that all can thrive.

Education: Advancing educational opportunities so that all students have what they need to learn and develop the knowledge and skills that drive them toward achieving their full potential and excelling in their future endeavors.

Economic Development: Strengthening elements of the economic fiber of communities in order to boost the quality of life and prosperity of the individuals and families within them.

Program Preference Definitions

Access to Healthcare: Increasing access to healthcare services (medical, dental, and mental health) which can be limited for uninsured and underinsured individuals and also by an insufficient number of providers and other barriers such as transportation and lack of broadband access.

Mental Health Services and Programs: Programs and services that seek to improve mental health and wellness of individuals and communities, beyond clinical services.

Postsecondary Educational Attainment: Programs and services aimed at increasing achievement of postsecondary education, training and/or skills development towards obtaining a credential.

Workforce Development: Programs and services aimed at jobs training, skills and professional development, which may include non-degree skills and credentials for alignment with the labor market.

Entrepreneurship: Programs and services supporting technical assistance and counsel and other resources for start-up businesses and small, local ventures.

Youth Development Programs: Programs connecting youth to cultural opportunities, resources, education and skills development; programs and services within any of the focus areas that serve youth as a primary target population.

Digital Inclusion: Increasing access to broadband and the digital world, such as increasing adoption of the internet, devices to access the internet and technology education and literacy.