

21st CCLC Systems- 2022-2023 Cheat Sheet

21 st CCLC Reporting System in ADEConnect	What's reported here?	Who might need access?	What are the role options we should/could request from Entity Admin?	Notes:
21st CCLC APR	<u>Federal Reporting</u> Annual Performance Report	Anyone responsible for submitting federal reporting data	<input type="checkbox"/> LEA User <input type="checkbox"/> School User	For more detailed information, including the System guide with details about the 21 st CCLC APR role types, see the <i>APR section</i> of our website: https://www.azed.gov/21stcclc/required-reporting
AzEDS Portal	21 st CCLC student attendance can be viewed in this Portal after submission by SIS	Anyone responsible for ensuring accurate student attendance submissions	<input type="checkbox"/> AzEDS Data Coordinator - Support Program Reports	For more detailed information about the AzEDS Portal and its uses, see this website or find more information on our website: https://www.azed.gov/21stcclc/required-reporting
EMAC	<u>State Programmatic Reporting</u> Program at a Glance Summary of Classes Site Evaluation Site Compliance Visits	Anyone responsible for submitting programmatic reporting and/or site visits	<input type="checkbox"/> LEA User <input type="checkbox"/> LEA Read Only <input type="checkbox"/> School User <input type="checkbox"/> School Read Only	For more detailed explanations of the EMAC roles, see the <i>EMAC section</i> of our website: https://www.azed.gov/21stcclc/required-reporting
GME	<u>Fiscal Reporting</u> 21 st CCLC Application Continuing Application Reimbursement Requests Application Revisions Completion Report	Anyone responsible for budget or programmatic revisions, reimbursement requests, and/or fiscal reporting	<input type="checkbox"/> LEA (Funding Application) Update <input type="checkbox"/> LEA Authorized Representative	For more detailed explanations of the GME roles and use, see this document or find information on our Fiscal Reporting section of our website: https://www.azed.gov/21stcclc/required-reporting