

**TO
WRITE
LOVE
ON HER
ARMS***

INTERN PROGRAM

Need to know more?

Here are a few extra details about the TWLOHA Intern Program that may be helpful for you to know:

Housing: It is not mandatory for our interns to live in the provided intern housing. *However, we do highly encourage all participants to consider this option because it is the foundation of our community program.* For the convenience of our interns and/or for those in need, TWLOHA provides dorm-style housing for interns for a housing donation of \$200/month to help offset the cost (rent, utilities, insurance, the upkeep of and supplies for the intern house). Rooms are gender-specific, bathrooms are shared.

Cost: We recommend that you budget approximately \$1,000 a month for the duration of your stay. This is just an estimate, please budget according to your own lifestyle. This should cover all living expenses including: housing, your food costs, gas money, spending money, etc.

Activities/Materials Fee: We request a \$100 donation from interns for reading materials, field trips, community activities, etc.

School Credit: Each College/University assesses internship credit differently, our Intern Coordinator will work with you on an individual basis to ensure that, if available, you receive appropriate credit according to the guidelines set forth by your institution.

Fundraising: Interns must raise their own funds in order to participate in the program. Places to look for support include: family, friends, churches, school organizations, and community groups. We trust that you will also think of some creative and non-conventional ways to make it work. Please let us know what you come up with – it might be helpful to others.

Availability: Space is limited, so apply early! Please only apply if you are serious about making the entire term length commitment to intern with To Write Love on Her Arms.

Transportation: Interns are HIGHLY encouraged to bring their own form of transportation. The city Cocoa has a very limited public transportation.