



## 2018 Program Report Card: Youth Leadership/Empowerment Opportunities

### Achieving Youth Results (AYR) Goal:

Children and youth will demonstrate commitment to their community as contributing members of their families, schools, and neighborhood.

**Program:** Outings Program: Pathfinders Program

**Agency:** Ithaca Youth Bureau

### CLIENTS:

Children between the ages of 9-11

### PARTNERS:

Ithaca City School District, elementary school teachers, parents, and participants.

## RESULTS BASED ACCOUNTABILITY HEADLINE PERFORMANCE MEASURES



## THE STORY BEHIND THE DATA

**GRAPH 1: # of youth served** - Each quarter we typically have been reaching our goal of 50 youth, sometimes going over that slightly and others getting slightly under. We believe this trend will continue going forward. The Ithaca City School District (ICSD) staff have enjoyed having our program come into their school. The School Staff allow us to give presentations in the classroom; and I believe that face-to-face connection the youth make with our staff, along with the ability to ask questions about the program contribute to us reaching our participation goal.

**GRAPH 2: % of youth attend program 3 days or more** - We have steadily maintained a fairly high percentage of 3 days or more. We expect to continue having participants attend 3 or more days of our program and it be consistently above 85%. Our program is short so a student can still be involved with other activities. We offer free bike helmets, but we wait until the 4<sup>th</sup> day to give them out. Biking is a big draw to our program and we do not bike until the 3<sup>rd</sup> and 4<sup>th</sup> days. The flying squirrel is a big draw to our program and we wait until the last day to do that

activity. Our program is unique; we think that makes students want to keep coming back.

**GRAPH 3: % of youth who make a new friend** - We ask participants to report on whether they have made a new friend at the end of our program. This number is slowly climbing and we believe it will continue to climb. We designed our program to build trust quickly, get people talking, and playing together. We do a number of get to know you games as well as teambuilding games to help participants form positive relationships. Each week students are able to do a culture share - share something about themselves with the group.

## AGENCY ACTION PLAN TO "TURN THE CURVE"

### 2019 Action Plan

#### HOW MUCH

- Use 2 vans for drop off so participants get home faster.
- Offer *learn to ride bike* clinics in case some students are nervous to sign up because they don't know how to ride a bike.
- Create a short video to "sell our program," this may give participants, families, and school staff a better idea of what we do.

#### HOW WELL

- Maintain consistent staff.
- Stress our outdoor winter activities and why they are also fun and worthwhile.
- On Day 3 give out a free thing, and then on Day 4, and so on.

#### BETTER OFF

- Add a small get to know you activity each day.
- Define the word friend and what it means to us (as in the program) and ask the participants to define it to help them be better prepared to answer the question.
- Do a short 3 question survey on Day 3 asking if participants are making new friends, rating their program expectations, and asking them for a new idea of what we could do.