



## 2021 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

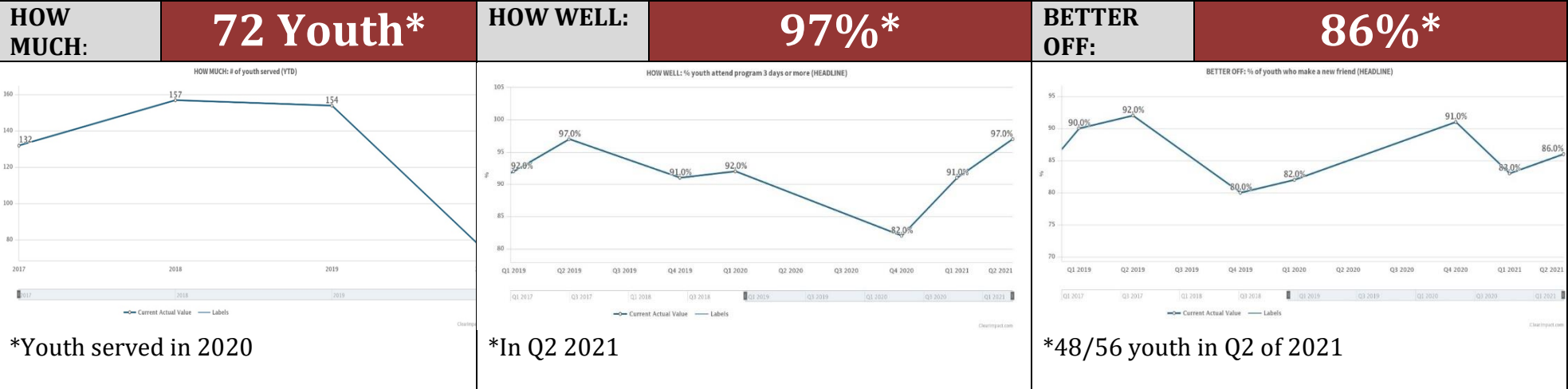
### CLIENTS:

Children between the ages of 9-11

### PARTNERS:

Ithaca City School District, Cornell Botanic Gardens, Ithaca Bike Rental, elementary school teachers, parents, and participants.

## RESULTS BASED ACCOUNTABILITY HEADLINE PERFORMANCE MEASURES



### THE STORY BEHIND THE DATA

**GRAPH 1: # of youth served** - Each year our goal is approximately 150 youth. Due to Covid, the number of youth participants dropped drastically. Since reopening, the program participant numbers have slowly increased. It is expected that the program will be back at full capacity with participation increasing each quarter. At the end of Q3 2021, there is a waitlist of youth wanting to join the program.

**GRAPH 2: % of youth attend program 3 days or more** - We have routinely maintained our high percentage of participants attending 3 days or more. Due to the nature of our program (afterschool), we never have participants in the Q3. As we move forward, the measure will continue to trend upward. Families are eager to have youth involved in programs that help them socialize with other youth. Due to Covid and school district protocols, some students may miss days of the program. However, the uniqueness of the program keeps students excited to return.

**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. We believe this measure will remain steady or potentially rise. Due to the pandemic, participants were unable to socialize with peers and not able to meet new people. Youth and families are eager for young people to socialize and make new friends. The program is designed to build trust quickly, get people talking, and playing together, with a number of built in get to know you and teambuilding games to help participants form positive relationships. However, the program is short (5 days) and while we make every effort to provide opportunities for trust and relationship development it may not be enough time for all people to form bonds.

## AGENCY ACTION PLAN TO "TURN THE CURVE"

### 2022 Action Plan

#### HOW MUCH

- Give kids a sample puzzle to take home or do a sample game in-person as an example as to what is done in the Pathfinders program.
- Offer the program on additional days of the week to accommodate more people.
- Always use two vehicles for transport so more students can be served per session.

#### HOW WELL

- Use two vans to increase the number of participants to help offset Covid absences or quarantine.
- Change activities to make them different from previous years, while keeping with the overall goals of the program.
- When a participant misses, give them the opportunity to give feedback so staff can adjust the program if necessary.

#### BETTER OFF

- Change how the question is asked.
- Have participants sit next to someone they do not know well for the drive home.
- Ask participants in the beginning and end of the program to compare whether or not they made a new friend.

### 2021 Action Plan & Status

#### HOW MUCH

- Have sign-up form available online for ease in signing up for program. **↑ Accomplished**
- Offer many transportation options: school, home, and drop-offs. **↑ Accomplished**
- Create a video for teachers to share about the program in their classes, both in-person and virtual so all students get the same information. **↑ Accomplished but not widely used by teachers**

#### HOW WELL

- Each day have a secret code/word participants receive and on the 5<sup>th</sup> day they are able to complete the puzzle for a prize. **↓ Not Accomplished but still being considered**
- Offer programs on other days of the week to have more options for families. **↑ Accomplished**
- Have big draw activities on the 4<sup>th</sup> and 5<sup>th</sup> days so participants won't want to miss them. **↑ Accomplished**

#### BETTER OFF

- Do more teambuilding and relationship development type activities. **↑ Accomplished**
- Create a photo collage for each participant. **↓ Not Accomplished due to varying comfort levels of parents**
- Continue working on our Newsletter for participants and families. **↑ Accomplished**