2019 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.

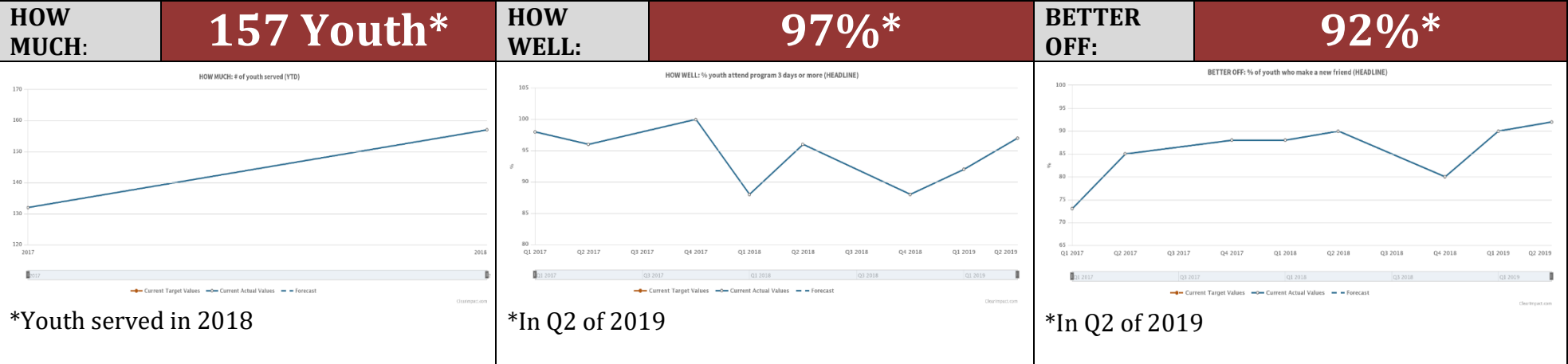**Program:** Outings Program: Pathfinders Program
Agency: Ithaca Youth Bureau

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

HOW MUCH:	**157 Youth***	HOW WELL:	**97%***	BETTER OFF:	**92%***

*Youth served in 2018

*In Q2 of 2019

*In Q2 of 2019

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 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 4th day to give them out. Biking is a big draw to our program and we do not bike until the 3rd and 4th 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 and hope to reach 95% by the end of 2019. 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. A Culture Share is also done on the last day of program.

AGENCY ACTION PLAN TO "TURN THE CURVE"

2020 Action Plan	2019 Action Plan & Status
HOW MUCH • Have scooters available as an option for young people who may not feel comfortable on a bike. • Give participants a memento to take to remember new friends and experiences they had in Pathfinders. • Place a video on website to better explain Pathfinders and what it has to offer participants.	**HOW MUCH** • Use 2 vans for drop off so participants get home faster. **↑ Accomplished** • 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. **↓ Not Accomplished due to lack of staff** • Create a short video to "sell our program," this may give participants, families, and school staff a better idea of what we do. **↓ Not Accomplished due to lack of resources**
HOW WELL • Include more teambuilding/get to know you games to help build relationships. • Provide warm food and drinks on colder days when participants are outside. • Have "secrets" that occur that make kids not want to miss out on the next adventure.	**HOW WELL** • Maintain consistent staff. **↑ Accomplished** • Stress our outdoor winter activities and why they are also fun and worthwhile. **↑ Accomplished** • On Day 3 give out a free thing, and then on Day 4, and so on. **↓ Not Accomplished due to lack of resources**
BETTER OFF • Give each participant a memento of the program that represents the relationships and friendships they have built. • 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. • Send home a program Newsletter to families at the end of each session.	**BETTER OFF** • Add a small get to know you activity each day. **↔ In process** • 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. **↓ Not Accomplished** • 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. **↔ In process**