



2020 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:	154 Youth*	HOW WELL:	92%*	BETTER OFF:	82%*
<p>HOW MUCH: # of youth served (TTD)</p>		<p>HOW WELL: % youth attend program 3 days or more (HEADLINE)</p>		<p>BETTER OFF: % of youth who make a new friend (HEADLINE)</p>	
*Youth served in 2019		*In Q1 of 2020 (Q2 data not available)		*In Q1 of 2020 (Q2 data not available)	

THE STORY BEHIND THE DATA

GRAPH 1: # of youth served - Each year our goal is approximately 150 youth. We have been hitting that mark the past few years. Going forward we expect the numbers to dip slightly but to head up into Q4 of 2020 and maintain consistency in 2021. Numbers will begin to pick up as the program reopens, however due to social distancing restrictions we have reduced capacity compared to previous years.

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. During Q2 of 2020 the program was shut down due to COVID-19, moving forward we expect to begin heading back to our upwards trend. While we do not have data for Q2 2020, we maintained a high attendance rate for Q1 2020.

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 ebbs and flows. Data suggests that it is significantly lower in Q4. There is no data for Q2 due to the pandemic. We hope

the data improves as we move into 2021. 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"

2021 Action Plan

HOW MUCH

- Have sign-up form available online for ease in signing up for program.
- Offer many transportation options: school, home, and drop-offs.
- 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.

HOW WELL

- Each day have a secret code/word participants receive and on the 5th day they are able to complete the puzzle for a prize.
- Offer programs on other days of the week to have more options for families.
- Have big draw activities on the 4th and 5th days so participants won't want to miss them.

BETTER OFF

- Do more teambuilding and relationship development type activities.
- Create a photo collage for each participant.
- Continue working on our Newsletter for participants and families.

2020 Action Plan & Status

HOW MUCH

- Have scooters available as an option for young people who may not feel comfortable on a bike. ↑ **Accomplished**
- Give participants a memento to take to remember new friends and experiences they had in Pathfinders. ↑ **Accomplished**
- Place a video on website to better explain Pathfinders and what it has to offer participants. ↔ **In process**

HOW WELL

- Include more teambuilding/get to know you games to help build relationships. ↑ **Accomplished**
- Provide warm food and drinks on colder days when participants are outside. ↑ **Accomplished**
- Have "secrets" that occur that make kids not want to miss out on the next adventure. ↔ **In process**

BETTER OFF

- Give each participant a memento of the program that represents the relationships and friendships they have built. ↑ **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**
- Send home a program Newsletter to families at the end of each session. ↔ **In process**