



2022 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.

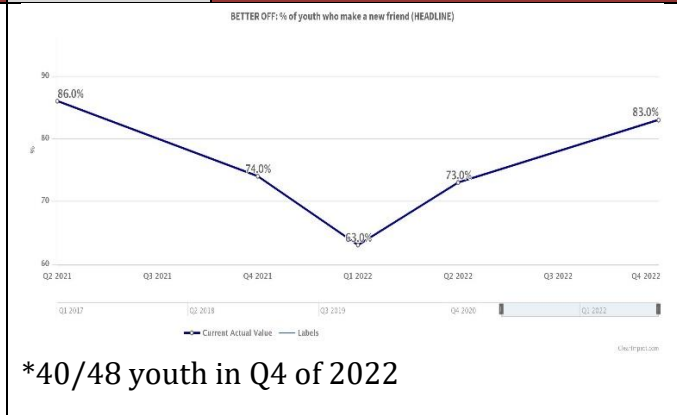
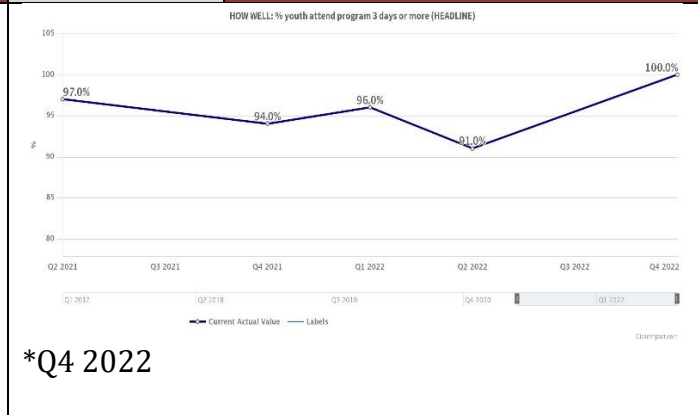
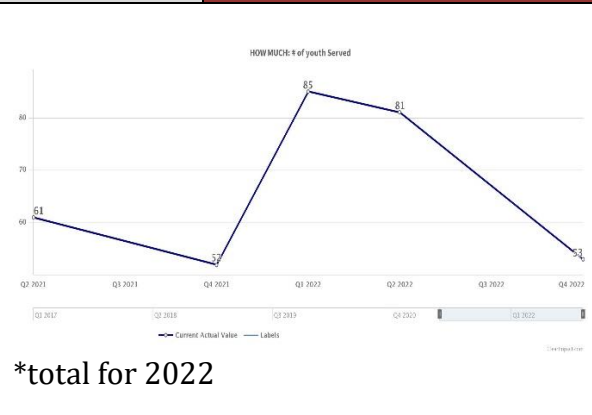
Program: Outings Program: Pathfinders Program
Agency: Ithaca Youth Bureau

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:	219 Youth*	HOW WELL:	100%*	BETTER OFF:	83%*
------------------	-------------------	------------------	--------------	--------------------	-------------



THE STORY BEHIND THE DATA

GRAPH 1: # of youth served – Increased capacity to compensate for Covid absences, but larger capacity served more, but lost some intimacy of program, relationship building. Will return to smaller group size moving forward. Continue outreach in schools.

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 remain in the 90s or higher. Families are eager to have youth involved in programs that help them socialize with other youth.

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. 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"

2023 Action Plan

HOW MUCH

- Give participants a program keepsake or photo from their group
- Offer our program on additional days of the week to accommodate more people
- Utilize new/different outdoor spaces

HOW WELL

- Give parents and a program evaluation to fill out so staff can get their perspective, particularly if their student misses a day
- Give out family passes for a family centered activity if the child participates 3 or more days
- Give participants a program keepsake at the end of the session

BETTER OFF

- Expand Culture Share – increasing the time spent
- Do more teambuilding and relationship development type activities
- Ask participants in the beginning and the end of the program to compare whether or not they made a new friend
-
-
-

2022 Action Plan & Status

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. ↑ **Accomplished**
- Offer the program on additional days of the week to accommodate more people. ↔ **In Process**
- Always use two vehicles for transport so more students can be served per session. ↑ **Accomplished**

HOW WELL

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

BETTER OFF

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