Quality Matters





Welcome





Group Agreements

- Fully engage
- Be open minded and objective, experiences differ
- Assume good intentions, work with children and youth
- Safe space for open dialogue; ask clarifying questions
- Take care of yourself
- Silence your phone and do not video or audio record any parts of the training





Agenda

- Welcome
- Objective
- National Landscape
- Program Quality Spectrum
- Closing and Wrap-up





Session Objectives

Participants will:

- Understand the history and national landscape for quality programming
- Learn the local quality improvement process and supports
- Consider how to improve program quality in their program





National Landscape

Wallace Foundation Mott Foundation National League of Cities **Afterschool Alliance** National Institute for Out of School Time National Afterschool Association **Every Hour Counts** Forum for Youth Investment (Weikart Center for Youth Program Quality) RAND, AIR, PSA





Research

Numerous research supports that youth involvement in positive (e.g., structured or supervised) extracurricular activities, both within and outside the school context, has been identified as an important factor in the promotion of positive youth development

Source: Carnegie Corporation, 1992; Durlak & Weissberg, 2007; Eccles & Gootman, 2002; Eccles & Templeton, 2002; Granger & Kane, 2004; Kane, 2004; Larson et al., 2004; Lauer et al., 2006

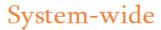


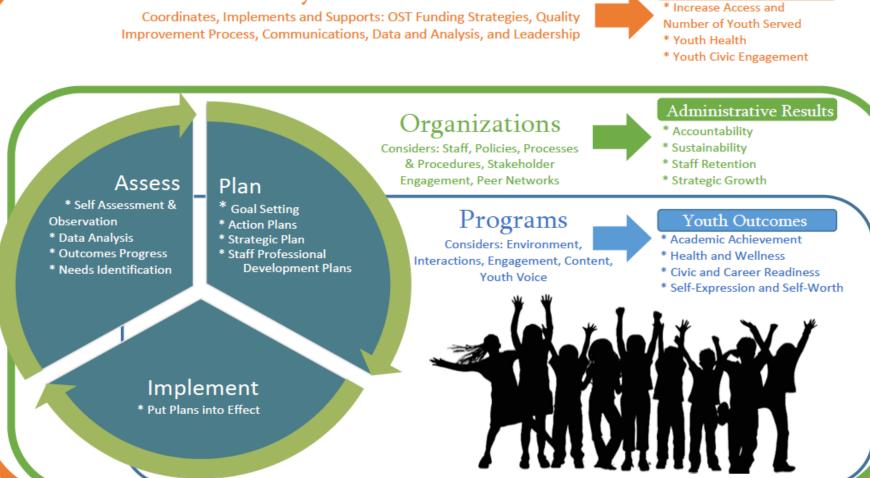


DC Out of School Time Quality System Framework

Quality = Commitment to continuous improvement to ensure outcomes are achieved at three levels: Program, Organization, and System. All three levels work in alignment as they inform the supports necessary to achieve increased impact and outcomes citywide.

Community Impact





DC Quality Spectrum







Program Design







Evidence Based Program Design

Four Evidence Based practices (SAFE)

- Sequences step-by-step training approach
- Emphasized active forms of learning by having youth practice new skills
- Focused on specific time and attention on skill development
- Explicit in defining the skills they were attempting to promote

Source: Durlak, J. A., Weissberg, R. P., & Pachan, M. (2010).





Program Outcomes

Outcomes = Improved Communication

Indicators = Effective expression of thoughts and feelings; Increased assertiveness in social context

Sub-indicator = frequency of feeling understood; Ability to speak in public; Rate of participation in group discussions and activities; Ability to resist negative peer pressure; Ability to implement negotiation skills





Civic & Social Ability

The ability and motivation to work collaboratively with others for the larger good and to sustain caring friendships and relationships with others





Program Outcomes Example

Outcomes =

Indicators =

Sub-indicator =

Measure =





Program Assessment





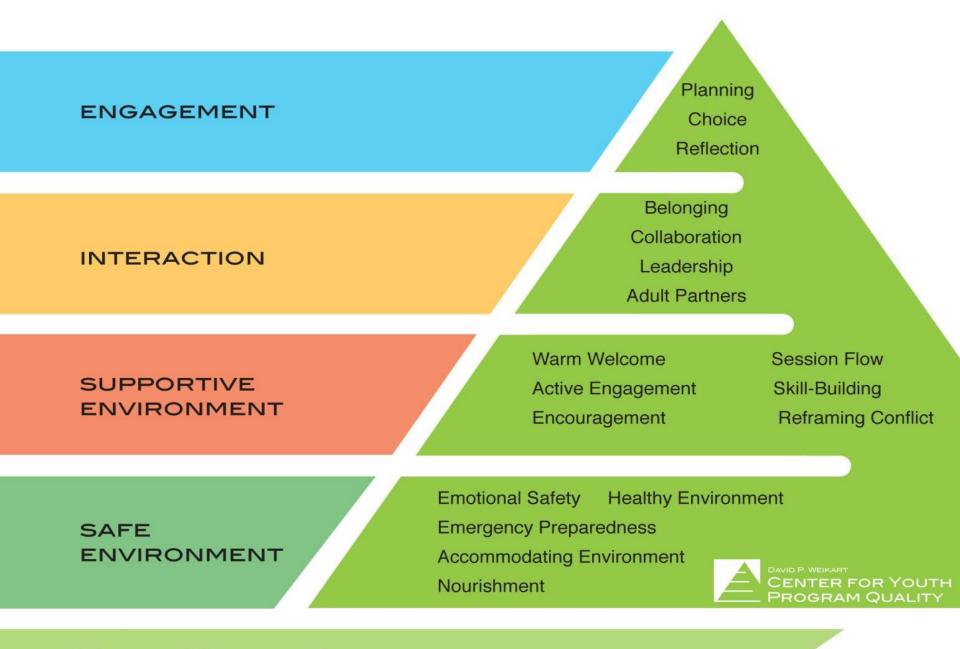


Elements of Program Quality

- Environment/Climate
- Administration/Organization
- Relationships
- Staffing/Professional Development
- Programming/Activities
- Academic Alignment/Achievement
- Youth Participation/Engagement
- Parent/Family/Community Partnership
- Program Sustainability/Growth
- Measuring Outcomes/Evaluation







YOUTH VOICE IN GOVERNANCE PROFESSIONAL LEARNING COMMMUNITY

Assess

- * Self Assessment & Observation
- * Data Analysis
- * Outcomes Progress
- * Needs Identification

Plan

- * Goal Setting
- * Action Plans
- * Strategic Plan
- * Staff Professional Development Plans

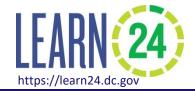
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Implement

* Put Plans into Effect





Reflection

- What is one thing from this session that was new for you?
- What is one question you still have?





Questions and Evaluation

Contact: The Institute for Youth Development Learn24@dc.gov



