

Final Data: State Fiscal Year 2015 Youth Competitive Grants

YouthCARE (Year-Round SFY15)

Participant Summary

Total	99		
Female	47	Hispanic/Latino	7
Male	52	American Indian or Alaskan Native	9
		Asian/Pacific Islander	37
14-15	26	Black or African American	49
16-17	49	White	6
18	14		
19-21	8		
22-24	2		

GOAL 1: Provide work experience for youth who are economically disadvantaged or at-risk, ages 14 through 24.

During the grant period YouthCARE provided 99 young people from Minneapolis and St. Paul with a high quality job training experience. 94% of the youth involved are youth of color, 95% come from households receiving public assistance, 3 youth are parents, 2 are youth offenders, and 1 youth is a high school dropout.

Of the 99 youth participants, 91 successfully completed the program, 3 found regular consistent work before they completed the program and 5 did not finish the program.

GOAL 2: Promote mastery of work-readiness competencies and 21st Century skills as demonstrated through workplace portfolios and other assessments.

YouthCARE used a holistic approach to helping young people gain workplace and 21st Century Skills. Community Service Stars Crew Members worked in a multicultural setting helping the youth not only develop the skills necessary to work in a group with peers, but also the opportunity to develop cultural communication skills that are necessary in today's workforce. In addition to working as part of a team, Crew Members learned the importance of basic job responsibilities: being on time, attendance, appearance, accepting feedback from supervisors and peers, taking initiative, being reliable, and assuming responsibility for their actions. Throughout their work experience youth participate in trainings that help build their self-sufficiency skills: financial literacy, decision-making, and communication skills, and using public transit.

Participant survey results demonstrate success in this area for almost all participants (sample size 58).

- 89% of youth surveyed believed that their experience as a CS Star would help them in their future.
- 98% of youth surveyed enjoyed working with people from different backgrounds and cultures than their own.

GOAL 3: Promote skill acquisition (academic and work readiness) through project based instruction.

This year the Community Service Stars model used service learning as the backbone for the youth's employment experience. Youth involved with CS Stars spent their time working or learning in one of two categories, employment & life skills training, or service learning. Youth learned about a community issue and then worked at a local non-profit that works to alleviate that issue. Some projects were one day and other projects took multiple days, allowing youth the opportunity to develop the skills to plan and implement a project. This past year YouthCARE worked with a wide variety of community partners to provide this learning opportunity: Bridging Inc, Arc Value Village, 2nd Harvest Heartland, Great River Greening, In the Hearth of Beast – Puppet and Mask Theater, Friends of the Mississippi, Neighborhood Involvement Program and Minneapolis Parks & Recreation.

The employment and life skills training were designed to help the youth learn more about the workforce and develop skills and habits to be a successful employee. Important steps in this process are helping youth develop resumes, learning to complete job applications, and participating in mock interviews.

GOAL 4: Increase exposure to in-demand jobs important to regional economies.

Because the Community Service Stars program focuses on helping youth who have very limited job skills, a priority was placed on exposing them to many different career and education paths. Youth participated in career visits and career panels throughout their Community Service Stars experience, with a variety of businesses, non-profits, individuals and educational institutions; such as KARE 11, Martin Williams, Minnesota State University – Mankato, University of Minnesota, Augsburg College, US Armed Forces, University of Minnesota, Minneapolis Community & Technical College, Friends of the Mississippi River, In the Heart of the Beast Theatre, a professional photographer, a dancer, a construction worker, a chef and many more.

GOAL 5: Provide high-quality work sites and overall participant and employer satisfaction.

YouthCARE staff works hard every year to ensure that youth are working at high quality worksites with the CS Stars program. There are a variety of factors that affect the quality of a worksite. First, the crew leader working with the youth needs to be well trained and ready for the unexpected. CS Stars crew leaders are involved in a two week orientation and ongoing training throughout the program year. In addition assistant crew leaders (older youth participants) are also expected to participate in orientation and attend monthly trainings throughout the year, this helps develop their personal skills for the future and prepares them to support the younger youth participants.

In addition to staff training and development, CS Stars has built in feedback and support time for each youth participant. Youth participants meet with their crew leader at least 4 times throughout their 8 or 9 week employment to discuss their performance as well as any concerns or issues the youth may have. During this time the crew leader uses the MHA Labs HAQ Assessment to help discuss performance with the youth participant and give them specific feedback on how they can improve.

The worksites that YouthCARE partners with to provide high quality service learning opportunities are vital to a successful program for youth. Before every trip to a worksite the crew leader discusses with the worksite YouthCARE's expectations for how much work and what type of work the youth should be doing. After each trip to a site, the crew leader evaluates how well the activity provided went. That information is tracked and kept for future crew leaders to help plan and organize worksites for the youth.

Finally, the youth are asked about how they think the program as a whole went as well as what worksites they liked the best. Survey results from this year indicate that most of the youth involved with CS Stars thought their experience was very good.

- 41 of 87 (47%) youth reported their experience with CS Stars as excellent.
- 39 of 87 (45%) youth reported their experience with CS Stars as very good.
- 7 of 87 (8%) youth reported their experience with CS Stars as average.
- 0 of 87 (0%) youth reported their experience with CS Stars as below average or poor.

GOAL 6: Connect to and strengthen other key educational initiatives and systems in the area.

As a youth development organization, YouthCARE provides youth with the opportunity to connect with caring adults who will support their learning after their employment with YouthCARE ends. During their time as a CS Star, youth participants also meet staff from YouthCARE that lead non employment activities throughout the year. The goal is to help connect youth to the organization outside of learning about having a job. In

addition, CS Stars Crew Leaders participate in non CS Stars activities throughout the year to help promote CS Stars connections made to the organization. This year 79% of CS Star Crew Members stayed connected to YouthCARE after their employment program ended.

Through the service learning component of CS Stars, YouthCARE connects youth to other organizations in their community. The goal is that young people will either stay connected with YouthCARE (see above) or find another community organization that they feel is a good fit for them.

Finally, YouthCARE has many community partners we work with outside of CS Stars. If a crew leader or other staff member discovers a youth has a need or a desire to learn more about a specific career, community organization or other interest area we use our network to help them connect with people from those communities.

YOUTH COMPETITIVE GRANT DATA SUMMARY
SFY 2015 Annual Report Data (Cumulative Through June 30, 2015)

IDENTIFYING INFORMATION		
Grantee: YouthCARE	Contact: Shaina Abraham	
Phone #: 612/338-1233 ext. 11	E-mail Address: sabraham@YouthCAREmn.org	
TOTAL SERVED – GROUP SERVICES		201
<p>The number provided above is to include all persons who participate in grant funded group activity (or activities). For example, the number is to include the number of persons involved in job fairs or the number of family members of a participant who also participate and benefit from the granted funded activity. In the case of an activity led by a youth participant, the participant is to be counted in both the group services and individual services categories.</p>		
TOTAL PARTICIPANTS SERVED – INDIVIDUAL SERVICES		
Total Individual Participants Served		99
Gender	A. Male	52
	B. Female	47
Age	A. 14 – 15	26
	B. 16 – 17	49
	C. 18	14
	D. 19 – 21	8
	E. 22 – 24	2
Ethnicity / Race	A. Hispanic/Latino	7
	B. American Indian or Alaska Native	9
	C. Asian/Pacific Islander	37
	D. Black or African American	49
	E. White	6
Education Level	A. 8 th grade and under	9
	B. 9 th Grade – 12 th Grade	76
	C. High School graduate or equivalent	14

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	D. Post-Secondary Education	5
Other Demographics	A. Limited English Proficient	16
	B. Youth From Families Receiving Public Assistance	94
	C. Foster Youth	1
	D. Youth with a Disability	1
	E. High School Drop-Out	1
	F. Youth Offender	2
	G. Pregnant or Parenting Youth	3
	H. Basic Skills Deficient	0
	I. Homeless or Runaway Youth	1
	J. Not Employed at Program Enrollment	92
	K. Veteran	0
PROGRAM SERVICES, ACTIVITIES, AND OTHER RELATED ASSISTANCE		
	A. Received Education or Job Training Activities	99
	B. Received Work Experience Activities	99
	C. Received Community Involvement and Leadership Development Activities	99
	D. Received Post-Secondary Exploration, Career Guidance and Planning Activities	99
	E. Received Mentoring Activities	99
	F. Received Support Services	99
INDICATORS OF PERFORMANCE		
	A. Attained Work Readiness or Education Goals	91
	B. Received Academic Credit or Service Learning Credit	0
	C. Obtained High School Diploma, GED, Remained in School, Obtained a Certificate or Degree, or Dropout – Returned to School	3
	D. Entered Post Secondary Education, Vocational/Occupational Skills Training, Apprenticeship, Military, Job Search or Employment	1
	E. Completion Rate	91
CUSTOMER SATISFACTION		
	A. Number of participants rating experience as “Excellent”	41

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B. Number of participants rating experience as "Very Good"	39
C. Number of participants rating experience as "Average"	7
D. Number of participants rating experience as "Below Average"	0
E. Number of participants rating experience as "Poor"	0
F. Total Number of Surveys Completed	87