Youth at Work Grant Logic Model

INPUTS
(Target Populations)

Economically disadvantaged or at-risk youth ages 14-24.

At-risk youth include:

- Pregnant/parenting youth
- Youth with limited English proficiency
- Potential or actual dropouts
- Juvenile offenders/diversion program youth
- Youth1·eceivirlg public assistance or group home services
- Youth with disabilities
- Homeless or runaway youth
- Chemically dependent youth or children of drug/alcohol abusers:
- Youth with basic skills deficiency
- Foster-involved youth
- Youth with educational attainment one or more levels below grade level appropriate to age.

OUTPUTS
(Youth at Work Services)

Youth at Work funds support public and private sector internships for youth. Worksite supervisors serve as mentors and provide pre- and post-skills assessments

Provide youth with information about education, training requirements, and regionally relevant labor market information for careers in high growth, in-demand occupations.

Youth participate in one or more of the following activities depending on their individual needs:

- Education/job training
- Work experience
- Community involvement and leadership
- Post-secondary exploration
- Career guidance and planning
- Mentoring
- Support services

Youth receive training that builds the 21st Century work readiness and social and emotional skills needed to persist through career pathways activities.

Parents and families are informed about ways to support their young adult achieve educational and

OUTCOMES
(Short-term Goals)

Youth achieve one or more of the following activities through their participation in a Youth at Work project.

- Attain individual established work readiness goals or education goals
- Earn academic or service-learning credit
- Remain in or return to school
- Obtain a high school diploma or GED
- Obtain an industry-recognized certificate or residential
- Enter post-secondary education or vocational training
- Enter apprenticeship
- Enter military service
- Enter unsubsidized employment

Youth receive immediate, direct benefit from their earnings in work experience activities.

Youth gained 21st Century skills that are transferable among high-growth, in-demand industries.

Parents and families are supporting their young adult as they build educational and employment skills.

Greater community benefits from the tangible work projects completed by Youth at Work participants.

IMPACT
(Long-term Outcomes)

Youth can make informed decisions about career pathways in high growth, in-demand industries.

Youth developed the 21st Century work readiness and social and emotional skills needed to persist in educational settings and successfully transition into the adult workforce. Youth develop the following through applied hands-on experiences:

- Soft skills necessary to obtain and retain employment in high growth, in-demand industries
- Technical skills necessary to succeed in high growth, in-demand industries
- Time management and decision-making skills
- Ability to work with individuals from diverse backgrounds
- Understand the importance of attitude in the workplace, being on time, and having the ability and confidence to problem solve

Work experience wages earned by youth help them achieve educational goals and can help financially support their families.

Parents and families are educated and informed about educational, career exploration, and career pathways opportunities for their young adult.