

Youth Engagement Report

Fall Winter 2016 & 2017



VISION statement

The Municipality's Youth Services provides an open & diverse environment that is accessible to all youth. We support mental & physical wellbeing while promoting unity, friendship & most importantly happiness.

– *We make a difference!*



MISSION statement

We enrich the quality of life for all and strengthen communities by providing fun, accessible, friendly, and inclusive youth services.

CORE values

Core values are the foundation for all of the municipality's youth services. They are the rules of engagement to make the mission and vision come true.

The youth services core values are:

- Support
- Happiness
- Inclusivity
- Friendship
- Opportunities for all



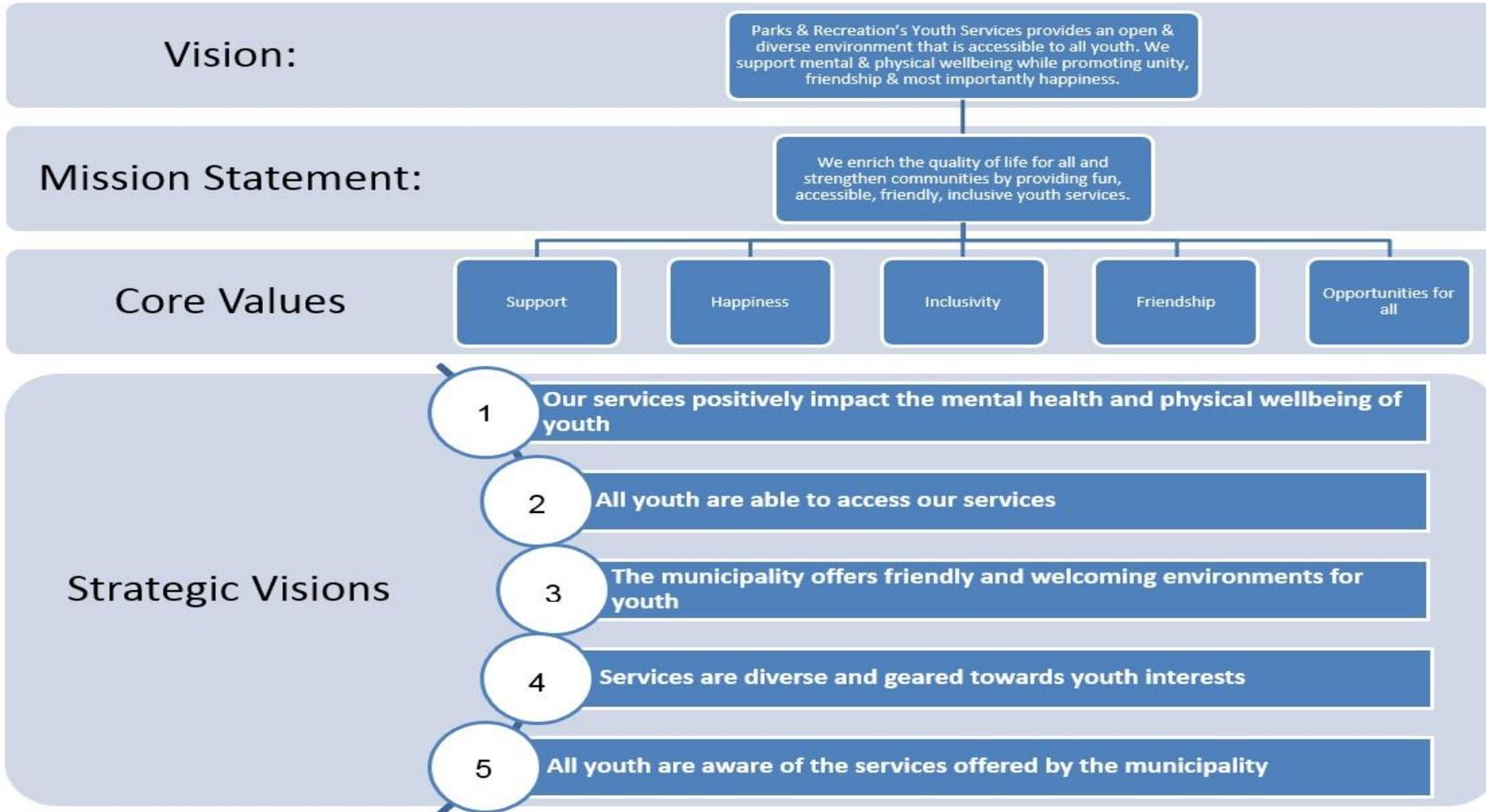
OUR definition of youth

Youth Services in the municipality encompasses ages 13-24.

For the purposes of this report we grouped the ages of 13-15, 16-18 & 19-24.

We recognise the diversity within these age ranges that requires specific and intentional services.

Youth Engagement and Evaluation Method



Actions for 2016 - 2017

Item #	Goal/Objective	Description
1.1.1	Objective	To increase training opportunities about Mental Health for staff who work with youth
1.1.2	Objective	Increase awareness of the access and inclusion policy
2.1.1	Objective	Examine youth population data by age, demographic and community and correlate with the youth plan data for each community.
2.1.2	Objective	Explore opportunities to offer no cost drop in programs
2.1.3	Objective	Explore the opportunity to lower program fees for youth programs.
2.1.4	Objective	Explore potential partnerships that would create cost sharing opportunities (internal & external)
2.2.2	Objective	Obtain best practices for working with the LGBTQ community.
2.2.3	Objective	All youth programs obtain regular feedback from youth participants.
2.5	Goal	To expand equipment loan programs.
2.5.1	Objective	Purchase more equipment to loan out on a daily or hourly basis for a variety of activities.
2.5.2	Objective	Evaluate equipment loan program on an annual basis
2.5.3	Objective	Identify partnerships (schools) that could enhance the equipment loan program
2.5.5	Objective	Maintain and update the equipment rental website
3.1.1	Objective	Create opportunities for youth to take ownership and control over the youth spaces
3.1.3	Objective	Create evaluations for youth to provide feedback on recreation spaces and staff
3.4.1	Objective	To create opportunities to celebrate both staff and youth in our programs
4.4.1	Objective	Explore & create program opportunities for ages 16-18 and 19-24
4.4.2	Objective	Explore & create opportunities for "try it" programs
5.1.1	Objective	To create a marketing & social media plan for youth services
5.1.3	Objective	Have the youth team annually inform and influence the marketing and social media plan
5.1.5	Objective	Explore partnerships to assist in promotion of youth services

Understanding and Evaluating Our Impact

Most Significant Change Qualitative

Helps us to understand how change happens. and **WHEN**.

We gain a richer and deeper understanding of current programming, to help further explain how an intervention (a project, a program, a policy, a strategy) is understood to contribute to a chain of results that produce the intended or actual impacts as outlined the Youth Services Plan.

Stories are collected from youth that have participated in HRM youth initiatives and programs.

HRM Youth Statistics Quantitative

The quantitative approach to data collection focuses on describing a trend across a large number of participants, thereby providing the possibility of summarizing characteristics across groups or relationships.

For the Youth Engagement Report, the methodology includes statistics collected from:

- Parks & Recreation Programs,
- Halifax Public Libraries,
- Leadership Development initiatives like the RCMP Youth Program, Fire & Emergency Services Achievement Program
- Human Resources youth employment statistics

The Youth Division



HALIFAX

Youth Division Highlights

- Nova Scotia Trafficking Elimination Project (NSTEP)
- Youth Advocate Program – Canadian Best Practice
- Adventure Earth Centre offering programs at the Fairbanks Centre
- Souls Strong & YAP Deputy Minister of Public Safety Canada
- Youth Live Prince's Charities Canada Seeing is Believing Tour

HRM Youth Programs – Highlights

- Newcomer's Access Passes to Recreation Facilities and Programs
- Free Programs offered through Parks, Recreation & Communities
- Halifax Public Libraries Drop In Programs
- Leadership Training
- RCMP Stetson's and Spurs
- Fire & Emergency Services – Emergency Services Achievement Program

Action Items for the Spring/Summer Report

- Ongoing engagement of youth on the priority areas and identification of at-risk youth/communities.
- Operationalize the Youth Services Plan's 2017 action items
- An update on the future of the Souls Strong Program
- An update on the Youth Advisory Committee

Most Significant Change Story

Struggling at home with brothers and family. Mom and dad split and it was a lot for a little kid. I wasn't the smartest kid. Struggling in school kind of. My Social Worker decided to ask my father about YAP. Then I did paperwork and met my guy Troy.

Being put in therapy helped a lot. Helped with getting closer to my dad. We had therapy sessions with my dad and talked about how to work through problems.

I think its important because it made my personal life and family life a lot better. For example, my father/son bond is a lot closer. Still not that close but better. Its important because I may have went on the streets and doing drugs like my brothers.

Most Significant Change Story

I attended the residential camps as a participant, and from there I was encouraged to stay involved. I am currently on the H.E.A.T staff team, and have applied for the position of Staff for the summer of 2017.

Since attending the Guru weekend, I have become more confident and assertive in my own social and leadership abilities. I have been taking more risks and chances both in my personal life and as a member of the H.E.A.T. staff team, and I believe that I have benefitted from it.

For example, I volunteered to lead a H.E.A.T. event, despite not being %100 sure in how the end result would turn out. Previously, I would've let someone else with more experience lead the event. But I decided that I could not only lead the activities, which is something that I'm very comfortable with, but I would also schedule the whole night, which is something I had never done before. I've also begun taking more risks in school, that I previously wouldn't have taken. I've been contributing more to class conversations, getting to know other classmates better, and using my own time efficiently to finish my work. I believe that these changes, and by extension the Guru weekend, will benefit me tremendously in my life. I'm more willing to try new things and step outside my comfort zone in ways I wasn't before, all of which are valuable traits to have in life.