Objectives The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
satisfactory or above on the	Satisfact-			
	ory	(If not met, then the item is "Less	(Previous item and)	(Previous items and)
(Note: The light blue rows with the		than Satisfactory" and cannot meet		
objective number show rubric		"More than Satisfactory" or		
names. The rows labeled with		"Advanced".)		
letters indicate rubric items.)				

Goal 1 - Youth Outcomes: Support or increase student interest, sense of competence, and achievement in the areas of the program focus (e.g., academic enrichment, positive school behaviors, health & nutrition, career awareness, post-secondary access, workplace readiness skills, etc.)

Objective	Program Attendance rubric				
1.1					
a	Proposed vs. Actual Attendance	less than	Actual 30+ day attendance is at	Actual 30+ day attendance is at	Actual 30+ day attendance is at
		satisfactory	least 80% of proposed attendance	least 90% of proposed attendance	least 100% of proposed attendance
b	Elementary - 30+ days	less than satisfactory	50% of youth attend 30+ days	60% of youth attend 30+ days	70% of youth attend 30+ days
С	Elementary stretch - 60+ days	less than satisfactory	50% of youth attend 60+ days	60% of youth attend 60+ days	70% of youth attend 60+ days
	Middle School/Junior High - 30+ days	less than satisfactory	40% of youth attend 30+ days	50% of youth attend 30+ days	60% of youth attend 30+ days
	Middle School /Junior High stretch - 45+ days	less than satisfactory	50% of youth attend 45+ days	60% of youth attend 45+ days	70% of youth attend 45+ days
f	High School - 30+ days	less than satisfactory	30% of youth attend 30+ days	40% of youth attend 30+ days	50% of youth attend 30+ days
g	High School stretch - 30+ days	less than satisfactory	50% of youth attend 30+ days	60% of youth attend 30+ days	70% of youth attend 30+ days
Objective	Academic Outcomes rubric				
1.2					
а	Experience - Participation in	less than	80% of students participate in ELA	90% of students participate in ELA	100% of students participate in ELA
	academic support - ELA	satisfactory	academic support activities	academic support activities	academic support activities
b	Experience - Participation in	less than	80% of students participate in	90% of students participate in	100% of students participate in
	academic support - Math	satisfactory	Math academic support activities	Math academic support activities	Math academic support activities
С	Experience - Participation in	less than	50% of students participate in ELA	60% of students participate in ELA	70% of students participate in ELA
	academic enrichment - ELA	satisfactory	enrichment activities	enrichment activities	enrichment activities
d	Experience - Participation in	less than	50% of students participate in	60% of students participate in	70% of students participate in
	academic enrichment - Math	satisfactory	Math enrichment activities	Math enrichment activities	Math enrichment activities

е	Experience - Participation in	less than	20% of students participate in	30% of students participate in	40% of students participate in
	targeted academic experiences -	satisfactory	targeted ELA high impact academic	targeted ELA high impact academic	·
	ELA		experiences	experiences	experiences
f	Experience - Participation in	less than	20% of students participate in	30% of students participate in	40% of students participate in
(NA for SAC)	targeted academic experiences -	satisfactory	targeted Math high impact	targeted Math high impact	targeted Math high impact
	Math		academic experiences	academic experiences	academic experiences
g	Mastery - ELA MAP growth	less than	TBD% of students in grades 4-8	TBD% of students in grades 4-8	TBD% of students in grades 4-8
(NA for SAC)	(4-8)	satisfactory	demonstrate growth in ELA on	demonstrate growth in ELA on	demonstrate growth in ELA on
			state assessments	state assessments	state assessments
h	Mastery - Math MAP growth	less than	TBD% of students in grades 4-8	TBD% of students in grades 4-8	TBD% of students in grades 4-8
(NA for SAC)	(4-8)	satisfactory	demonstrate growth in Math on	demonstrate growth in Math on	demonstrate growth in Math on
			state assessments	state assessments	state assessments
i	Mastery - Low prior year GPA	less than	TBD% of students in grades 7-8 and	TBD% of students in grades 7-8 and	TBD% of students in grades 7-8 and
(NA for SAC)	improvement (7-8, 10-12)	satisfactory	10-12 with a prior year unweighted	10-12 with a prior year unweighted	10-12 with a prior year unweighted
			GPA of less than 3.0 demonstrate	GPA of less than 3.0 demonstrate	GPA of less than 3.0 demonstrate
			an improved GPA	an improved GPA	an improved GPA
j	Efficacy - ELA	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
		satisfactory	the ELA Efficacy scale	the ELA Efficacy scale	the ELA Efficacy scale
k	Efficacy - Math	less than satisfactory	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
			the Math Efficacy scale	the Math Efficacy scale	the Math Efficacy scale
1	Family Academic Outcomes Scale	less than satisfactory	70% of family members score 3.5	80% of family members score 3.5	90% of family members score 3.5
		Satisfactory	or above on the Family Academic	or above on the Family Academic	or above on the Family Academic
			Outcomes scale	Outcomes scale	Outcomes scale
•	Positive School Behaviors rubric				
1.3					
а	Personal and Social Skills Scale	less than satisfactory	1	80% of youth score 3.5 or above on	•
		·	the personal and social skills scale	the personal and social skills scale	the personal and social skills scale
b	Commitment to Learning Scale	less than satisfactory	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	•
			the commitment to learning scale	the commitment to learning scale	the commitment to learning scale
С	School Day Attendance (need)	less than satisfactory	TBD% of students who had a school	TBD% of students who had a school	
		,	day attendance rate at or below	day attendance rate at or below	day attendance rate at or below
			90% in the prior school year that	90% in the prior school year that	90% in the prior school year that
			demonstrated an improved	demonstrated an improved	demonstrated an improved
			attendance rate	attendance rate	attendance rate

d	School Day Attendance (all)	less than	50% of students meet or exceed	60% of students meet or exceed	70% of students meet or exceed
		satisfactory	the school district's average rate of	the school district's average rate of	the school district's average rate of
			attendance	attendance	attendance
е	School Day Discipline - Previous	less than	10% of students that were	20% of students that were	30% of students that were
	year events	satisfactory	suspended in the past year	suspended in the past year	suspended in the past year
			decreased suspensions compared	decreased suspensions compared	decreased suspensions compared
			to the previous school year	to the previous school year	to the previous school year
f	School Day Discipline - Current year	less than	70% of students have no	80% of students have no	90% of students have no
	events	satisfactory	suspensions OR the program's	suspensions OR the program's	suspensions OR the program's
			percentage of suspensions is not	percentage of suspensions is at or	percentage of suspensions is more
			more than 10% below the district's	better than the district's	than 10% better than the district's
			percentage	percentage	percentage
g	Teacher reported engagement in	less than	50% of students improved on	70% of students improved on	80% of students improved on
	learning (K-5)	satisfactory	teacher reported engagement in	teacher reported engagement in	teacher reported engagement in
			learning	learning	learning
h	Teacher reported engagement in	less than	40% of students improved on	60% of students improved on	80% of students improved on
	learning (6-12)	satisfactory	teacher reported engagement in	teacher reported engagement in	teacher reported engagement in
			learning	learning	learning
i	Family Positive School Behaviors	less than	70% of family members score 3.5	80% of family members score 3.5	90% of family members score 3.5
	Scale	satisfactory	or above on the Family Positive	or above on the Family Positive	or above on the Family Positive
			School Behaviors scale	School Behaviors scale	School Behaviors scale
Objective	Family Engagement rubric				
1.4					
а	Experience - Family Engagement	less than	30% of youth participate with	40% of youth participate with	50% of youth participate with
	Event	satisfactory	family members in a family	family members in a family	family members in a family
			engagement event	engagement event	engagement event
b	Efficacy - Family Engagement	less than satisfactory	1	1	90% of youth score 3.5 or above on
		Satisfactory	the Family Engagement Efficacy	the Family Engagement Efficacy	the Family Engagement Efficacy
			scale	scale	scale
С	Interest - Family Engagement	less than	70% of youth score 3.5 or above on	1	90% of youth score 3.5 or above on
		satisfactory	the Family Engagement Interest	the Family Engagement Interest	the Family Engagement Interest
			scale	scale	scale

	Rubric items - Goals 1 and 2						
Objectives	The program (site) will score satisfactory or above on the	Less than Satisfact- ory	Satisfactory	More than Satisfactory	Advanced		
	Program Content: Develop a ons, and opportunities for au			• •	tive environment, positive		
Objective 2.1	Observed/Reported Program Qualit	y rubric					
а	Program Quality Assessment (PQA)	less than satisfactory	2.9 or above on the PQA tool	3.9 or above on the PQA tool	4.4 or above on the PQA tool		
b	Staff Program Quality Scale	less than satisfactory	Score of 3.5 or above on the Staff Program Quality Scale	Score of 4.0 or above on the Staff Program Quality Scale	Score of 4.5 or above on the Staff Program Quality Scale		
С	Youth Program Quality Scale	less than satisfactory	At least 70% of youth score 3.5 or above on the Youth Program Quality scale	At least 80% of youth score 3.5 or above on the Youth Program Quality scale	At least 90% of youth score 3.5 or above on the Youth Program Quality scale		
d	Family Program Quality Scale	less than satisfactory	At least 70% of family members score 3.5 or above on the Family Program Quality scale	At least 80% of family members score 3.5 or above on the Family Program Quality scale	At least 90% of family members score 3.5 or above on the Family Program Quality scale		
Objective 2.2	Academic Programming rubric						
a	Activity Leaders - Academic Enrichment	less than satisfactory	The program orients staff to its focus on academic enrichment (staff meetings, staff handbooks, orientation training, etc.)	The program provides its staff with higher level, ongoing training and support in academic enrichment programming	Staff implementing high impact, targeted academic experiences receive mentoring or other advanced professional supports (e.g., PLCs, special curriculum training, etc.)		
b	School Day Administrator Surveys	less than satisfactory	Average score of at least 3.5 on the School Day Administrator Survey	Average score of at least 4.0 on the School Day Administrator Survey	Average score of at least 4.5 on th School Day Administrator Survey		
С	Staff School Day Linkages Scale	less than satisfactory	Average score of at least 3.5 on the Staff School Day Linkages scale	Average score of at least 4.0 on the Staff School Day Linkages scale	Average score of at least 4.5 on th Staff School Day Linkages scale		
d	Family Connection - Academic Enrichment	less than satisfactory	Staff provide families with information regarding Academic Enrichment activities at the program, inviting families to participate when feasible	Staff host a family engagement event specific to the Academic Enrichment focus of the program	Families are provided at home activity suggestions related to Academic Enrichment in order to extend the learning and make link that will carry over to the home		

(NA for SAC)	ELA High Impact Targeted Academic Experience Math High Impact Targeted Academic Experience	less than satisfactory	One intentional, high impact, targeted ELA academic experience based on student academic needs One intentional, high impact, targeted math academic experience based on student	Two intentional, high impact, targeted ELA academic experiences based on student academic needs Two intentional, high impact, targeted math academic experiences based on student	experiences based on student academic needs At least three intentional, high impact, targeted math academic experiences based on student
Objective 2.3	Broad Array rubric		academic needs	academic needs	academic needs
	Social and Emotional Learning Activities	less than satisfactory	Documentation of two SEL activities	Documentation of three SEL activities	Documentation of at least four SEL activities
b	Weekly Schedule - Exposure to a Variety of Topics	less than satisfactory	Weekly schedule includes academic support and at least two of the broad array areas: health and wellness, recreation/fitness, fine or performing arts, college and career readiness, social and emotional learning, service learning, and life skills education	support and at least three of the broad array areas: health and wellness, recreation/fitness, fine or	1
С	Daily Schedule - Variety of Activities Each Day	less than satisfactory	Daily schedule has at least two different activities per day for each age group (excluding snack/meal)	Daily schedule has at least three activities per day for each age group (excluding snack/meal)	
d	Choice of Activities	less than satisfactory	Daily or weekly schedule allows youth the opportunity to choose at least one activity throughout the week OR evidence that youth "select" a class/group/club to sign up for at least quarterly	Youth have opportunities at least twice a week to choose from the site's broad array of enrichment activities (see list in 2.3.b)	

Objective	Family Engagement rubric				
2.4					
a	Activity Leaders - Family	less than satisfactory	The program orients new staff to	Staff implementing family	Staff implementing family
	Engagement Activities	Satisfactory	its family engagement framework,	engagement activities have training	engagement activities receive
			strategies, and policies through	on specific family engagement skills	mentoring or other advanced
			staff meetings, staff handbooks,	(planning family engagement	professional supports related to
			orientation training, etc.	events, communicating with	family engagement programming
				families)	
b	Quality Improvement Cycle -	less than	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	Family Engagement Activities	satisfactory	(QAP) for how to improve Family	external assessment about Family	the prior year's QAP in Family
			Engagement	Engagement	Engagement
С	Family Strengthening Families Scale	less than	At least 70% of family members	At least 80% of family members	At least 90% of family members
		satisfactory	score 3.5 or above on the	score 3.5 or above on the	score 3.5 or above on the
			Strengthening Families scale	Strengthening Families scale	Strengthening Families scale
d	Staff Strengthening Families Scale	less than	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
		satisfactory	on the Strengthening Families scale	on the Strengthening Families scale	on the Strengthening Families scale
е	Family & Child Academic	less than	Documentation of one family	Documentation of two family	Documentation of three family
	Enrichment Opportunities	satisfactory	engagement opportunity	engagement opportunities	engagement opportunities
f	Educational Development for Adult	less than	Documentation of one educational	Documentation of two educational	Documentation that at least one of
(NA for SAC)	Family Members of Students	satisfactory	development opportunity for	development opportunities for	the two family educational
	Served		families of students served	families of students served	development opportunities was
					planned based on a recent family
					needs assessment or family survey

Revision notes:

9/13/24 - Items 1.3.g and 1.3.h were updated from TBD to the percentages shown.

Objectives 1.5-1.15 are optional focus areas for 21st CCLC and SAC grantees.

Objective 1.5 a Interest Devel b Effica Devel	rest - Positive Youth elopment ecy - Positive Youth elopment etery - Positive Youth	less than satisfactory	the Positive Youth Development interest scale	80% of youth score 3.5 or above on the Positive Youth Development interest scale 80% of youth score 3.5 or above on the Positive Youth Development	the Positive Youth Development interest scale 90% of youth score 3.5 or above on
Objective 1.5 a Interest Devel b Effica Devel	est - Positive Youth elopment acy - Positive Youth elopment tery - Positive Youth	less than satisfactory less than satisfactory	the Positive Youth Development interest scale 70% of youth score 3.5 or above on the Positive Youth Development	the Positive Youth Development interest scale 80% of youth score 3.5 or above on	the Positive Youth Development interest scale 90% of youth score 3.5 or above on
a Interest Devel b Effica Devel	rest - Positive Youth elopment acy - Positive Youth elopment tery - Positive Youth	less than satisfactory less than satisfactory	the Positive Youth Development interest scale 70% of youth score 3.5 or above on the Positive Youth Development	the Positive Youth Development interest scale 80% of youth score 3.5 or above on	the Positive Youth Development interest scale 90% of youth score 3.5 or above on
a Interest Devel b Effica Devel	rest - Positive Youth elopment acy - Positive Youth elopment tery - Positive Youth	less than satisfactory	the Positive Youth Development interest scale 70% of youth score 3.5 or above on the Positive Youth Development	the Positive Youth Development interest scale 80% of youth score 3.5 or above on	the Positive Youth Development interest scale 90% of youth score 3.5 or above on
a Intere Devel b Effica Devel	elopment acy - Positive Youth elopment tery - Positive Youth	less than satisfactory	the Positive Youth Development interest scale 70% of youth score 3.5 or above on the Positive Youth Development	the Positive Youth Development interest scale 80% of youth score 3.5 or above on	the Positive Youth Development interest scale 90% of youth score 3.5 or above on
b Effica Devel	elopment acy - Positive Youth elopment tery - Positive Youth	less than satisfactory	the Positive Youth Development interest scale 70% of youth score 3.5 or above on the Positive Youth Development	the Positive Youth Development interest scale 80% of youth score 3.5 or above on	the Positive Youth Development interest scale 90% of youth score 3.5 or above on
b Effica Devel	elopment acy - Positive Youth elopment tery - Positive Youth	less than satisfactory	interest scale 70% of youth score 3.5 or above on the Positive Youth Development	interest scale 80% of youth score 3.5 or above on	interest scale 90% of youth score 3.5 or above on
Devel	elopment tery - Positive Youth	less than satisfactory	70% of youth score 3.5 or above on the Positive Youth Development	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
Devel	elopment tery - Positive Youth	satisfactory	the Positive Youth Development	•	1
	tery - Positive Youth		'	the Positive Youth Development	1
	'		efficacy scale	and i doubte rough bevelopment	the Positive Youth Development
	'	less than		efficacy scale	efficacy scale
c Maste	Janmant		70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
Devel	riopment	satisfactory	or 30% of youth demonstrate	or 40% of youth demonstrate	or 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d Exper	riences - Positive Youth		50% of youth experience consistent	60% of youth experience consistent	70% of youth experience consistent
Devel	elopment	satisfactory	and sustained opportunities to	and sustained opportunities to	and sustained opportunities to
			belong, opportunities for	belong, opportunities for	belong, opportunities for
			leadership/decision making,	leadership/decision making,	leadership/decision making,
			opportunities to make a difference,	opportunities to make a difference,	opportunities to make a difference,
			or opportunities to develop a skill	or opportunities to develop a skill	or opportunities to develop a skill
Objective Positi	tive Youth Development rubric				
2.5					
a Activi	rity Leaders - Positive Youth	less than	The program orients staff to its	The program provides its staff with	Staff receive mentoring or other
Devel	elopment Programming	satisfactory	focus on positive youth	higher level, ongoing training and	advanced professional supports
			development through staff	support in positive youth	(comprehensive training on a
			meetings, staff handbooks,	development programming	specific PYD curriculum, PLCs, etc.)
			orientation training, etc.		as they implement positive youth
					development programming

	1 .				
b	Quality Improvement Cycle -	less than satisfactory	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	Positive Youth Development	3ati3iactoi y	(QAP) for how to improve Positive	external assessment about Positive	the prior year's QAP in Positive
			Youth Development	Youth Development programming	Youth Development programming
			implementation		
С	Staff Positive Youth Development	less than	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
	Programming Scale	satisfactory	on the Positive Youth Development	on the Positive Youth Development	on the Positive Youth Development
			Programming scale	Programming scale	Programming scale
d	Youth Positive Youth Development	less than	70% of youth score satisfactory or	80% of youth score satisfactory or	90% of youth score satisfactory or
	Programming Scale	satisfactory	above on the Positive Youth	above on the Positive Youth	above on the Positive Youth
			Development Programming scale	Development Programming scale	Development Programming scale
e	Family Positive Youth Development	less than	70% of family members score	80% of family members score	90% of family members score
	Programming Scale	satisfactory	satisfactory or above on the	satisfactory or above on the	satisfactory or above on the
			Positive Youth Development	Positive Youth Development	Positive Youth Development
			Programming scale	Programming scale	Programming scale
f	Family Connection - Positive Youth	less than	Staff provide families with	Staff host a family engagement	Families are provided at home
	Development	satisfactory	information regarding Positive	event specific to the focus on	activity suggestions related to
			Youth Development activities at the	Positive Youth Development	Positive Youth Development in
			program, inviting families to		order to extend the learning and
			participate when feasible		make links that will carry over to
					the home
g	Activities/Curriculum - Positive	less than	Document concentrated, consistent	Document that Positive Youth	Document that Positive Youth
	Youth Development	satisfactory	and sustained programming time	Development activities/ curriculum	Development activities/ curriculum
			and effort in Positive Youth	include the interest and needs of	are based on evidence-based
			Development	youth and families	practices

	The program (site) will score satisfactory or above on the	Less than Satisfact- ory	Satisfactory	More than Satisfactory	Advanced			
	Intentional Youth-Adult Relationships rubric							
1.6	lutavast lutavitiaval Vavitla Adult	less than	700/ - 5	000/ -fth 2.5	000/ -fth			
a	Interest - Intentional Youth-Adult	satisfactory	1	•	80% of youth score 3.5 or above on			
	Relationships		the Intentional Youth-Adult	the Intentional Youth-Adult	the Intentional Youth-Adult			
			Relationships interest scale	Relationships interest scale	Relationships interest scale			

_					
b	Efficacy - Intentional Youth-Adult	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
	Relationships	satisfactory	the Intentional Youth-Adult	the Intentional Youth-Adult	the Intentional Youth-Adult
			Relationships efficacy scale	Relationships efficacy scale	Relationships efficacy scale
С	Mastery - Intentional Youth-Adult	less than	70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
	Relationships	satisfactory	OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d	Experiences - Specific mentor or	less than	30% of youth have an assigned	40% of youth have an assigned	50% of youth have an assigned
	coach	satisfactory	mentor/coach that they meet with	mentor/coach that they meet with	mentor/coach that they meet with
			on a regular basis	on a regular basis	on a regular basis
е	Experiences - Consistent support	less than	50% of youth receive consistent	60% of youth receive consistent	70% of youth receive consistent
	from multiple adults	satisfactory	support from three or more adults	support from three or more adults	support from three or more adults
			(not immediate family)	(not immediate family)	(not immediate family)
Objective	Intentional Youth-Adult Relationshi	ps rubric			
2.6					
а	Activity Leaders - Intentional Youth-	less than	The program orients staff to its	The program provides its staff with	Staff receive mentoring or other
	Adult Relationships	satisfactory	focus on Youth-Adult Relationships	higher level, ongoing training and	advanced professional supports
			through staff meetings, staff	support that helps them to	(e.g., PLCs, CoPs, etc.) to support
			handbooks, orientation training,	implement Youth-Adult	them as they implement the
			etc.	Relationship programming	program's focus on Youth-Adult
					Relationships
b	Quality Improvement Cycle -	less than	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	Intentional Youth-Adult	satisfactory	(QAP) for how to improve in the	external assessment using a tool to	the prior year's QAP in Youth-Adult
	Relationships		program's focus area of Youth-	measure Youth-Adult Relationships	Relationships
С	Staff Youth-Adult Relationships	less than	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
	Programming Scale	satisfactory	on the Youth-Adult Relationships	on the Youth-Adult Relationships	on the Youth-Adult Relationships
			Programming scale	Programming scale	Programming scale
d	Youth Youth-Adult Relationships	less than	70% of youth score satisfactory or	80% of youth score satisfactory or	90% of youth score satisfactory or
	Programming Scale	satisfactory	above on the Youth-Adult	above on the Youth-Adult	above on the Youth-Adult
			Relationships Programming scale	Relationships Programming scale	Relationships Programming scale
е	Family Youth-Adult Relationships	less than	70% of family members score	80% of family members score	90% of family members score
	Programming Scale	satisfactory	satisfactory or above on the Youth-	satisfactory or above on the Youth-	satisfactory or above on the Youth-
			Adult Relationships Programming	Adult Relationships Programming	Adult Relationships Programming
			scale	scale	scale
			-	-	

f	Family Connection - Intentional	less than	Staff provide families with	Staff host a family engagement	Families are provided at home
	Youth-Adult Relationships	satisfactory	information regarding intentional	event specific to the focus area in	activity suggestions related to the
			Youth-Adult Relationship activities	Youth-Adult Relationships	Youth-Adults Relationships focus
			at the program, inviting families to		area in order to extend the learning
			participate when feasible		and make links that will carry over
					to the home
g	Activities/Curriculum - Intentional		Document concentrated, consistent	Document that	Document that
	Youth-Adult Relationships	satisfactory	and sustained time and effort in	activities/curriculum in Youth-Adult	activities/curriculum in Youth-Adult
			Youth-Adult Relationships focus	Relationships include the interest	Relationships are based on
			area	and needs of youth and families	evidence-based practices
h	Activities/Curriculum - Intentional		Program offers at least two	Program offers at least three	Program offers at least four
	Youth-Adult Relationships Methods	satisfactory	methods of facilitating Youth-Adult	methods of facilitating Youth-Adult	methods of facilitating Youth-Adult
			Relationships	Relationships	Relationships

Objectives	The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
	satisfactory or above on the	Satisfact-			
		ory			
Objective	Health and Wellness rubric				
1.7					
а	Interest - Health and Wellness	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	80% of youth score 3.5 or above on
		satisfactory	the Health and Wellness interest	the Health and Wellness interest	the Health and Wellness interest
			scale	scale	scale
b	Efficacy - Health and Wellness	less than satisfactory	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
			the Health and Wellness efficacy	the Health and Wellness efficacy	the Health and Wellness efficacy
			scale	scale	scale
С	Mastery - Health and Wellness	less than	70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
		satisfactory	OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d	Experiences - Project based	less than	50% of youth participate in a	60% of youth participate in a	70% of youth participate in a
	learning in Health and Wellness	satisfactory	Health and Wellness project based	Health and Wellness project based	Health and Wellness project based
			learning experience	learning experience	learning experience

е	Experiences - Culminating activity in Health and Wellness	less than satisfactory			70% of youth participate in a Health and Wellness event or other
			culminating activity	culminating activity	culminating activity
Objective	Health and Wellness rubric				
2.7					
a	Activity Leaders - Health and	less than	The program orients staff to its	The program provides its staff with	Staff implementing health and
	Wellness	satisfactory	focus on health and wellness	higher level, ongoing training and	wellness programming receive
			through staff meetings, staff	support that helps them to	mentoring or other advanced
			handbooks, orientation training,	implement health and wellness	professional supports (e.g., PLCs,
			etc.	programming	special curriculum training, etc.)
b	Quality Improvement Cycle - Health	less than	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	and Wellness	satisfactory	(QAP) for how to improve in Health	external assessment using a Health	the prior year's QAP in Health and
			and Wellness programming	and Wellness tool	Wellness
С	Staff Health and Wellness	less than	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
	Programming Scale	satisfactory	on the Health and Wellness	on the Health and Wellness	on the Health and Wellness
			Programming scale	Programming scale	Programming scale
d	Youth Health and Wellness	less than	70% of youth score satisfactory or	80% of youth score satisfactory or	90% of youth score satisfactory or
	Programming Scale	satisfactory	above on the Health and Wellness	above on the Health and Wellness	above on the Health and Wellness
			Programming scale	Programming scale	Programming scale
е	Family Health and Wellness	less than	70% of family members score	80% of family members score	90% of family members score
	Programming Scale	satisfactory	satisfactory or above on the Health	satisfactory or above on the Health	satisfactory or above on the Health
			and Wellness Programming scale	and Wellness Programming scale	and Wellness Programming scale
f	Family Connection - Health and	less than satisfactory	Staff provide families with	Staff host a family engagement	Families are provided at home
	Wellness	Satisfactory	information regarding Health and	event specific to the Health and	activity suggestions related to
			Wellness activities at the program,	Wellness focus area	Health and Wellness in order to
			inviting families to participate		extend the learning and make links
			when feasible		that will carry over to the home
g	Activities/Curriculum - Health and	less than satisfactory	Document concentrated, consistent	Document that Health and	Document that Health and
	Wellness	Satisfactory	and sustained time and effort in	Wellness activities/curriculum	Wellness activities/curriculum are
			Health and Wellness programming	include the interest and needs of	based on evidence-based practices
				youth and families	
h	Activities/Curriculum - Health and	less than satisfactory	Activities/curriculum include at	Activities/curriculum include at	Activities/curriculum include at
	Wellness Components	satistactory	least two components of Health	least three components of Health	least four components of Health
			and Wellness programming	and Wellness programming	and Wellness programming

Ohiectives	The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
	satisfactory or above on the	Satisfact-	Satisfactory	Wiore than Satisfactory	Advanced
	satisfactory of above off the	ory			
Objective	STEM rubric	017			
1.8					
а	Interest - STEM	less than	50% of youth per site will report a	60% of youth per site will report a	70% of youth per site will report a
		satisfactory	positive score on the Common	positive score on the Common	positive score on the Common
			Instrument Science Survey	Instrument Science Survey	Instrument Science Survey
b	Efficacy - STEM	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
		satisfactory	the STEM efficacy scale	the STEM efficacy scale	the STEM efficacy scale
С	Mastery - STEM	less than	70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
		satisfactory	OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
d	Experiences - Project based	less than	50% of youth participate in STEM	60% of youth participate in STEM	70% of youth participate in STEM
	learning in STEM	satisfactory	project based learning experience	project based learning experience	project based learning experience
е	Experiences - Culminating activity	less than	30% of youth participate in a STEM	50% of youth participate in a STEM	70% of youth participate in a STEM
	in STEM	satisfactory	exhibition, competition, or	exhibition, competition, or	exhibition, competition, or
			culminating event	culminating event	culminating event
Objective	STEM rubric				
2.8					
а	Activity Leaders - STEM	less than satisfactory	The program orients staff to its	The program provides its staff with	Staff implementing STEM
		Satisfactory	focus on STEM through staff	higher level, ongoing training and	programming receive mentoring or
			meetings, staff handbooks,	support that helps them to	other advanced professional
			orientation training, etc.	implement STEM programming	supports (e.g., PLCs, special
					curriculum training, etc.)
b	Quality Improvement Cycle - STEM	less than satisfactory	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
		Satisfactory	(QAP) for how to improve in STEM	external assessment using a STEM	the prior year's QAP in STEM
			programming	tool	
С	Staff STEM Programming Scale	less than satisfactory	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
			on the STEM Programming scale	on the STEM Programming scale	on the STEM Programming scale
d	Youth STEM Programming Scale	less than	70% of youth score satisfactory or	80% of youth score satisfactory or	90% of youth score satisfactory or
		satisfactory	above on the STEM Programming	above on the STEM Programming	above on the STEM Programming
			scale	scale	scale

е	Family STEM Programming Scale		70% of family members score	80% of family members score	90% of family members score
		satisfactory	satisfactory or above on the STEM	satisfactory or above on the STEM	satisfactory or above on the STEM
			Programming scale	Programming scale	Programming scale
f	Family Connection - STEM	less than	Staff provide families with	Staff host a family engagement	Families are provided at home
		satisfactory	information regarding STEM	event specific to STEM	activity suggestions related to
			activities at the program, inviting	programming	STEM in order to extend the
			families to participate when		learning and make links that will
			feasible		carry over to the home
g	Activities/Curriculum - STEM	less than	Document concentrated, consistent	Document that STEM	Document that STEM
		satisfactory	and sustained time and effort in	activities/curriculum include the	activities/curriculum are based on
			STEM	interest and needs of youth and	evidence-based practices
h	Activities/Curriculum - STEM	less than	Activities/curriculum includes at	Activities/curriculum includes at	Activities/curriculum includes at
	Components	satisfactory	least two components of STEM	least three components of STEM	least four components of STEM

T	The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
	satisfactory or above on the	Satisfact-			
Ohioctivo	Civic Engagement rubric	ory			
1.9	Civic Liigagement rubiic				
а	Interest - Civic Engagement	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	80% of youth score 3.5 or above on
		satisfactory	the Civic Engagement interest scale	the Civic Engagement interest scale	the Civic Engagement interest scale
b	Efficacy - Civic Engagement	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
		satisfactory	the Civic Engagement efficacy scale	the Civic Engagement efficacy scale	the Civic Engagement efficacy scale
С	Mastery - Civic Engagement	less than satisfactory	70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
			OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d	Experiences - Project based	less than	50% of youth participate in an issue	60% of youth participate in an issue	70% of youth participate in an issue
	learning in Civic Engagement	satisfactory	based project based learning	based project based learning	based project based learning
			experience	experience	experience
е	Experiences - Culminating activity	less than	30% of youth participate in a Civic	50% of youth participate in a Civic	70% of youth participate in a Civic
	in Civic Engagement	satisfactory	Engagement service learning	Engagement service learning	Engagement service learning
			experience or other culminating	experience or other culminating	experience or other culminating
			activity	activity	activity

Objective 2.9	Civic Engagement rubric				
a	Activity Leaders - Civic Engagement	less than satisfactory	The program orients staff to its focus on Civic Engagement through staff meetings, staff handbooks, orientation training, etc.	The program provides its staff with higher level, ongoing training and support that helps them to implement Civic Engagement programming	Staff implementing Civic Engagement programming receive mentoring or other advanced professional supports (e.g., PLCs, special curriculum training, etc.)
b	Quality Improvement Cycle - Civic Engagement	less than satisfactory	Develop a Quality Action Plan (QAP) for how to improve in Civic Engagement	Complete a program self or external assessment using a Civic Engagement tool	Documentation of implementing the prior year's QAP in Civic Engagement
	Staff Civic Engagement Programming Scale	less than satisfactory	Staff surveys average 3.5 or above on the Civic Engagement Programming scale	Staff surveys average 4.0 or above on the Civic Engagement Programming scale	Staff surveys average 4.5 or above on the Civic Engagement Programming scale
	Youth Civic Engagement Programming Scale	less than satisfactory	70% of youth score satisfactory or above on the Civic Engagement Programming scale	80% of youth score satisfactory or above on the Civic Engagement Programming scale	90% of youth score satisfactory or above on the Civic Engagement Programming scale
е	Family Civic Engagement Programming Scale	less than satisfactory	70% of family members score satisfactory or above on the Civic Engagement Programming scale	80% of family members score satisfactory or above on the Civic Engagement Programming scale	90% of family members score satisfactory or above on the Civic Engagement Programming scale
f	Family Connection - Civic Engagement	less than satisfactory	Staff provide families with information regarding Civic Engagement activities at the program, inviting families to participate when feasible	Staff host a family engagement event specific Civic Engagement	Families are provided at home activity suggestions related to Civic Engagement in order to extend the learning and make links that will carry over to the home
g	Activities/Curriculum - Civic Engagement	less than satisfactory	Document concentrated, consistent and sustained time and effort in Civic Engagement programming	Document that Civic Engagement activities/curriculum include the interest and needs of youth and families	Document that Civic Engagement activities/curriculum are based on evidence-based practices

_	The program (site) will score satisfactory or above on the	Less than Satisfact-	Satisfactory	More than Satisfactory	Advanced
	satisfactory of above on the	ory			
Objective 1.10	Career Awareness rubric				
a	Interest - Career Awareness	less than satisfactory	70% of youth score 3.5 or above on the Career Awareness interest scale	80% of youth score 3.5 or above on the Career Awareness interest scale	80% of youth score 3.5 or above on the Career Awareness interest scale
b	Efficacy - Career Awareness	less than satisfactory	70% of youth score 3.5 or above on the Career Awareness efficacy scale	1	90% of youth score 3.5 or above on the Career Awareness efficacy scale
С	Mastery - Career Awareness	less than satisfactory	70% of youth demonstrate mastery OR 30% of youth demonstrate improvement based on the program's selected measurement process	80% of youth demonstrate mastery OR 40% of youth demonstrate improvement based on the program's selected measurement process	90% of youth demonstrate mastery OR 50% of youth demonstrate improvement based on the program's selected measurement process
	Experiences - Project based learning in Career Awareness	less than satisfactory	50% of youth participate in a Career Awareness project based learning experience	60% of youth participate in a Career Awareness project based learning experience	70% of youth participate in a Career Awareness project based learning experience
	Experiences - Career Awareness experiences (K-5)	less than satisfactory	80% of youth participate in a Career Awareness experience (e.g., guest speaker, field trip)	80% of youth participate in at least two Career Awareness experiences	80% of youth participate in at least three Career Awareness experiences
	Experiences - Career Awareness experiences (6-8)	less than satisfactory	50% of youth participate in a Career Awareness experience specific to their career pathway/career cluster (e.g., guest speaker, field trip, research project)	1	50% of youth participate in three Career Awareness experiences specific to their career pathway/career cluster (e.g., guest speaker, field trip, research project)
_	Experiences - Individualized career experiences (9-12)	less than satisfactory	30% of HS youth participate in an individualized career experience (e.g., a job shadowing, internship, etc.)	40% of HS youth participate in an individualized career experience (e.g., a job shadowing, internship, etc.)	50% of HS youth participate in an individualized career experience (e.g., a job shadowing, internship, etc.)

•	Career Awareness rubric				
2.10					
а	Activity Leaders - Career Awareness	less than satisfactory	The program orients staff to its	The program provides its staff with	Staff implementing Career
		satisfactor y	focus on Career Awareness through	higher level, ongoing training and	Awareness programming receive
			staff meetings, staff handbooks,	support that helps them to	mentoring or other advanced
			orientation training, etc.	implement Career Awareness	professional supports (e.g., PLCs,
				programming	special curriculum training, etc.)
b	Quality Improvement Cycle - Career	less than	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	Awareness	satisfactory	(QAP) for how to improve in Career	external assessment using a Career	the prior year's QAP in Career
			Awareness	Awareness tool	Awareness
С	Staff Career Awareness	less than	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
	Programming Scale	satisfactory	on the Career Awareness	on the Career Awareness	on the Career Awareness
			Programming scale	Programming scale	Programming scale
d	Youth Career Awareness	less than satisfactory	70% of youth score satisfactory or	80% of youth score satisfactory or	90% of youth score satisfactory or
	Programming Scale		above on the Career Awareness	above on the Career Awareness	above on the Career Awareness
			Programming scale	Programming scale	Programming scale
е	Family Career Awareness	less than	70% of family members score	80% of family members score	90% of family members score
	Programming Scale	satisfactory	satisfactory or above on the Career	satisfactory or above on the Career	satisfactory or above on the Career
			Awareness Programming scale	Awareness Programming scale	Awareness Programming scale
f	Family Connection - Career	less than	Staff provide families with	Staff host a family engagement	Families are provided at home
	Awareness	satisfactory	information regarding Career	event specific to Career Awareness	activity suggestions related to
			Awareness activities at the		Career Awareness in order to
			program, inviting families to		extend the learning and make links
			participate when feasible		that will carry over to the home
g	Activities/Curriculum - Career	less than	Document concentrated, consistent	Document that Career Awareness	Document that Career Awareness
	Awareness	satisfactory	and sustained time and effort in	activities/curriculum include the	activities/curriculum are based on
			Career Awareness programming	interest and needs of youth and	evidence-based practices
				families	

Objectives	The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
	satisfactory or above on the	Satisfact-			
		ory			
Objective	Entrepreneurship rubric				
1.11					
а	Interest - Entrepreneurship	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	80% of youth score 3.5 or above on
		satisfactory	the Entrepreneurship interest scale	the Entrepreneurship interest scale	the Entrepreneurship interest scale
b	Efficacy - Entrepreneurship	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
		satisfactory	the Entrepreneurship efficacy scale	the Entrepreneurship efficacy scale	the Entrepreneurship efficacy scale
С	Mastery - Entrepreneurship	less than	70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
		satisfactory	OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d	Experiences - Project based	less than	50% of youth participate in an	60% of youth participate in an	70% of youth participate in an
	learning in Entrepreneurship	satisfactory	Entrepreneurship project based	Entrepreneurship project based	Entrepreneurship project based
			learning experience	learning experience	learning experience
е	Experiences - Culminating activity	less than	30% of youth participate in a youth	40% of youth participate in a youth	50% of youth participate in a youth
	in Entrepreneurship	satisfactory	Entrepreneurship culminating	Entrepreneurship culminating	Entrepreneurship culminating
			experience (e.g., pitch challenge,	experience (e.g., pitch challenge,	experience (e.g., pitch challenge,
			Lemonade Day, etc.)	Lemonade Day, etc.)	Lemonade Day, etc.)
Objective	Entrepreneurship rubric				
2.11					
а	Activity Leaders - Entrepreneurship	less than	The program orients staff to its	The program provides its staff with	Staff implementing
		satisfactory	focus on Entrepreneurship through	higher level, ongoing training and	Entrepreneurship programming
			staff meetings, staff handbooks,	support that helps them to	receive mentoring or other
			orientation training, etc.	implement Entrepreneurship	advanced professional supports
				programming	(e.g., PLCs, special curriculum
					training, etc.)
b	Quality Improvement Cycle -	less than	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	Entrepreneurship	satisfactory	(QAP) for how to improve in	external assessment using an	the prior year's QAP in
			Entrepreneurship	Entrepreneurship tool	Entrepreneurship

С	Staff Entrepreneurship Programming Scale	less than satisfactory	Staff surveys average 3.5 or above on the Entrepreneurship Programming scale	Staff surveys average 4.0 or above on the Entrepreneurship Programming scale	Staff surveys average 4.5 or above on the Entrepreneurship Programming scale
d	Youth Entrepreneurship Programming Scale	less than satisfactory	70% of youth score satisfactory or above on the Entrepreneurship Programming scale	80% of youth score satisfactory or above on the Entrepreneurship Programming scale	90% of youth score satisfactory or above on the Entrepreneurship Programming scale
е	Family Entrepreneurship Programming Scale	less than satisfactory	70% of family members score satisfactory or above on the Entrepreneurship Programming	80% of family members score satisfactory or above on the Entrepreneurship Programming	90% of family members score satisfactory or above on the Entrepreneurship Programming
f	Family Connection - Entrepreneurship	less than satisfactory	Staff provide families with information regarding Entrepreneurship activities at the program, inviting families to	Staff host a family engagement event specific to Entrepreneurship	Families are provided at home activity suggestions related to Entrepreneurship in order to extend the learning and make links
g	Activities/Curriculum - Entrepreneurship	less than satisfactory	Document concentrated, consistent and sustained time and effort in Entrepreneurship	Document that Entrepreneurship activities/curriculum include the interest and needs of youth and families	Document that Entrepreneurship activities/curriculum are based on evidence-based practices
h	Activities/Curriculum - Entrepreneurship Mindsets/Skillsets	less than satisfactory	Programming includes intentional focus on at least two Entrepreneurship mindsets/skillsets	Programming includes intentional focus on at least three Entrepreneurship mindsets/skillsets	Programming includes intentional focus on at least four Entrepreneurship mindsets/skillsets

Objectives	The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
	satisfactory or above on the	Satisfact-			
		ory			
Objective	Workforce Readiness rubric				
1.12					
а	Interest - Workforce Readiness	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	80% of youth score 3.5 or above on
		satisfactory	the Workforce Readiness interest	the Workforce Readiness interest	the Workforce Readiness interest
			scale	scale	scale
b	Efficacy - Workforce Readiness	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
		satisfactory	the Workforce Readiness efficacy	the Workforce Readiness efficacy	the Workforce Readiness efficacy
			scale	scale	scale

С	Mastery - Workforce Readiness	less than			90% of youth demonstrate mastery
		satisfactory	OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d	Experiences - Project based	less than	50% of youth participate in a	60% of youth participate in a	70% of youth participate in a
	learning in Workforce Readiness	satisfactory	project based learning experience	project based learning experience	project based learning experience
			in Workforce Readiness	in Workforce Readiness	in Workforce Readiness
е	Experiences - Work based learning	less than	10% of youth participate in a paid	20% of youth participate in a paid	30% of youth participate in a paid
	experience	satisfactory	or volunteer working experience	or volunteer working experience	or volunteer working experience
f	Experiences - Individualized career	less than	30% of HS youth participate in an	40% of HS youth participate in an	50% of HS youth participate in an
	experiences (9-12)	satisfactory	individualized career experience	individualized career experience	individualized career experience
			(e.g., a job shadowing, internship,	(e.g., a job shadowing, internship,	(e.g., a job shadowing, internship,
			etc.)	etc.)	etc.)
g	Experiences - Post-secondary plan	less than	50% of youth have a post-	60% of youth have a post-	70% of youth have a post-
		satisfactory	secondary plan	secondary plan	secondary plan
h	Experiences - Post-secondary	less than	30% of youth participate in a post-	40% of youth participate in a post-	50% of youth participate in a post-
	transition experiences	satisfactory	secondary experience (e.g., college	secondary experience (e.g., college	secondary experience (e.g., college
			visit, trades fair, dual enrollment,	visit, trades fair, dual enrollment,	visit, trades fair, dual enrollment,
			work based learning, etc.)	work based learning, etc.)	work based learning, etc.)
Objective	Workforce Readiness rubric				
2.12					
а	Activity Leaders - Workforce	less than	The program orients staff to its	The program provides its staff with	Staff implementing Workforce
,	Readiness	satisfactory	focus on Workforce Readiness	higher level, ongoing training and	Readiness programming receive
			through staff meetings, staff	support that helps them to	mentoring or other advanced
			handbooks, orientation training,	implement Workforce Readiness	professional supports (e.g., PLCs,
			etc.	programming	special curriculum training, etc.)
b	Quality Improvement Cycle -	less than	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	Entrepreneurship	satisfactory	(QAP) for how to improve in	external assessment using a	the prior year's QAP in Workforce
			Workforce Readiness programming	Workforce Readiness tool	Readiness
С	Staff Workforce Readiness	less than	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
	Programming Scale	satisfactory	on the Workforce Readiness	on the Workforce Readiness	on the Workforce Readiness
	5 5				

d	Youth Workforce Readiness	less than	70% of youth score satisfactory or	80% of youth score satisfactory or	90% of youth score satisfactory or
	Programming Scale	satisfactory	above on the Workforce Readiness	above on the Workforce Readiness	above on the Workforce Readiness
			Programming scale	Programming scale	Programming scale
е	Family Workforce Readiness		70% of family members score	80% of family members score	90% of family members score
	Programming Scale	satisfactory	satisfactory or above on the	satisfactory or above on the	satisfactory or above on the
			Workforce Readiness Programming	Workforce Readiness Programming	Workforce Readiness Programming
			scale	scale	scale
f	Family Connection -	less than	Staff provide families with	Staff host a family engagement	Families are provided at home
	Entrepreneurship	satisfactory	information regarding Workforce	event specific to Workforce	activity suggestions related to
			Readiness activities at the program,	Readiness	Workforce Readiness in order to
			inviting families to participate		extend the learning and make links
			when feasible		that will carry over to the home
g	Activities/Curriculum -	less than	Document concentrated, consistent	Document that Workforce	Document that Workforce
	Entrepreneurship	satisfactory	and sustained time and effort in	Readiness activities/curriculum	Readiness activities/curriculum are
			Workforce Readiness	include the interest and needs of	based on evidence-based practices
				youth and families	

Objectives	The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
	satisfactory or above on the	Satisfact-			
		ory			
Objective	Recreation rubric				
1.13					
а	Interest - Recreation	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	80% of youth score 3.5 or above on
		satisfactory	the Recreation interest scale	the Recreation interest scale	the Recreation interest scale
b	Efficacy - Recreation	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
		satisfactory	the Recreation efficacy scale	the Recreation efficacy scale	the Recreation efficacy scale
С	Mastery - Recreation	less than	70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
		satisfactory	OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d	Experiences - Consistent	less than	50% of youth have a consistent,	60% of youth have a consistent,	70% of youth have a consistent,
	relationship with non-family adult	satisfactory	durable relationship with a non-	durable relationship with a non-	durable relationship with a non-
			parent adult (e.g., recreation	parent adult (e.g., recreation	parent adult (e.g., recreation
			leader, coach)	leader, coach)	leader, coach)

е	Experiences - Culminating activity	less than	30% of youth participate in an	30% of youth participate in an	30% of youth participate in an
	in Recreation	satisfactory	event or culminating experience	event or culminating experience	event or culminating experience
			(e.g., 5K, soccer tournament, etc.)	(e.g., 5K, soccer tournament, etc.)	(e.g., 5K, soccer tournament, etc.)
f	Experiences - Positive opportunities	less than	70% of youth participate in positive		
	for group involvement and	satisfactory	opportunities for group	opportunities for group	opportunities for group
	accomplishment		involvement and accomplishment	involvement and accomplishment	involvement and accomplishment
Objective	Recreation rubric				
2.13					
а	Activity Leaders - Recreation	less than	The program orients staff to its	The program provides its staff with	Staff implementing Recreation
		satisfactory	focus on Recreation through staff	higher level, ongoing training and	programming receive mentoring or
			meetings, staff handbooks,	support that helps them to	other advanced professional
			orientation training, etc.	implement Recreation	supports (e.g., PLCs, special
				programming	curriculum training, etc.)
b	Quality Improvement Cycle -	less than satisfactory	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	Recreation	Satisfactory	(QAP) for how to improve in	external assessment using a	the prior year's QAP in Recreation
			Recreation	Recreation tool	
С	Staff Recreation Programming	less than	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
	Scale	satisfactory	on the Recreation Programming	on the Recreation Programming	on the Recreation Programming
			scale	scale	scale
d	Youth Recreation Programming	less than satisfactory	70% of youth score satisfactory or	80% of youth score satisfactory or	90% of youth score satisfactory or
	Scale	Satisfactory	above on the Recreation	above on the Recreation	above on the Recreation
			Programming scale	Programming scale	Programming scale
е	Family Recreation Programming	less than satisfactory	70% of family members score	80% of family members score	90% of family members score
	Scale	Satisfactory	satisfactory or above on the	satisfactory or above on the	satisfactory or above on the
			Recreation Programming scale	Recreation Programming scale	Recreation Programming scale
f	Family Connection - Recreation	less than satisfactory	Staff provide families with	Staff host a family engagement	Families are provided at home
		3ati3factory	information regarding Recreation	event specific to Recreation	activity suggestions related to
			activities at the program, inviting		Recreation in order to extend the
			families to participate when		learning and make links that will
			feasible		carry over to the home
g	Activities/Curriculum - Recreation	less than satisfactory	Document concentrated, consistent		Document that Recreation
		Juli Stactor y	and sustained time and effort in	activities/curriculum include the	activities/curriculum are based on
			Recreation programming	interest and needs of youth and	evidence-based practices
				families	

h	Activities/Curriculum - Recreation		Activities/curriculum include at	Activities/curriculum include at	Activities/curriculum include at
	Modes of Instruction	satisfactory	least two modes of Recreation	least three modes of Recreation	least four modes of Recreation
			instruction (e.g., skills and drills,	instruction (e.g., skills and drills,	instruction (e.g., skills and drills,
			scrimmage, modeled play, and free	scrimmage, modeled play, and free	scrimmage, modeled play, and free
			play)	play)	play)

Objectives	The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
	satisfactory or above on the	Satisfact-			
		ory			
Objective	Family Support/Wrap Around Service	ces rubric			
1.14					
a	Interest - Family Support/Wrap	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	80% of youth score 3.5 or above on
	Around Services	satisfactory	the Family Support/Wrap Around	the Family Support/Wrap Around	the Family Support/Wrap Around
			Services interest scale	Services interest scale	Services interest scale
b	Efficacy - Family Support/Wrap	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
	Around Services	satisfactory	the Family Support/Wrap Around	the Family Support/Wrap Around	the Family Support/Wrap Around
			Services efficacy scale	Services efficacy scale	Services efficacy scale
С	Mastery - Family Support/Wrap	less than	70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
	Around Services	satisfactory	OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d	Experiences - Project based	less than	50% of youth participate in project	60% of youth participate in a	70% of youth participate in a
	learning in Family Support/Wrap	satisfactory	based learning experience about	project based learning experience	project based learning experience
	Around Services		Family Support/Wrap Around	about Family Support/Wrap	about Family Support/Wrap
			Services	Around Services	Around Services
е	Experiences - Family Support/Wrap	less than	30% of youth participate in a	40% of youth participate in a	50% of youth participate in a
	Around Services	satisfactory	Family Support/Wrap Around	Family Support/Wrap Around	Family Support/Wrap Around
			Services experience	Services experience	Services experience

Objective 2.14	Family Support/Wrap Around Service	ces rubric			
а	Activity Leaders - Family Support/Wrap Around Services	less than satisfactory	The program orients staff to its focus on Family Support/Wrap Around Services through staff meetings, staff handbooks, orientation training, etc.	The program provides its staff with higher level, ongoing training and support that helps them to implement Family Support/Wrap Around Services	Staff implementing Family Support/Wrap Around Services receive mentoring or other advanced professional supports (e.g., PLCs, special curriculum training, etc.)
b	Quality Improvement Cycle - Family Support/Wrap Around Services	less than satisfactory	Develop a Quality Action Plan (QAP) for how to improve in Family Support/Wrap Around Services	Complete a program self or external assessment using a Family Support/Wrap Around Services tool	Documentation of implementing the prior year's QAP in Family
С	Staff Family Support Scale	less than satisfactory	Staff surveys average 3.5 or above on the Family Support scale	Staff surveys average 4.0 or above on the Family Support scale	Staff surveys average 4.5 or above on the Family Support scale
d	Youth Family Support Scale	less than satisfactory	70% of youth score satisfactory or above on the Family Support scale	80% of youth score satisfactory or above on the Family Support scale	90% of youth score satisfactory or above on the Family Support scale
Ф	Family Family Support Scale	less than satisfactory	70% of family members score satisfactory or above on the Family Support scale	80% of family members score satisfactory or above on the Family Support scale	90% of family members score satisfactory or above on the Family Support scale
	Family Connection - Family Support/Wrap Around Services	less than satisfactory	Staff provide families with information regarding Family Support activities at the program, inviting families to participate when feasible	Staff host a family engagement event specific to Family Support/Wrap Around Services	Families are provided at home activity suggestions related to Family Support/Wrap Around Services in order to extend the learning and make links that will carry over to the home
Ū	Activities/Curriculum - Family Support/Wrap Around Services	less than satisfactory	Document concentrated, consistent and sustained time and effort in Family Support/Wrap Around Services	Document that Family Support/Wrap Around Services activities/curriculum include the interest and needs of youth and families	Document that Family Support/Wrap Around Services activities/curriculum are based on evidence-based practices
	Activities/Curriculum - Family Support/Wrap Around Services Areas of Support	less than satisfactory	Programming/supports included at least two areas of Family Support/Wrap Around Services	Programming/supports included at least three areas of Family Support/Wrap Around Services	Programming/supports included at least four areas of Family Support/Wrap Around Services

Objectives	The program (site) will score	Less than	Satisfactory	More than Satisfactory	Advanced
	satisfactory or above on the	Satisfact-			
		ory			
Objective	High school rubric				
1.15					
а	Interest - High School	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	80% of youth score 3.5 or above on
		satisfactory	the High School interest scale	the High School interest scale	the High School interest scale
b	Efficacy - High School	less than	70% of youth score 3.5 or above on	80% of youth score 3.5 or above on	90% of youth score 3.5 or above on
		satisfactory	the High School efficacy scale	the High School efficacy scale	the High School efficacy scale
С	Mastery - High School	less than	70% of youth demonstrate mastery	80% of youth demonstrate mastery	90% of youth demonstrate mastery
		satisfactory	OR 30% of youth demonstrate	OR 40% of youth demonstrate	OR 50% of youth demonstrate
			improvement based on the	improvement based on the	improvement based on the
			program's selected measurement	program's selected measurement	program's selected measurement
			process	process	process
d	Experiences - High school course	less than	70% of youth meet with	80% of youth meet with	90% of youth meet with
	and graduation plan	satisfactory	afterschool staff to discuss their	afterschool staff to discuss their	afterschool staff to discuss their
			high school course and graduation	high school course and graduation	high school course and graduation
			plan	plan	plan
е	Experiences - Post-secondary plan	less than	50% of youth have a post-	60% of youth have a post-	70% of youth have a post-
		satisfactory	secondary plan	secondary plan	secondary plan
f	Experiences - Post-secondary	less than	30% of youth participate in a post-	40% of youth participate in a post-	50% of youth participate in a post-
	transition experience	satisfactory	secondary experience (e.g., college	secondary experience (e.g., college	secondary experience (e.g., college
			visit, trades fair, dual enrollment,	visit, trades fair, dual enrollment,	visit, trades fair, dual enrollment,
			work based learning, etc.)	work based learning, etc.)	work based learning, etc.)
Objective 2.15	High School/Post-Secondary Access	rubric			
_	Activity Leaders - High School/Post-	less than	The program orients staff to its	The program provides its staff with	Staff implementing Post- Secondary
	Secondary Access	satisfactory	focus on Post-Secondary Access	higher level, ongoing training and	access programming receive
	'		through staff meetings, staff	support that helps them to	mentoring or other advanced
			handbooks, orientation training,	implement Post-Secondary Access	professional supports (e.g., PLCs,
			etc.	programming	special curriculum training, etc.)
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b	Quality Improvement Cycle - High	less than	Develop a Quality Action Plan	Complete a program self or	Documentation of implementing
	School/Post-Secondary Access	satisfactory	(QAP) for how to improve in Post-	external assessment using a Post-	the prior year's QAP in Post-
	,		Secondary Access programming	Secondary Access tool	Secondary Access
С	Staff Post-Secondary Access	less than	Staff surveys average 3.5 or above	Staff surveys average 4.0 or above	Staff surveys average 4.5 or above
	Programming Scale	satisfactory	on the Post-Secondary Access	on the Post-Secondary Access	on the Post-Secondary Access
			Programming scale	Programming scale	Programming scale
d	Youth Post-Secondary Access	less than	70% of youth score satisfactory or	80% of youth score satisfactory or	90% of youth score satisfactory or
	Programming Scale	satisfactory	above on the Post-Secondary	above on the Post-Secondary	above on the Post-Secondary
			Access Programming scale	Access Programming scale	Access Programming scale
е	Family Post-Secondary Access	less than	70% of family members score	80% of family members score	90% of family members score
	Programming Scale	satisfactory	satisfactory or above on the Post-	satisfactory or above on the Post-	satisfactory or above on the Post-
			Secondary Access Programming	Secondary Access Programming	Secondary Access Programming
			scale	scale	scale
f	Family Connection - High	less than	Staff provide families with	Staff host a family engagement	Families are provided at home
	School/Post-Secondary Access	satisfactory	information regarding Post-	event specific to Post-Secondary	activity suggestions related to Post-
			Secondary Access activities at the	Access	Secondary Access in order to
			program, inviting families to		extend the learning and make links
			participate when feasible		that will carry over to the home
g	Activities/Curriculum - High	less than	Document concentrated, consistent	Document that Post-Secondary	Document that Post-Secondary
	School/Post-Secondary Access	satisfactory	and sustained time and effort in	Access activities/curriculum include	Access activities/curriculum are
			Post-Secondary Access	the interest and needs of youth	based on evidence-based practices
			programming	and families	
h	Activities/Curriculum - High	less than satisfactory	Activities/curriculum includes at	Activities/curriculum includes at	Activities/curriculum includes at
	School/Post-Secondary Access	Satisfactory	least two components of Post-	least three components of Post-	least four components of Post-
	Components		Secondary Access framework (e.g.,	Secondary Access framework (e.g.,	Secondary Access framework (e.g.,
			planning, education and training,	planning, education and training,	planning, education and training,
			admission, affordability, etc.)	admission, affordability, etc.)	admission, affordability, etc.)