

2023-2028 Afterschool Evaluation Framework
Rubric Items - Goals 1 and 2

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

a	Proposed vs. Actual Attendance	less than satisfactory	Actual 30+ day attendance is at least 80% of proposed attendance	Actual 30+ day attendance is at least 90% of proposed attendance	Actual 30+ day attendance is at 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
c	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
d	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
e	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 1.2 Academic Outcomes rubric

a	Experience - Participation in academic support - ELA	less than satisfactory	80% of students participate in ELA academic support activities	90% of students participate in ELA academic support activities	100% of students participate in ELA academic support activities
b	Experience - Participation in academic support - Math	less than satisfactory	80% of students participate in Math academic support activities	90% of students participate in Math academic support activities	100% of students participate in Math academic support activities
c	Experience - Participation in academic enrichment - ELA	less than satisfactory	50% of students participate in ELA enrichment activities	60% of students participate in ELA enrichment activities	70% of students participate in ELA enrichment activities
d	Experience - Participation in academic enrichment - Math	less than satisfactory	50% of students participate in Math enrichment activities	60% of students participate in Math enrichment activities	70% of students participate in Math enrichment activities

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

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

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Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Goal 2 - Program Content: Develop and maintain quality programming that includes a safe and supportive environment, positive interactions, and opportunities for authentic engagement in the areas of program focus.					
Objective 2.1	Observed/Reported Program Quality rubric				
a	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
c	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 the School Day Administrator Survey
c	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 the 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 links that will carry over to the home

Color coding: Gray letters indicate the item was in 2018-2023 Afterschool Evaluation Framework.
Blush letters indicate the item was added to align with the new GPRA measures.

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e (NA for SAC)	ELA High Impact Targeted Academic Experience	less than satisfactory	One intentional, high impact, targeted ELA academic experience based on student academic needs	Two intentional, high impact, targeted ELA academic experiences based on student academic needs	At least three intentional, high impact, targeted ELA academic experiences based on student academic needs
f (NA for SAC)	Math High Impact Targeted Academic Experience	less than satisfactory	One intentional, high impact, targeted math academic experience based on student academic needs	Two intentional, high impact, targeted math academic experiences based on student academic needs	At least three intentional, high impact, targeted math academic experiences based on student academic needs
Objective 2.3	Broad Array rubric				
a	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	Weekly schedule includes academic support and at least three 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	Weekly schedule includes academic support and at least four 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
c	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)	

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

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

Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.5	Positive Youth Development rubric				
a	Interest - Positive Youth Development	less than satisfactory	70% 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 interest scale	80% of youth score 3.5 or above on the Positive Youth Development interest scale
b	Efficacy - Positive Youth Development	less than satisfactory	70% of youth score 3.5 or above on the Positive Youth Development efficacy scale	80% of youth score 3.5 or above on the Positive Youth Development efficacy scale	90% of youth score 3.5 or above on the Positive Youth Development efficacy scale
c	Mastery - Positive Youth Development	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
d	Experiences - Positive Youth Development	less than satisfactory	50% of youth experience consistent and sustained opportunities to belong, opportunities for leadership/decision making, opportunities to make a difference, or opportunities to develop a skill	60% of youth experience consistent and sustained opportunities to belong, opportunities for leadership/decision making, opportunities to make a difference, or opportunities to develop a skill	70% of youth experience consistent and sustained opportunities to belong, opportunities for leadership/decision making, opportunities to make a difference, or opportunities to develop a skill
Objective 2.5	Positive Youth Development rubric				
a	Activity Leaders - Positive Youth Development Programming	less than satisfactory	The program orients staff to its focus on positive youth development through staff meetings, staff handbooks, orientation training, etc.	The program provides its staff with higher level, ongoing training and support in positive youth development programming	Staff receive mentoring or other advanced professional supports (comprehensive training on a specific PYD curriculum, PLCs, etc.) as they implement positive youth development programming

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

Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.6	Intentional Youth-Adult Relationships rubric				
a	Interest - Intentional Youth-Adult Relationships	less than satisfactory	70% of youth score 3.5 or above on the Intentional Youth-Adult Relationships interest scale	80% of youth score 3.5 or above on the Intentional Youth-Adult Relationships interest scale	80% of youth score 3.5 or above on the Intentional Youth-Adult Relationships interest scale

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

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

Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.7	Health and Wellness rubric				
a	Interest - Health and Wellness	less than satisfactory	70% of youth score 3.5 or above on the Health and Wellness interest scale	80% of youth score 3.5 or above on the Health and Wellness interest scale	80% of youth score 3.5 or above on the Health and Wellness interest scale
b	Efficacy - Health and Wellness	less than satisfactory	70% of youth score 3.5 or above on the Health and Wellness efficacy scale	80% of youth score 3.5 or above on the Health and Wellness efficacy scale	90% of youth score 3.5 or above on the Health and Wellness efficacy scale
c	Mastery - Health and Wellness	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
d	Experiences - Project based learning in Health and Wellness	less than satisfactory	50% of youth participate in a Health and Wellness project based learning experience	60% of youth participate in a Health and Wellness project based learning experience	70% of youth participate in a Health and Wellness project based learning experience

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e	Experiences - Culminating activity in Health and Wellness	less than satisfactory	30% of youth participate in a Health and Wellness event or other culminating activity	50% of youth participate in a Health and Wellness event or other culminating activity	70% of youth participate in a Health and Wellness event or other culminating activity
Objective 2.7	Health and Wellness rubric				
a	Activity Leaders - Health and Wellness	less than satisfactory	The program orients staff to its focus on health and wellness 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 health and wellness programming	Staff implementing health and wellness programming receive mentoring or other advanced professional supports (e.g., PLCs, special curriculum training, etc.)
b	Quality Improvement Cycle - Health and Wellness	less than satisfactory	Develop a Quality Action Plan (QAP) for how to improve in Health and Wellness programming	Complete a program self or external assessment using a Health and Wellness tool	Documentation of implementing the prior year's QAP in Health and Wellness
c	Staff Health and Wellness Programming Scale	less than satisfactory	Staff surveys average 3.5 or above on the Health and Wellness Programming scale	Staff surveys average 4.0 or above on the Health and Wellness Programming scale	Staff surveys average 4.5 or above on the Health and Wellness Programming scale
d	Youth Health and Wellness Programming Scale	less than satisfactory	70% of youth score satisfactory or above on the Health and Wellness Programming scale	80% of youth score satisfactory or above on the Health and Wellness Programming scale	90% of youth score satisfactory or above on the Health and Wellness Programming scale
e	Family Health and Wellness Programming Scale	less than satisfactory	70% of family members score satisfactory or above on the Health and Wellness Programming scale	80% of family members score satisfactory or above on the Health and Wellness Programming scale	90% of family members score satisfactory or above on the Health and Wellness Programming scale
f	Family Connection - Health and Wellness	less than satisfactory	Staff provide families with information regarding Health and Wellness activities at the program, inviting families to participate when feasible	Staff host a family engagement event specific to the Health and Wellness focus area	Families are provided at home activity suggestions related to Health and Wellness in order to extend the learning and make links that will carry over to the home
g	Activities/Curriculum - Health and Wellness	less than satisfactory	Document concentrated, consistent and sustained time and effort in Health and Wellness programming	Document that Health and Wellness activities/curriculum include the interest and needs of youth and families	Document that Health and Wellness activities/curriculum are based on evidence-based practices
h	Activities/Curriculum - Health and Wellness Components	less than satisfactory	Activities/curriculum include at least two components of Health and Wellness programming	Activities/curriculum include at least three components of Health and Wellness programming	Activities/curriculum include at least four components of Health and Wellness programming

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

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

Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.9	Civic Engagement rubric				
a	Interest - Civic Engagement	less than satisfactory	70% of youth score 3.5 or above on the Civic Engagement interest scale	80% of youth score 3.5 or above on the Civic Engagement interest scale	80% of youth score 3.5 or above on the Civic Engagement interest scale
b	Efficacy - Civic Engagement	less than satisfactory	70% of youth score 3.5 or above on the Civic Engagement efficacy scale	80% of youth score 3.5 or above on the Civic Engagement efficacy scale	90% of youth score 3.5 or above on the Civic Engagement efficacy scale
c	Mastery - Civic Engagement	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
d	Experiences - Project based learning in Civic Engagement	less than satisfactory	50% of youth participate in an issue based project based learning experience	60% of youth participate in an issue based project based learning experience	70% of youth participate in an issue based project based learning experience
e	Experiences - Culminating activity in Civic Engagement	less than satisfactory	30% of youth participate in a Civic Engagement service learning experience or other culminating activity	50% of youth participate in a Civic Engagement service learning experience or other culminating activity	70% of youth participate in a Civic Engagement service learning experience or other culminating activity

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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
c	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
d	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
e	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

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Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
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	80% of youth score 3.5 or above on the Career Awareness efficacy scale	90% of youth score 3.5 or above on the Career Awareness efficacy scale
c	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
d	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
e	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
f	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)	50% of youth participate in two Career Awareness experiences specific to their career pathway/career cluster (e.g., guest speaker, field trip, research project)	50% of youth participate in three Career Awareness experiences specific to their career pathway/career cluster (e.g., guest speaker, field trip, research project)
g	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.)

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

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Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.11	Entrepreneurship rubric				
a	Interest - Entrepreneurship	less than satisfactory	70% of youth score 3.5 or above on the Entrepreneurship interest scale	80% of youth score 3.5 or above on the Entrepreneurship interest scale	80% of youth score 3.5 or above on the Entrepreneurship interest scale
b	Efficacy - Entrepreneurship	less than satisfactory	70% of youth score 3.5 or above on the Entrepreneurship efficacy scale	80% of youth score 3.5 or above on the Entrepreneurship efficacy scale	90% of youth score 3.5 or above on the Entrepreneurship efficacy scale
c	Mastery - Entrepreneurship	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
d	Experiences - Project based learning in Entrepreneurship	less than satisfactory	50% of youth participate in an Entrepreneurship project based learning experience	60% of youth participate in an Entrepreneurship project based learning experience	70% of youth participate in an Entrepreneurship project based learning experience
e	Experiences - Culminating activity in Entrepreneurship	less than satisfactory	30% of youth participate in a youth Entrepreneurship culminating experience (e.g., pitch challenge, Lemonade Day, etc.)	40% of youth participate in a youth Entrepreneurship culminating experience (e.g., pitch challenge, Lemonade Day, etc.)	50% of youth participate in a youth Entrepreneurship culminating experience (e.g., pitch challenge, Lemonade Day, etc.)
Objective 2.11	Entrepreneurship rubric				
a	Activity Leaders - Entrepreneurship	less than satisfactory	The program orients staff to its focus on Entrepreneurship 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 Entrepreneurship programming	Staff implementing Entrepreneurship programming receive mentoring or other advanced professional supports (e.g., PLCs, special curriculum training, etc.)
b	Quality Improvement Cycle - Entrepreneurship	less than satisfactory	Develop a Quality Action Plan (QAP) for how to improve in Entrepreneurship	Complete a program self or external assessment using an Entrepreneurship tool	Documentation of implementing the prior year's QAP in Entrepreneurship

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c	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
e	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 satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.12	Workforce Readiness rubric				
a	Interest - Workforce Readiness	less than satisfactory	70% of youth score 3.5 or above on the Workforce Readiness interest scale	80% of youth score 3.5 or above on the Workforce Readiness interest scale	80% of youth score 3.5 or above on the Workforce Readiness interest scale
b	Efficacy - Workforce Readiness	less than satisfactory	70% of youth score 3.5 or above on the Workforce Readiness efficacy scale	80% of youth score 3.5 or above on the Workforce Readiness efficacy scale	90% of youth score 3.5 or above on the Workforce Readiness efficacy scale

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c	Mastery - Workforce Readiness	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
d	Experiences - Project based learning in Workforce Readiness	less than satisfactory	50% of youth participate in a project based learning experience in Workforce Readiness	60% of youth participate in a project based learning experience in Workforce Readiness	70% of youth participate in a project based learning experience in Workforce Readiness
e	Experiences - Work based learning experience	less than satisfactory	10% of youth participate in a paid or volunteer working experience	20% of youth participate in a paid or volunteer working experience	30% of youth participate in a paid or volunteer working experience
f	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.)
g	Experiences - Post-secondary plan	less than satisfactory	50% of youth have a post-secondary plan	60% of youth have a post-secondary plan	70% of youth have a post-secondary plan
h	Experiences - Post-secondary transition experiences	less than satisfactory	30% of youth participate in a post-secondary experience (e.g., college visit, trades fair, dual enrollment, work based learning, etc.)	40% of youth participate in a post-secondary experience (e.g., college visit, trades fair, dual enrollment, work based learning, etc.)	50% of youth participate in a post-secondary experience (e.g., college visit, trades fair, dual enrollment, work based learning, etc.)
Objective 2.12	Workforce Readiness rubric				
a	Activity Leaders - Workforce Readiness	less than satisfactory	The program orients staff to its focus on Workforce Readiness 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 Workforce Readiness programming	Staff implementing Workforce Readiness programming receive mentoring or other advanced professional supports (e.g., PLCs, special curriculum training, etc.)
b	Quality Improvement Cycle - Entrepreneurship	less than satisfactory	Develop a Quality Action Plan (QAP) for how to improve in Workforce Readiness programming	Complete a program self or external assessment using a Workforce Readiness tool	Documentation of implementing the prior year's QAP in Workforce Readiness
c	Staff Workforce Readiness Programming Scale	less than satisfactory	Staff surveys average 3.5 or above on the Workforce Readiness Programming scale	Staff surveys average 4.0 or above on the Workforce Readiness Programming scale	Staff surveys average 4.5 or above on the Workforce Readiness Programming scale

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

Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.13	Recreation rubric				
a	Interest - Recreation	less than satisfactory	70% of youth score 3.5 or above on the Recreation interest scale	80% of youth score 3.5 or above on the Recreation interest scale	80% of youth score 3.5 or above on the Recreation interest scale
b	Efficacy - Recreation	less than satisfactory	70% of youth score 3.5 or above on the Recreation efficacy scale	80% of youth score 3.5 or above on the Recreation efficacy scale	90% of youth score 3.5 or above on the Recreation efficacy scale
c	Mastery - Recreation	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
d	Experiences - Consistent relationship with non-family adult	less than satisfactory	50% of youth have a consistent, durable relationship with a non-parent adult (e.g., recreation leader, coach)	60% of youth have a consistent, durable relationship with a non-parent adult (e.g., recreation leader, coach)	70% of youth have a consistent, durable relationship with a non-parent adult (e.g., recreation leader, coach)

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

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h	Activities/Curriculum - Recreation Modes of Instruction	less than satisfactory	Activities/curriculum include at least two modes of Recreation instruction (e.g., skills and drills, scrimmage, modeled play, and free play)	Activities/curriculum include at least three modes of Recreation instruction (e.g., skills and drills, scrimmage, modeled play, and free play)	Activities/curriculum include at least four modes of Recreation instruction (e.g., skills and drills, scrimmage, modeled play, and free play)
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Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.14	Family Support/Wrap Around Services rubric				
a	Interest - Family Support/Wrap Around Services	less than satisfactory	70% of youth score 3.5 or above on the Family Support/Wrap Around Services interest scale	80% of youth score 3.5 or above on the Family Support/Wrap Around Services interest scale	80% of youth score 3.5 or above on the Family Support/Wrap Around Services interest scale
b	Efficacy - Family Support/Wrap Around Services	less than satisfactory	70% of youth score 3.5 or above on the Family Support/Wrap Around Services efficacy scale	80% of youth score 3.5 or above on the Family Support/Wrap Around Services efficacy scale	90% of youth score 3.5 or above on the Family Support/Wrap Around Services efficacy scale
c	Mastery - Family Support/Wrap Around Services	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
d	Experiences - Project based learning in Family Support/Wrap Around Services	less than satisfactory	50% of youth participate in project based learning experience about Family Support/Wrap Around Services	60% of youth participate in a project based learning experience about Family Support/Wrap Around Services	70% of youth participate in a project based learning experience about Family Support/Wrap Around Services
e	Experiences - Family Support/Wrap Around Services	less than satisfactory	30% of youth participate in a Family Support/Wrap Around Services experience	40% of youth participate in a Family Support/Wrap Around Services experience	50% of youth participate in a Family Support/Wrap Around Services experience

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Objective 2.14	Family Support/Wrap Around Services rubric				
a	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 Support/Wrap Around Services
c	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
e	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
f	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
g	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
h	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

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Objectives	The program (site) will score satisfactory or above on the ...	Less than Satisfactory	Satisfactory	More than Satisfactory	Advanced
Objective 1.15	High school rubric				
a	Interest - High School	less than satisfactory	70% of youth score 3.5 or above on the High School interest scale	80% of youth score 3.5 or above on the High School interest scale	80% of youth score 3.5 or above on the High School interest scale
b	Efficacy - High School	less than satisfactory	70% of youth score 3.5 or above on the High School efficacy scale	80% of youth score 3.5 or above on the High School efficacy scale	90% of youth score 3.5 or above on the High School efficacy scale
c	Mastery - High School	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
d	Experiences - High school course and graduation plan	less than satisfactory	70% of youth meet with afterschool staff to discuss their high school course and graduation plan	80% of youth meet with afterschool staff to discuss their high school course and graduation plan	90% of youth meet with afterschool staff to discuss their high school course and graduation plan
e	Experiences - Post-secondary plan	less than satisfactory	50% of youth have a post-secondary plan	60% of youth have a post-secondary plan	70% of youth have a post-secondary plan
f	Experiences - Post-secondary transition experience	less than satisfactory	30% of youth participate in a post-secondary experience (e.g., college visit, trades fair, dual enrollment, work based learning, etc.)	40% of youth participate in a post-secondary experience (e.g., college visit, trades fair, dual enrollment, work based learning, etc.)	50% of youth participate in a post-secondary experience (e.g., college visit, trades fair, dual enrollment, work based learning, etc.)
Objective 2.15	High School/Post-Secondary Access rubric				
a	Activity Leaders - High School/Post-Secondary Access	less than satisfactory	The program orients staff to its focus on Post-Secondary Access 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 Post-Secondary Access programming	Staff implementing Post- Secondary access programming receive mentoring or other advanced professional supports (e.g., PLCs, special curriculum training, etc.)

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b	Quality Improvement Cycle - High School/Post-Secondary Access	less than satisfactory	Develop a Quality Action Plan (QAP) for how to improve in Post-Secondary Access programming	Complete a program self or external assessment using a Post-Secondary Access tool	Documentation of implementing the prior year's QAP in Post-Secondary Access
c	Staff Post-Secondary Access Programming Scale	less than satisfactory	Staff surveys average 3.5 or above on the Post-Secondary Access Programming scale	Staff surveys average 4.0 or above on the Post-Secondary Access Programming scale	Staff surveys average 4.5 or above on the Post-Secondary Access Programming scale
d	Youth Post-Secondary Access Programming Scale	less than satisfactory	70% of youth score satisfactory or above on the Post-Secondary Access Programming scale	80% of youth score satisfactory or above on the Post-Secondary Access Programming scale	90% of youth score satisfactory or above on the Post-Secondary Access Programming scale
e	Family Post-Secondary Access Programming Scale	less than satisfactory	70% of family members score satisfactory or above on the Post-Secondary Access Programming scale	80% of family members score satisfactory or above on the Post-Secondary Access Programming scale	90% of family members score satisfactory or above on the Post-Secondary Access Programming scale
f	Family Connection - High School/Post-Secondary Access	less than satisfactory	Staff provide families with information regarding Post-Secondary Access activities at the program, inviting families to participate when feasible	Staff host a family engagement event specific to Post-Secondary Access	Families are provided at home activity suggestions related to Post-Secondary Access in order to extend the learning and make links that will carry over to the home
g	Activities/Curriculum - High School/Post-Secondary Access	less than satisfactory	Document concentrated, consistent and sustained time and effort in Post-Secondary Access programming	Document that Post-Secondary Access activities/curriculum include the interest and needs of youth and families	Document that Post-Secondary Access activities/curriculum are based on evidence-based practices
h	Activities/Curriculum - High School/Post-Secondary Access Components	less than satisfactory	Activities/curriculum includes at least two components of Post-Secondary Access framework (e.g., planning, education and training, admission, affordability, etc.)	Activities/curriculum includes at least three components of Post-Secondary Access framework (e.g., planning, education and training, admission, affordability, etc.)	Activities/curriculum includes at least four components of Post-Secondary Access framework (e.g., planning, education and training, admission, affordability, etc.)