

2018-19 YOUTH CHALLENGE

A GUIDE FOR ADMINISTRATORS AND ADVISORS

Listeners
encouraging

Be

honest
Responsible

KIND

advocates

Someone's Voice

planners
caring

positive

fair

Change Agents

Respectful

Compassionate

Doers

Helpful



Tulare County
Office of Education

Jim Vidak, County Superintendent of Schools

STEP UP

BE PART OF THE SOLUTION



Committee members for the
2018-19 Step Up Challenge
represent these community organizations:

Community Services Employment Training (CSET)
Office of the District Attorney, County of Tulare
Sequoia Riverlands Trust
Tulare County Board of Supervisors
Tulare County Health & Human Services Agency
Tulare County Office of Education
Tulare County Probation Department
Tulare County Sheriff's Department
Tulare County Youth Commission
Visalia Police Department
Visalia Unified School District
Workforce Investment Board of Tulare County

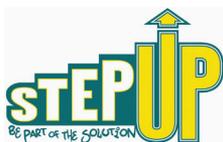
Youth Challenge

Step Up Youth Challenge: Brief

The Step Up Challenge will take place over the course of the 2018-19 school year, providing an opportunity for students to complete a project that will have a positive impact on their school and community.

Who?

- **The 2018-19 Step Up Youth Challenge** is open to middle school and high school teams from throughout the county.
- **One (1) Advisor and a Team of Students from each Participating School:** Each team must have a minimum of 10 students. Teams may also select up to 10 additional students to serve as alternates. Teams may bring no more than 12 students to the Challenge Summit on September 25.
- **The Advisor:** A staff member who will recruit student participants, build relationships with youth, and supervise project development and implementation. **NOTE:** The advisor is critical to the success of your Challenge Project. It is important to choose an advisor who will develop strong relationships with the student participants. It is also important that the advisor has the authority to work directly with members of the Step Up Youth Challenge Committee throughout the year, rather than through an intermediary. The committee wishes to establish a rapport with the advisor to facilitate data and final project collection and to arrange for site visits.
- **The Team:** Students who have the potential to influence the behavior of other students on campus, with a special focus on higher-risk youth who may currently use their influence in a negative way. The team should include representation from each of the grade levels at your school. Previous Youth Challenge participants should comprise no more than 20 percent of your 2018-19 team.
- **The School:** The Challenge is specifically designed for both middle school and high school students in Tulare County, participating in simultaneous, but separate competitions.



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What?

- **The Summit:** Teams from all participating schools will attend a Summit to get motivated, gain important skills, identify their topic, and begin developing their Challenge Project.
- **The Project:** School teams will create and implement a project that addresses an important issue in their school or community.
- **The Challenge:** Completed projects will be entered in a Challenge where they will be evaluated. Winners will receive a grant award, which will be given to their school.

When and Where?

- **September 5:** Challenge Advisor Training at Tulare County Office of Education. The training will be held from 4:00 - 7:00 pm, in the Conference Center, located at 6200 S. Mooney Blvd. in Visalia.
- **September 21, 2018:** Initial Student and Advisor Surveys due.
- **September 25:** Challenge Summit at the Visalia Convention Center, 8:00 am – 2:30 pm. The Challenge Summit will begin promptly at 9:15 am. Please arrive early for check-in.
- **October 19, 2018:** Project proposals due.
- **October - February:** Project implementation at school sites, accompanied by site visits from members of the Youth Challenge Committee.
- **March 1, 2019:** Final surveys due.
- **March 8, 2019:** Final projects due.
- **March 14, 2019:** Challenge Presentation Day. *New this year, students will present their projects before a panel of evaluators. Student presentations address CSS CCR Anchor Standards: Writing 4, 6 & 7; Speaking and Listening 1, 4, 5 & 6.*



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- **April 11, 2019:** Red Carpet Challenge Awards event at Fox Theater, 300 W. Main St., Visalia, 6:00 – 8:30 pm.

Why?

- The Step Up Challenge provides a unique opportunity for schools to build leadership skills in students; students will create a project with a much broader impact on school culture and climate.
- The Step Up Youth Challenge is sponsored by the Tulare County Gang Prevention and Intervention Task Force. Working with partners, communities, stakeholders, youth and parents, Step Up seeks to address issues that affect all youth in Tulare County by encouraging them to participate in extracurricular activities, foster positive associations and connect to constructive social networks.

How?

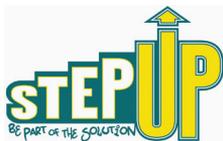
Register your team for the 2018-19 Step Up Youth Challenge by visiting tulare.k12oms.org/1530-152598. Once your school information and your team advisor's contact information have been received, you will be updated on all critical deadlines.

Step Up Youth Challenge: Overview

The Step Up Youth Challenge is a unique opportunity for Tulare County schools to engage a diverse group of students in a project-based learning challenge throughout the course of a school year. The Challenge will guide youth and their advisors through the process of project development and implementation, as well as provide them with the skills and training they need for a successful project. Teams from all participating schools will attend a Challenge Summit, designed to inspire and motivate them in the creation of their projects. Teams completing a project will compete for grant awards for their schools. The Team Advisor, described below, will be critical to the successful completion of a Step Up Challenge project.

The Challenge Advisor

The Advisor's primary role is to build relationships with youth in



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the program. Advisors typically work in the school and are known for their ability to connect with youth. Successful advisors have come from a variety of backgrounds, including ASB advisors, after school site coordinators, campus administrators and classroom teachers.

Advisors may serve as the primary recruiter for the project and as the facilitator in making sure that the project is completed successfully. In addition to relationship-building, the advisor's responsibilities include:

- Being the primary point of contact for all project communication between the Tulare County Step Up Program Administrator and the school.
- Identifying appropriate youth and recruiting them for the program
- Helping youth identify the needs of the community and/or school
- Collecting student data and arranging for students to complete pre and post surveys
- Coaching and providing role models for each youth
- Facilitating the development and completion of the project plan
- Acting as a liaison between the team and the school administration/community to facilitate youth access to resources needed for the project
- Assisting youth in conducting presentations on their project to community or countywide audiences
- Completing a final "Advisor Report" on the project

The ideal advisor has excellent relationship-building skills with youth, as well as in-depth knowledge of the community and the



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youth who live there. The advisor could expect to spend time roughly equivalent to that of a campus club advisor. Advisors will receive a \$200 stipend upon project completion. Schools may decide to include additional advisors; however, only one \$200 stipend will be issued per school.

The Challenge Team

The ideal student team will be a diverse group of a minimum of 10 students. Each team may select 10 additional students to serve as alternates in case original team members must be replaced.

Some signifiers of diversity to consider:

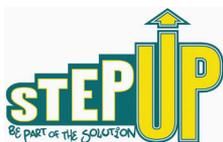
- GPA
- Race/Ethnicity/Gender
- Behavioral records
- School involvement
- Socioeconomic status

It is expected that the majority of the Challenge Team will be comprised of students who may not necessarily have been engaged in school activities in the past and have the potential to influence others on campus. This will likely include youth who currently have a negative influence on other students. However, students who traditionally participate in leadership and extracurricular activities may make up part of the group. The team should include representation from each of the grade levels at your school. Previous Youth Challenge participants should comprise no more than 20 percent of your 2018-19 team.

Advisors will be trained on the selection of their school's Challenge Team during the September Challenge Advisor Training. **Students should not attend the Advisor Training.**

The students on the Challenge Team will work with their advisor to:

- Identify a goal or issue that is important to their school and/or community



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- Develop a project plan and complete a project
- Conduct presentations on their project to school, community, or countywide audiences
- Complete a final “Team Report” on the project

The Challenge Project

Each team will design their Challenge Project to address a theme that is locally important to their school or community. Teams may choose from the following categories:

1. Community (poverty, homelessness, health, safety, environment, etc.)
2. Relationships (gangs, family, peer pressure, bullying, relationship abuse, etc.)
3. Self (substance abuse, addiction, self-esteem, suicide prevention, nutrition, etc.)
4. Other themes identified by the Challenge Team that greatly affect their school. (Teams choosing this category will need the approval of the Challenge Committee before moving forward with their project.)

The implementation phase of the Challenge Project will be October 2018 - February 2019. Some project examples are listed below:

- Develop a campaign to stop bullying on campus, including training for students and staff on what to do if they witness bullying, as well as an anti-bullying pledge for students and staff to sign, and anti-bullying signs around campus.
- Design a mentoring program that pairs older and younger students at their school.
- Create a video highlighting the theme of relationship abuse, including steps everyone can take to prevent and intervene in an abusive relationship.

Participating schools submit anonymous “pre and post” data



about the students participating in the Challenge Team, such as grades, attendance, behavior, and test scores. Advisors administer a short, online pre and post survey to participating students to track changes in areas such as self-esteem, civic engagement, skill development, knowledge of the project area, etc. Challenge Committee members will arrange a site visit with each participating school at some point during project implementation.

Challenge Point System

The Challenge team will be rated based on the six key elements listed below. Four points will be possible in each section, for a total of 24 points.

Component	Maximum Points
Component 1 – Meets a real school or community need	4 points
Component 2 – Coordinates with a community agency, another school, a business, or the community at large	4 points
Component 3 – Helps foster civic responsibility	4 points
Component 4 – Impact on the school or community	4 points
Component 5 – Provides a plan for sustainability	4 points
Component 6 – Displays proficiency in public speaking, addressing the <i>Writing</i> , and <i>Speaking & Listening Anchor Standards</i>	4 points
Total Possible	24 points

Middle and high schools will compete separately for grants that each school will be able to use for materials, supplies, or activities that are directly related to students. Schools that include both middle and high school grade ranges must compete in the high school category. However, such schools are encouraged to include students of all grades in their activities for maximum impact.

Awards will be given in the following categories:

Best Overall - \$2,500

For the project that demonstrates excellence in all six component categories.



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Meet the Need - \$1,000

For the project that best identifies and meets a school or community need.

Community Collaboration - \$1,000

For the project that best coordinates with school and community partners.

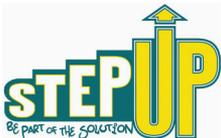
Impact - \$1,000

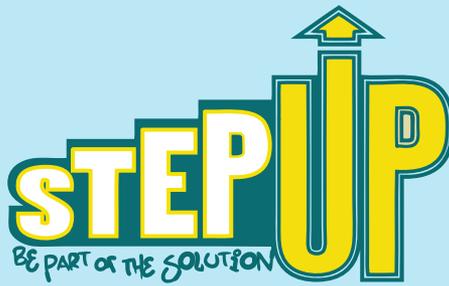
For the project that has the most significant impact on the school or community, and the Team members.

Sustainability - \$1,000

For the project that will either be sustained long-term at the original school site, or can be easily replicated in other schools and communities.

The Step Up Youth Challenge Committee reserves the right to award grants according to merit and based on desired outcomes. Grant funding awarded to winning schools is intended to be used on materials, supplies, and/or activities directly related to students. The grant monies may not be used for field trips. Examples of allowable uses include: continuing the Challenge Community Service project, or purchasing materials or items that would directly benefit students (i.e. computers or other technology).





2017-18 Step Up Youth Challenge Award Winners

Middle Schools

Best Overall Award
Mulcahy Middle School, Tulare

Sustainability Award
Ridgeview Middle School, Visalia

Community Collaboration Award
Divisadero Middle School, Visalia

Impact Award
Reagan Elementary School, Lindsay

Meeting the Need Award
Bartlett Middle School, Porterville

High Schools

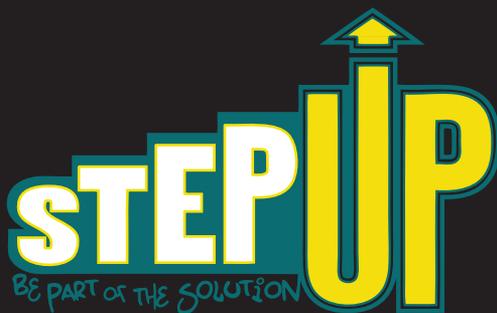
Best Overall Award
Tulare Tech Prep High School

Sustainability Award
Golden West High School, Visalia

Community Collaboration Award
Mt. Whitney High School, Visalia

Impact Award
Eleanor Roosevelt Community Learning Center, Visalia

Meeting the Need Award
University Preparatory High School, Visalia



The Step Up Youth Challenge is hosted by the Tulare County Gang Prevention Task Force (TCGPTF) — a regional coalition made up of the general public, media, local businesses, faith-based organizations, schools, non-profit organizations, community-based organizations, local government and law enforcement agencies.