Assessment of Program Practices Tool (APT) – Quality Program Practices by Skill Outcome

Critical Thinking

Quality Program Practice	APT Quality Domain
Activity is challenging, stimulates thinking. Activity requires that youth learn/apply skills, solve problems, use strategy, focus and concentrate, most of the time in order to participate. (Ex: Youth are learning their lines for a play or a new kicking technique in soccer; youth have to try several times before they are successful.)	**Nature of Activity (1/4 Practices)**
Staff help spark and sustain youth's interest/curiosity throughout the activity or activities. (Ex: Throughout the activity, staff ask open-ended questions, pose challenges, encourage youth to experiment, try something new.) **When providing assistance to youth,** **staff help youth think through problems or questions themselves rather than offering answers.** Staff guide youth's thinking and help them develop problem solving skills. (Ex: Ask "how", "why", "what-if" questions, help youth brainstorm potential solutions.) **Staff ask open-ended questions to facilitate youth reflection *during* the activity.** Staff probe and extend youth's thinking, help youth make connections, encourage youth to focus on and share what they are learning. (Ex: What do you notice about the seeds that are germinating? How do you think it would have been different with less sun light?) **At the end of the activity period,** **staff engage youth in a structured time for feedback and reflection on the activity.** Staff engage youth in an extended discussion (or individual reflection time) about the activity, their feedback, and/or what they learned.	**Staff Promote Engagement & Stimulate Thinking (4/7 Practices)**
When youth ask for help, staff provide individualized assistance to youth. Staff take the time to really understand and focus on individual youth needs. (Ex: Answer questions, explain how to do something.)	**Staff Build Relationships & Support Individual Youth (1/6 Practices)**
Youth are cognitively engaged and/or focused on solving problems. (Ex: The whole time, all youth are focused on solving activity-related challenges, answering questions, playing strategy-based games/sports.)	**Youth Participation in Activity Time (1/5 Practices)**

**Survey of After-School Youth Outcomes, Youth Survey (SAYO Y) and/or Youth Experiences Survey (YES)
– Student Experience Items by Skill Outcome –**

Critical Thinking

Student Experience Item	YES Program Experience Domain
Please rate whether you have had the following experiences in your program. 1. Observed how others solved problems and learned from them. 2. Learned about developing plans for solving a problem. 3. Used my imagination to solve a problem.	**Problem Solving (3/3 Items)**