

Perseverance

Description: Perseverance is the ability to continue with a task despite encountering obstacles and challenges. This involves tolerating frustration, boredom, confusion, and other difficult emotions associated with overcoming obstacles.

| Youth who struggle with | Youth who have strong Perseverance | |
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| Perseverance may | skills may | |
| Have difficulty starting or continuing | Utilize multiple strategies and resources | |
| challenging tasks | to help solve problems | |
| Engage in off-task or avoidant behaviors | Feel proud of accomplishing challenging | |
| instead of asking for help | or long-term assignments | |
| Blame themselves for being "stupid" or | Receive feedback with a positive | |
| a "failure" | attitude | |
| Rely on extrinsic motivation to complete tasks (e.g., reward or punishment) | Be intrinsically motivated to improve performance | |

Best Practices and Evidence

Embrace Mistakes: Change youth perspective on mistakes by framing them as learning opportunities, rather than a fixed state of failure. Normalizing a culture that values effort over ability is inclusive rather than exclusive.

Evidence of a program that Embraces Mistakes includes:

- Staff model self-assessment and reflection whenever possible (i.e. "This activity did not go as well as I expected, what could we have done differently?").
- Group discussions in morning meetings, advisories, or circle time include reflection on both struggles and successes.
- Errors are embraced and accepted as part of projects and homework, coupled with a supportive editing process for improvement.
- STEM classes employ the Engineering Design Process and the Inquiry practices to teach problem-solving, re-design, and continual improvement.
- Assessment of youth is formative as well as summative, and involves feedback and encouragement throughout the learning process rather than just at the end.

Value Process over Product: The road to success is often a bumpy one. Build a culture of encouragement, support, and the value of effort, rather than a focus only on successful end products.

Evidence of a program that Values Process over Product includes:

 A student's level of effort is considered in the assessment of their work and behavior.



- Youth practice reflection in writing, large group, and small group discussion to self-identify strengths and challenges.
- Activities regularly involve youth providing each other with praise or encouragement, midstream as well as at the end of a project.

Goal Setting: Teach the steps of goal-setting and track progress to help youth be future-focused, optimistic, and positive about their accomplishments.

Evidence of a program that utilizes Goal-Setting includes:

- Goals, either individual or collective, are posted visually in the room.
- Progress toward goals is tracked regularly with celebrations of success along the way. For example, a group that struggles with transitions between activities may set a goal to have 10 smooth transitions in a week and earn extra free time.
- Youth have access to posters, books, and other media present stories of famous role models who succeeded "against all odds."

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| There is no evidence of strategies to support youth who struggle with perseverance. | There is some evidence of strategies to support youth perseverance. | There is moderate evidence of strategies to support youth perseverance. | There is extensive evidence of strategies to support youth perseverance. |
| Youth errors are met with criticism or negative consequences. | Youth errors are mostly met with criticism or negative consequences, but are occasionally framed as part of the learning process. | Youth errors are mostly framed as part of the learning process. | Youth errors are embraced as part of the learning process. |
| There is no evidence of struggles or mistakes being valued, and only successful attempts are valued. | There are one or two isolated references to struggles or mistakes being valued, but successful attempts are more valued. | Struggles or mistakes are mostly valued, but successes are still framed as more valuable. | The program culture embraces struggle and mistakes as part of the learning process, with effort valued more than success. |
| There are no goal-setting practices. | There are minimal signs of goal-setting practices, or goal setting happens without explicit support from staff. | There are some signs of goal-setting practices with explicit support from staff. | There are many signs of goal-setting practices with explicit support from staff. |