

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

Perseverance

Quality Program Practice	APT Quality Domain
<p>The activity is part of an ongoing project, activity series or curricular unit designed to promote specific skills/concepts over time. (Ex: Staff explain link with prior activities, emphasize key skills and concepts youth have been learning.)</p>	<p>Nature of Activity (1/4 Practices)</p>
<p>Staff encourage individual youth. (Ex: "I like your thinking," "I noticed that you are really taking your time on this project," "You can do it - give it another try.")</p> <p>When an individual youth is having a problem or is upset, staff pay attention and try to help him/her. (Ex: When a youth has accidentally broken his/her project and is upset, staff offer comfort; stay and help youth calm down.)</p>	<p>Staff Build Relationships & Support Individual Youth (2/6 Practices)</p>

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

Perseverance

Student Experience Item	SAYO Y Program Experience Domain
<p>When you are at this program <i>and not doing homework</i>...</p> <ol style="list-style-type: none"> 1. Do you learn new things? 2. Do you feel challenged <i>in a good way</i>? 3. Do you get to do things here that you have never done before? 	<p>Youth Feel Challenged (3/3 Items)</p>