

YOUTH 2 KINGSTON LOGIC MODEL

Vision:

1. To build a youth-friendly and inclusive region (Kingston, Frontenac, Lennox and Addington)

INPUTS/RESOURCES	ACTIVITIES	INDICATORS OF SUCCESS	SHORT TO MEDIUM TERM OUTCOMES	LONG TERM OUTCOMES
Resources dedicated to or consumed by the movement	What the movement does with its inputs to fulfill its vision.	The direct products of movement activities	Benefits or changes for participants during or after the program.	
<p><i>Human Resources</i></p> <ul style="list-style-type: none"> Youth Adult Partnership Backbone Support Youth Adult Partnership Project Management Youth Adult Partnership Community Action Project Manager Youth Adult Partnership Kingston Community Action Youth Adult Partnership FL&A Community Action Youth Adult Partnership Communication Youth Adult Partnership Outreach Youth Adult Partnership PAR <p><i>Physical Resources</i></p> <ul style="list-style-type: none"> KCHC Room Blue Canoe Office Space Boys & Girls Club of Kingston YMCA Community Living Meeting space KFPL Spaces in 3 different branches The Tett Centre for Creativity and Learning City Parks City of Kingston- City Hall spaces Keys Meeting Room Public Health Queen's University Spaces Sydenham Street United Church LSDSB- Spaces in Schools The sanctuary 	<p>The movement will be supported by the Youth Opportunities Fund: 2016-2020</p> <p>2017-2018 (May 1-April 30, 2018)</p> <ul style="list-style-type: none"> Safe Talk Trainings and workshops across the city Mayor's Youth Council Setup and Functional and Meaningful Inclusion Working Group Structural Racism Working Group Potential Youth Forum Arts Council Working Group National Aboriginal Day Indigenous Talking Circles Music Mentorship with the Boys and Girls Club Bi-annual steering committee meetings Bi-annual community breakfasts that bring organizations together Setup smaller working groups of organizations and youth to tackle specific challenges or issues Meetings that bring together the various youth councils Update and promote the www.kingstonyouth.ca website as the database driven map of youth opportunities in KFLA Grants and proposals written to support addressing specific issues Ensure that the Y2K Brand is public and accessible 	<p>Y2K Indicators</p> <ul style="list-style-type: none"> A constituency building process that ensures that there is a meaningful process for engaging diverse types of youth in decision-making Monthly youth-friendly town hall meetings that engage diverse youth and relevant adult allies Better integration of various youth advisory mechanisms in the city 50 young people in partnership with adults leading conversations and activities that promote diversity and social inclusion in KFLA 50,000 young people and adult allies engaging with Y2K online platforms and the online youth portal. 5,000 following total on all social media platform, 45,000 website hits for the youth portal 100 young people engaged in addressing issues of concern to them 15 number of groups and projects taking action 5 specific actionable issues identified for young people to take action on 10 groups that already exist and are intentionally supported by Y2KFLA 5 number of grants to support other groups that fit with the outcomes of this logic model 5 youth provided the opportunity to learn about revenue generation 5 partners added to the Y2K 	<p>Y2K Short and Medium-Term Outcomes</p> <ul style="list-style-type: none"> Diverse youth feel comfortable putting their ideas for improving themselves and their community into action Youth-friendly virtual and physical spaces that encourage participation and engagement Diverse youth are involved in the decisions that affect them at the individual, social and system level through organizations and decision-makers <p>YOF Short and Medium Term Outcomes Engagement</p> <ul style="list-style-type: none"> Youth participate in community engagement opportunities Youth are provided with opportunities to have their voices heard Youth are provided with safe spaces to learn about and/or participate in community engagement opportunities Youth are engaged on convenient days and at convenient times Youth are aware of and know how to become involved in volunteer and engagement opportunities 	<p>Y2K Outcomes</p> <ul style="list-style-type: none"> Youth feel safe in KFLA Youth feel included in KFLA Organizations work effectively together to promote the engagement and inclusion of young people <p>YOF Long Term Outcomes</p> <ul style="list-style-type: none"> Youth are engaged in their communities Youth have access to resources and opportunities

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<ul style="list-style-type: none"> • The Grand Theatre • Reidu Public School • Shannon Park Skate Park • Kingston Family Military Resource Centre • Pathways for Children & Youth Space • Pathways for Education board room • Chill Zone- Napanee • Sydenham High School • Family & Children Services on Division • Heart Studio • SLC College <p><i>Organizational Resources and Partnerships</i></p> <ul style="list-style-type: none"> • CORE Partners: KF Public Library, Pathways for Education, Pathways for Children and Youth, KCHC, ISKA, Community Living Kingston, Blue Canoe Productions, Youth Diversion, the Tett Centre, Kingston Arts Council, City of Kingston, KFLA Public Health, Three Things Consulting, Kingston Police Department, KFLA Public High Schools, Mike Bossio- Napanee, MPP, Sophie Kiwala- MPP, Cogego TV, Station 14, Kingston Family Resource Centre, the Kingston Poetry Collective, Good Vibrations, 99 York, 		<p>movement or re-engaged with the movement.</p> <ul style="list-style-type: none"> • 1,000 new youth engaged in Y2KFLA • 15 brand opportunities met • 20 young people directly employed by Y2KFLA • 6 Adults seconded from 6 partnering organizations • 1,500 young people using the Sharing the Stories <p>YOF Indicators</p> <p>Engagement</p> <ul style="list-style-type: none"> • 500 Youth who are part of a cultural, social, political, religious group • 25,000 Youth who are aware of their community through the online portal • 750 Youth who feel a part of their communities • 200 Youth who feel as if they have a say • 125number of workshops/programming available at youth friendly times • 4000 youth engaged in person, 25,000 engaged online. 		
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