

Culpeper Youth Interest and Needs Assessment

Youth Assessment Advisory Group

Sponsored by the Culpeper Wellness Foundation

September 2018

Partnerships for Strategic Impact™
Real Life. Real Results.

ACKNOWLEDGEMENTS

The Culpeper Wellness Foundation invests its time and resources in community initiatives that improve health in Culpeper, Madison, and Orange Counties. The Foundation operates the Free Clinic of Culpeper, Powell Wellness Center, and Culpeper Sport and Fitness. We launched this assessment process as an investment in the long-term health of our youth, our community, and our future.

Thank you to all the active and hardworking members of the **Youth Assessment Advisory Group**, and the **Culpeper Baptist Church** for hosting the meetings.

Thank you to **Young Life, Options**, the **Culpeper NAACP**, and the **Culpeper Town Police** for assisting with the focus groups.

A very special thank you to **Culpeper Youth** for conducting, and the **Culpeper County Public Schools** for facilitating, the Student Interest Survey.

Thank you to all the **parents, service providers, other adults invested in youth**, and – most importantly – **the youth of Culpeper** for contributing to our community’s collective knowledge so that we may better serve you all.

Sincerely,

Shari Landry
President



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EXECUTIVE SUMMARY

Culpeper Youth Interest and Needs Assessment

BACKGROUND

The Culpeper Wellness Foundation contracted with **Partnerships for Strategic Impact™** to facilitate an objective and inclusive process to assess the needs and desires of local middle and high school youth, focusing on the kinds of activities and hangout spaces they would use. The conclusions and recommendations resulting from this assessment will guide the Culpeper Wellness Foundation's investments going forward and support the whole community around planning for youth.



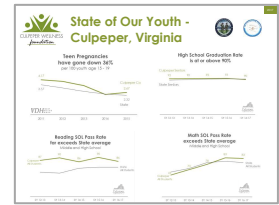
To ensure an objective and inclusive process, an **advisory group of youth and community service providers** was convened to guide and oversee the assessment process and approve the final report. The advisory group was charged with making sure the evaluation was built on the strengths and resources of the community, and that the results were interpreted within the local context.

"The results of this assessment process will guide the Culpeper Wellness Foundation's future investments in youth support. The data also will be available for use by other organizations to inform our community's efforts around planning for youth. The involvement of so many local organizations in the assessment process highlights our community's commitment to serving its younger residents."

- **Shari Landry**
President, Culpeper Wellness Foundation

ASSESSMENT PROCESS

The advisory group members updated the list of community and recreation organizations from the Culpeper County Parks and Recreation website (Appendix A) and oversaw the collection of data for the [State of Our Youth Dashboard](#) (Appendix B).



The advisory group gathered preliminary information about youth interests through a series of focus groups with youth and town police in June 2018. The results of the focus groups (Appendix C) guided the content of the [Student Interest Survey](#) and the [Adult Survey on Youth Needs](#).

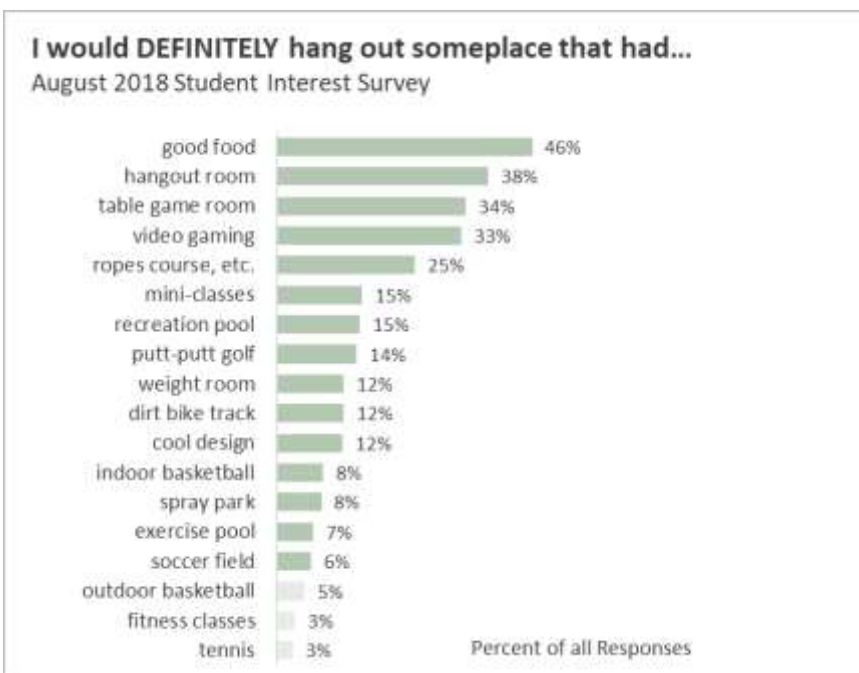
Culpeper Youth took on the Student Interest Survey as a project, offering paper and electronic versions to students during lunch the week of August 20-24, 2018. The Adult Survey on Youth Needs was available electronically between August 10 and 26, 2018.



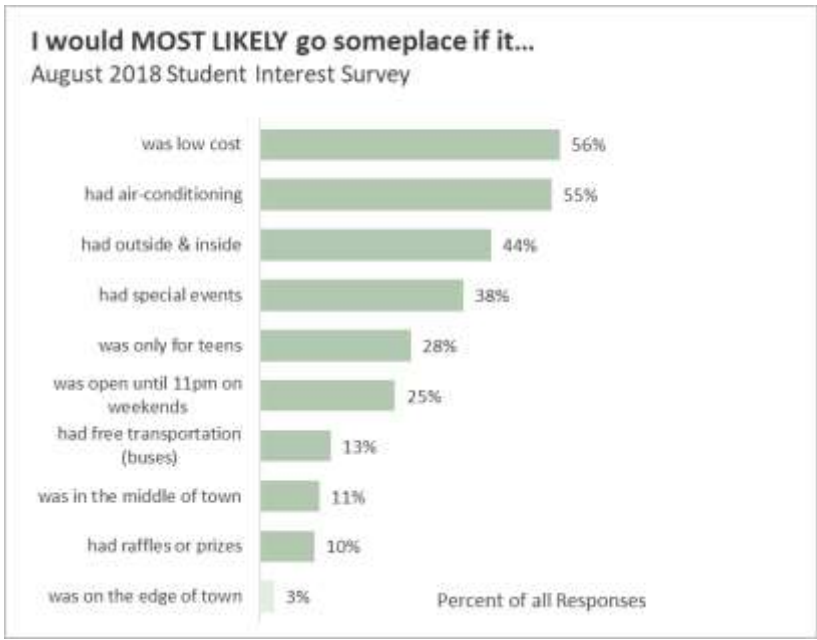
RESULTS

A total of **397 middle and high school students**, and **404 adults from Culpeper County and Town** responded to the surveys.

As a rule, middle school students were most likely to hang out at home or close to home, while older students were more likely to be out in the community.



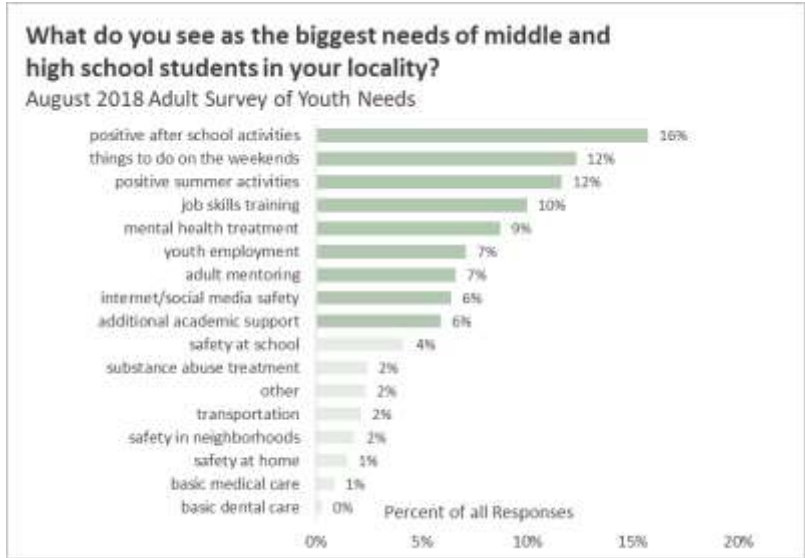
Across the board, having good food available was prioritized by almost half of all students. At least a third of all students also prioritized a hangout room with couches, wifi, and music, as well as table games (e.g., ping-pong, pool table, air hockey, etc.), and video gaming – all three collectively referred to as **“basement activities.”** A recreational pool was prioritized by 15% of students, which was unexpectedly low based on how often it came up in focus groups; similarly, basketball was also prioritized less often than anticipated.



More than half of students prioritized low cost and air-conditioning, and almost half prioritized having combined outdoor and indoor spaces for activities.

Many students prioritized having special events like dances, movie nights, late night basketball, etc. About one-quarter of students wanted a space only for teens and for it to be open until 11pm on the weekends.

Parents were most concerned about having things for their middle and high school students to do on the weekends and especially in the summertime.



Overall, adults most often prioritized the need for middle and high school students to have things to do when they are not in school, followed by job skills training. While parents were very focused on employment and keeping students productively busy afterschool, service providers were more focused on job skills, mental health, and mentoring. Adults concerned about youth also focused on job skills and mentoring, but also prioritized internet/social media safety.

Adults were asked to nominate an activity they would like to bring to Culpeper for middle and high school youth. Overall, one-fifth to one-quarter of adults, respectively, voiced wanting a recreation center and a pool. By far, these were the most commonly nominated activities for youth by adults. When looking at differences in responses by groups of adults, parents nominated a recreation center less than all other adults, and all other adults nominated a pool less than parents. Parents of middle/high school students also expressed a desire for sports, which was driven in large part by a desire for more middle school sports (especially for girls).

CONCLUSIONS

- ➔ **There is no silver bullet that is going to “solve the problem” of getting more local youth involved in activities and hanging out away from their own and friends’ houses.** Getting more youth involved in out-of-school activities is likely going to be slow, methodical work that is closely coordinated among service providers, well-supported by parents, and directly responsive to the specific, changing interests of youth.
- ➔ At least a third of students are very interested in low-cost opportunities, hanging out inside, and interacting with their friends away from home in a less structured, home-like setting. Students would like activities and spaces that are accessible year-round, and which have both inside and outside spaces.
- ➔ Students clearly have a lot of niche interests (also reflected in the breadth of adult wishes for youth activities). A space that hosts multiple activities may be most likely to draw in students. About a quarter of adults nominated a recreation center as their primary wish for middle and high school students. Specific activities most often nominated by adults were a pool and sports (especially for middle school girls). Given how often adults nominated a recreation center, adults are also wanting a space that hosts multiple activities and has indoor and outdoor spaces. A recreation or community center with responsive programming could possibly deliver many of these activities in one location.
- ➔ Having special activities (like dances, movie nights, late night basketball, etc.) would likely be an additional draw for students. Having a space with a cool design is important, but not more or less important than many other activities or amenities.

MOVING FORWARD

Intentionally coordinated and collaborative initiatives will most effectively capitalize on the existing strengths and resources of the community when setting a community agenda for out-of-school time.

A collaborative would leverage the skills and assets of the people already working directly with youth, as well as youth and their parents. Regular meetings of the collaborative would ensure fluid communication (between providers and then with the people they serve), avoid duplication of efforts, support creativity and moderate risk taking, and encourage accountability among all partners.



Parents and youth, as well as service providers, must be active parts of planning of any new recreation opportunities for at least three reasons: (1) they are the consumers of the opportunities and know what they would like to do, (2) getting middle and high school students out of their houses and to a new place will be challenging – even with the exact right set of activities and amenities, and (3) service providers and decision makers may have information about new activities and opportunities that have not occurred to residents.



BACKGROUND

THE NEED

The Culpeper Wellness Foundation contracted with **Partnerships for Strategic Impact™** to facilitate an objective and inclusive process to assess the needs and desires of local middle and high school youth, focusing on the kinds of activities and hangout spaces they would use. The conclusions and recommendations resulting from this assessment will guide the Culpeper Wellness Foundation's investments going forward and support the whole community around planning for youth.

YOUTH ASSESSMENT ADVISORY GROUP

To ensure an objective and inclusive process, an advisory group of youth and community service providers was convened to guide and oversee the assessment process and approve the final report. The advisory group was charged with making sure the evaluation built on the strengths and resources of the community, and that the results were interpreted within the local context.

Partnerships for Strategic Impact™ provided the expertise and objective oversight required to ensure a project with high-quality results.

The Culpeper Wellness Foundation made the initial invitations to the advisory group, the initial advisory group made additional invitations, and some people asked to be part of the group. The advisory group met a total of five times between May and September 2018 to plan and implement the assessment process, review the data, draw conclusions, and establish action steps for moving forward.

"The results of this assessment process will guide the Culpeper Wellness Foundation's future investments in youth support. The data also will be available for use by other organizations to inform our community's efforts around planning for youth. The involvement of so many local organizations in the assessment process highlights our community's commitment to serving its younger residents."

- **Shari Landry**
President, Culpeper Wellness Foundation

YOUTH ASSESSMENT ADVISORY GROUP MEMBERS

- John Barrett, Culpeper County Parks & Recreation
- Emma Buchanan, Culpeper Town Parks & Recreation
- Tripp Butler, Virginia Community Bank, Culpeper Wellness Foundation Board of Directors
- Dan Carlton, Culpeper Baptist Church
- Dr. Russell Houck, Culpeper School District
- Wenonah Petersen, Commonwealth's Attorney's Office
- Erick Kalenga, Project Rize
- Jim LaGraffe, Rappahannock-Rapidan Community Services
- Shari Landry, Culpeper Wellness Foundation
- Hunter Lang, Young Life
- Will Orr, Young Life
- Lisa Peacock, Culpeper Human Services
- Sandra Reaves-Yates, Culpeper NAACP
- Chris Settle, Culpeper Police Department
- Betsy Smith, Culpeper United Methodist Church, Manna Ministry
- Shifa Tewari, Culpeper Youth
- Nick White, Culpeper Sheriff's Office
- Amanda Wilson, Young Life

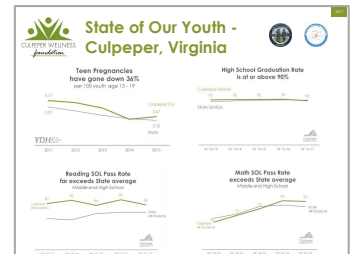
ASSESSMENT PROCESS

STEP 1 – COMMUNITY STRENGTHS AND NEEDS

The advisory group began the assessment process by generating a list of some of the many strengths and assets of the community. Advisory group members also updated the list of community and recreation organizations from the Culpeper County Parks and Recreation website (Appendix A). Additional community assets were identified as being:

- ✓ Determined youth
- ✓ Students who excel and are compassionate
- ✓ Groups of connected, engaged youth
- ✓ Sports participation as central to young people
- ✓ Youth who have lots of ideas about what they want
- ✓ A growing community and local economic development
- ✓ An overwhelming sense of community
- ✓ Families who do not want hand-outs; they have goals they want to achieve
- ✓ Multiple local services and supports available for families

The advisory group also oversaw the collection of data for the **State of Our Youth Dashboard** (Appendix B). This dashboard provides additional insight into the strengths and needs of youth in the Culpeper community. Over the long-term, tracking community data can help communities understand how needs change over time.



STEP 2 – PRELIMINARY INFORMATION COLLECTION



The advisory group gathered preliminary information about youth interests through a series of focus groups. A total of four youth focus groups (including 24 middle and high school youth) were conducted in June 2018. All youth in the focus groups also completed comprehensive inventories of their interests, as did youth attending the NAACP Summer Jam in July 2018. A total of 28 interest inventories were collected.

The advisory group generated preliminary data about what adults see as needs of youth and conducted an additional focus group with town police (including 10 officers) in June 2018.

These preliminary data guided the content of the surveys. See Appendix C for detailed information on the youth focus groups and interest inventories.

STEP 3 – SURVEY ADMINISTRATION

The results of the focus groups and interest inventories guided the content of the [Student Interest Survey](#) and the [Adult Survey on Youth Needs](#). Culpeper Youth took on the Student Interest Survey as a project, offering paper and electronic versions to students during lunch the week of August 20-24, 2018. The survey was also distributed by Young Life on social media, and it was additionally distributed by the members of the Youth Assessment Advisory Group. Students completing the survey had the opportunity to win an iPad, one of four \$50 Amazon gift cards, one of eight \$30 Target gift cards, or one of twelve \$10 Chick-Fil-A gift cards.



The Adult Survey on Youth Needs was available electronically between August 10 and 26, 2018. The link to the survey was distributed by the members of the Youth Assessment Advisory Group through their email lists and colleagues. No incentive was offered for the adult survey.

Student Interest Survey

Survey Goals

1. To understand what activities and hangout spaces youth want
2. To learn what would get youth to do something new

The survey asked middle and high school students:

- where they hang out now
- to prioritize their interest in activities and hangout options (pick 3)
- to prioritize what would get them to go someplace new (pick 3)
- how hard it is to get transportation to places to hang out
- how much they could spend each week on activities/hangout options

Adult Survey on Youth Needs

Survey Goals

1. To understand what adults believe are the biggest youth needs
2. To get an idea of what activities adults would like to have for youth

The survey asked adults in the County or Town of Culpeper:

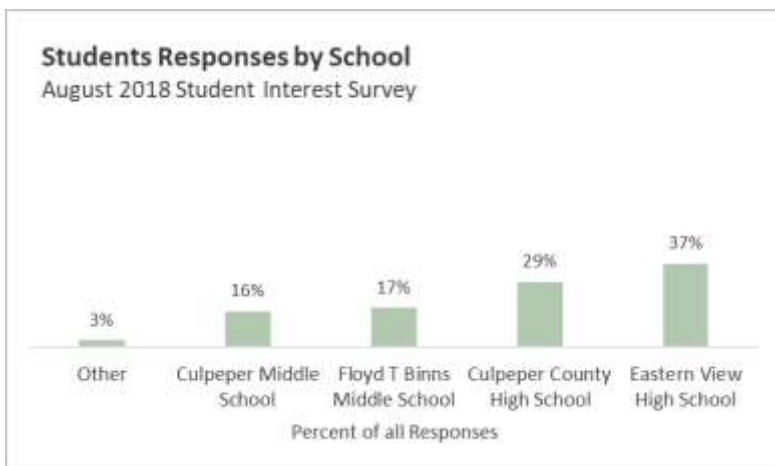
- to prioritize the biggest youth needs (pick 3)
- to prioritize the times of day youth are most in need of things to do (pick 2)
- to identify one new youth activity needed in the community (open ended)
- how hard it is to provide transportation to activities for youth (parents of middle/high school students only)
- how much their family could spend each week on youth activities (parents of middle/high school students only)

RESULTS AND CONCLUSIONS

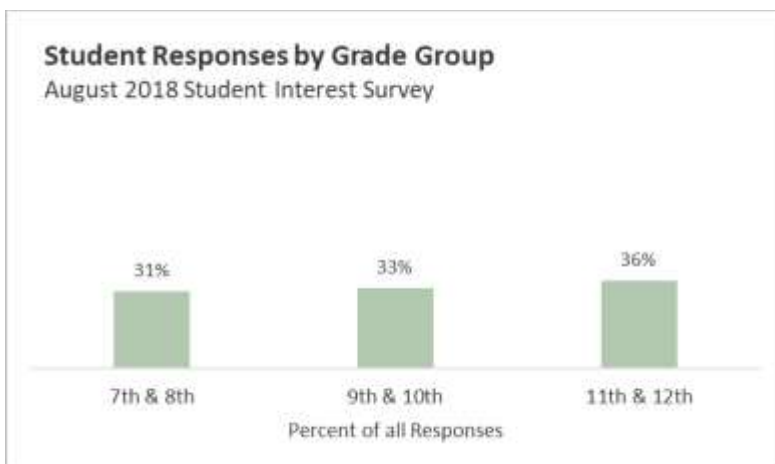
Overall Survey Responses

Who Responded

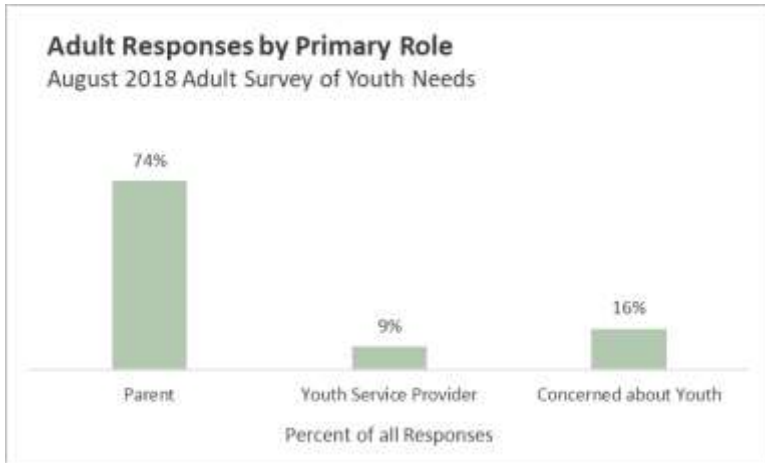
A total of **397 middle and high school students**, and **404 adults from Culpeper County and Town** responded to the surveys. Responses were broken down as follows.



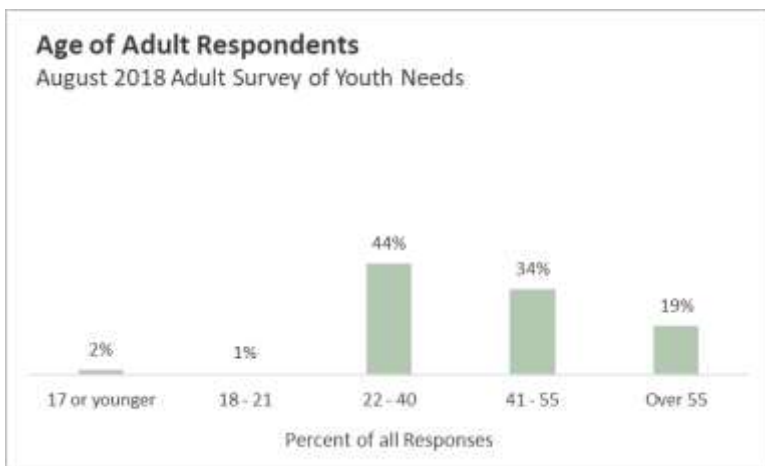
There were seven responses from students in private school or who were home schooled. There were fewer responses from the middle school students than the high school students: 62 from Culpeper Middle, 68 from Floyd T. Binns, 113 from Culpeper County High, and 145 from Eastern View High. Two students did not report which school they attended.



Students were evenly represented across grade groups: 115 in 7th and 8th, 120 in 9th and 10th, and 131 in 11th and 12th grades. Thirty-one students did not report which grade they were in.



A total of 300 parents responded to the survey; of those, 247 were parents of students in Culpeper County Schools. 173 of those were parents of middle or high school students. 30 youth service providers and 66 other adults concerned about youth responded.



Most adult respondents (78%) were between the ages of 22 and 55, and 88% of parents were this age. Most youth service providers were younger - between 22 and 40 years old (58%), and most people who identified themselves as concerned about youth (i.e., not parents or service providers) were over 55 years old (67%).

Margin of Error

The **margin of error for both surveys is +/- 5%**. This means that the responses to the survey questions may be plus or minus 5 percentage points different from the predicted response of the entire population. For example, if 15% of people give a “yes” response, we can assume that the “yes” response for the entire population is probably somewhere between 10% and 20%. Therefore, throughout this report if response totals were 5% or less they were considered negligible and essentially zero. Additionally, a difference in responses between questions was only considered meaningful if the difference was more than 5%.

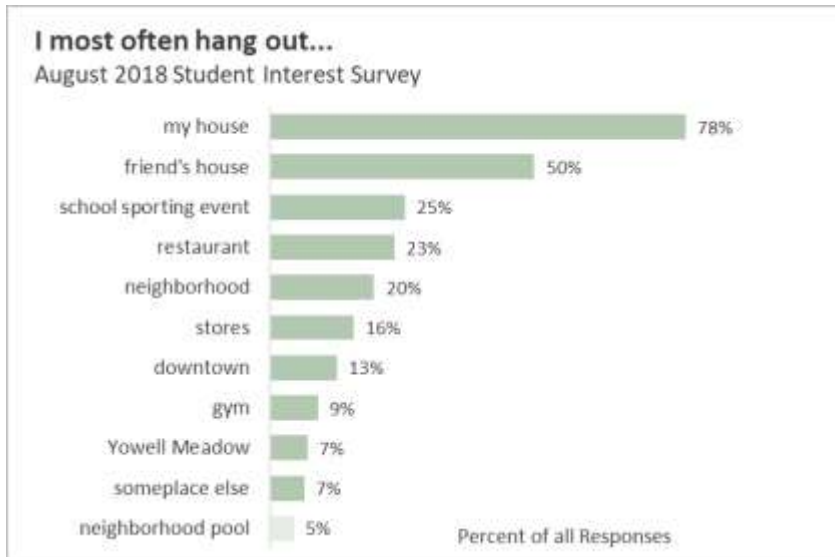
Validity of Results

In general, survey respondents can be expected to be those most engaged and invested in the survey topic. While this is surely true about this survey, great efforts were made to distribute surveys via multiple avenues, and the students and adults who responded to the surveys were diverse in their ages and responses. Consistent with the percentage of public school students who are economically disadvantaged (43%), 47% of youth respondents said they could spend \$5 or less per week on activities. Parents responding to the adult survey reported being able to spend more. The results of this survey are assessed as valid and robust, and meaningfully reflect the needs and desires of a broad range of local youth.

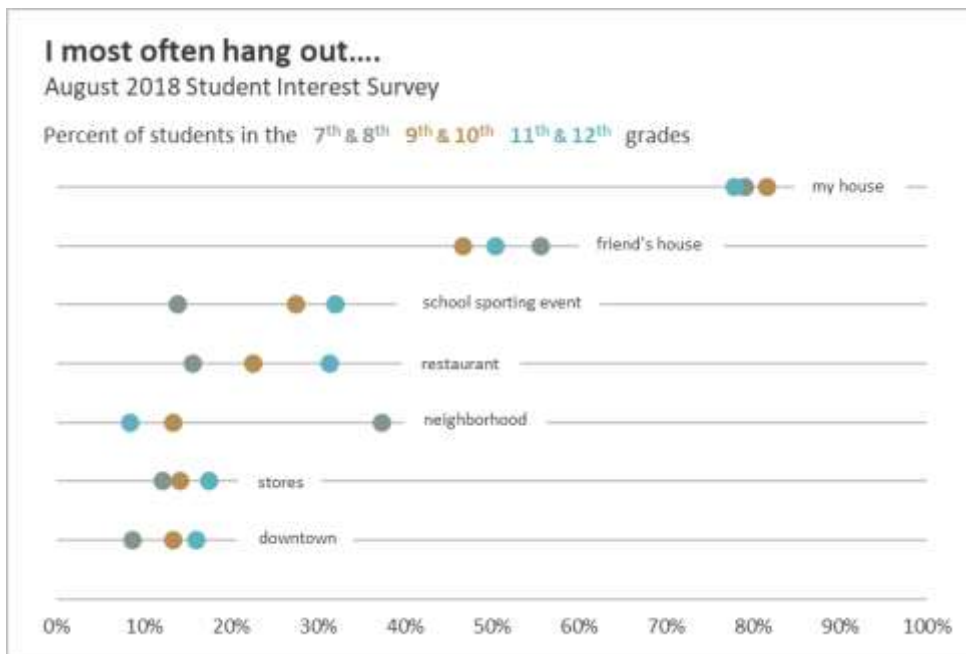
What Students Said

All responses to the Student Interest Survey were combined for initial analysis. Data were then broken down by grade group (7th and 8th, 9th and 10th, and 11th and 12th).

Students were asked to pick **THREE places they most often hang out** from a list of 11 options, including an option for “I hang out someplace else.” As a rule, middle school students were most likely to hang out at home or close to home, while older students were more likely to be out in the community.

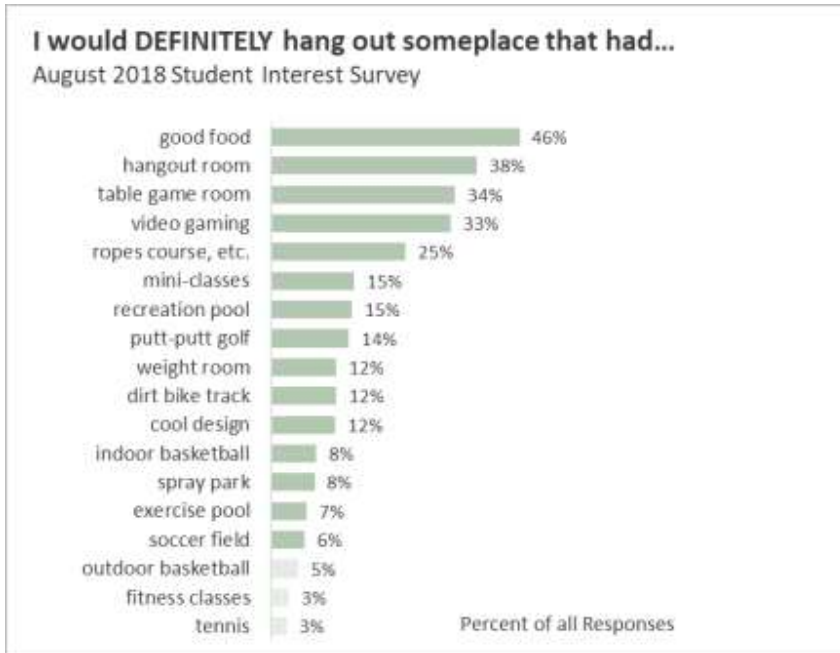


Overall, students overwhelmingly said they hung out at their house (78%) or a friend’s house (50%). About one-quarter also most often hung out at school sporting events or restaurants (like Chick-fil-A, McDonalds, etc.).

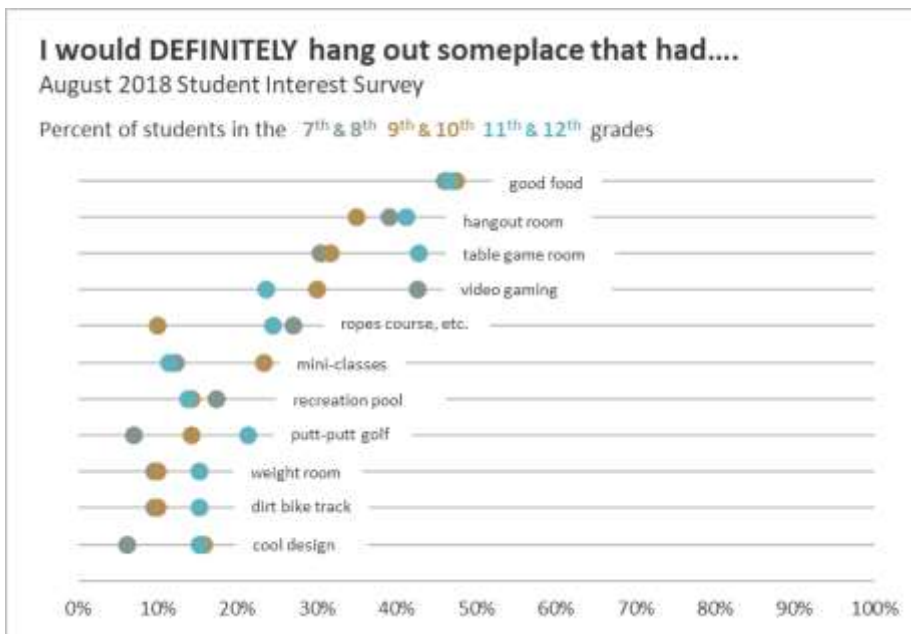


When looking at differences in responses by grade groups, younger students were more likely to hang out at a friend’s house or around the neighborhood, and older students were more likely to hang out away from home at a school sporting event, restaurants, in stores, or downtown.

Students were asked to pick the **THREE MOST IMPORTANT things a hangout would need to have**: “I would DEFINITELY hang out someplace that had...” This question was aimed to assess the kinds of spaces and activities youth would most enjoy. Across the board, having good food available was prioritized by almost half of all students (46%). As expected based on the focus groups, at least a third of all students also prioritized a hangout room with couches, wifi, and music, as well as table games (e.g., ping-pong, pool table, air hockey, etc.), and video gaming – all three collectively referred to as “**basement activities**.” A recreational pool was prioritized by 15% of students, which was unexpectedly low based on how often it came up in focus groups. Based on the focus groups and interest inventories, basketball was also prioritized by a surprisingly low percentage of youth.



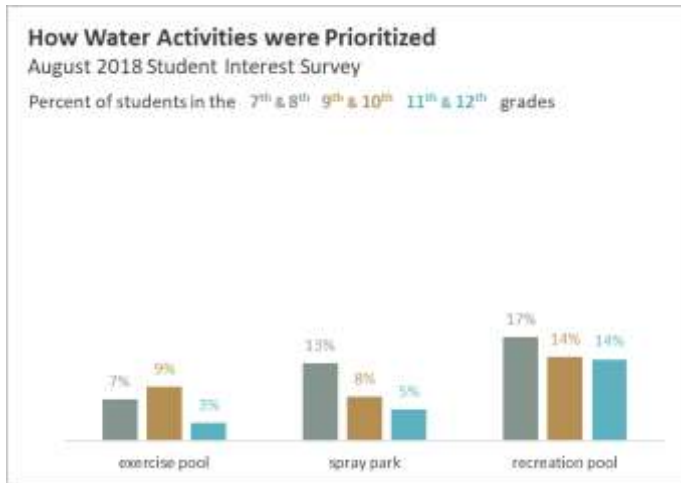
After basement activities, parks with a rope course, rock climbing walls, obstacle course, etc. (abbreviated “**ropes course, etc.**” in the graphs) were prioritized by almost a quarter (24%) of students. Mini-courses (e.g., yoga, cooking, arts and crafts, etc.) were prioritized by 15% of students.



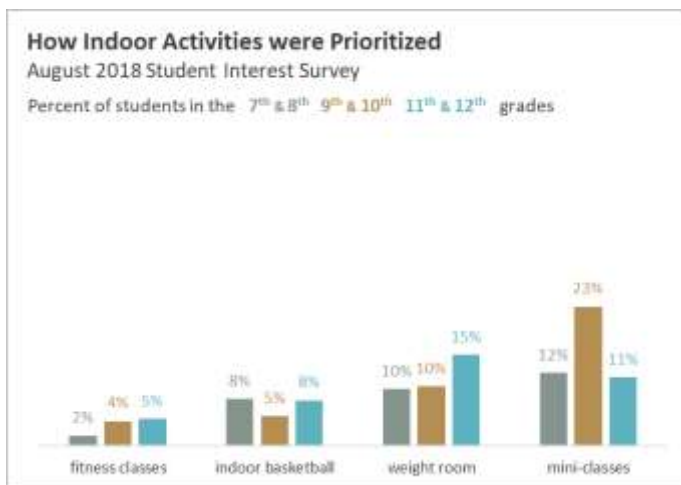
When looking at differences in frequency of responses between grade groups, younger students prioritized video gaming, mini-classes, a recreation pool, and a spray park, while older students prioritized table games, putt-putt golf, a weight room, and a dirt bike track.

Looking More Closely at Groups of Activities

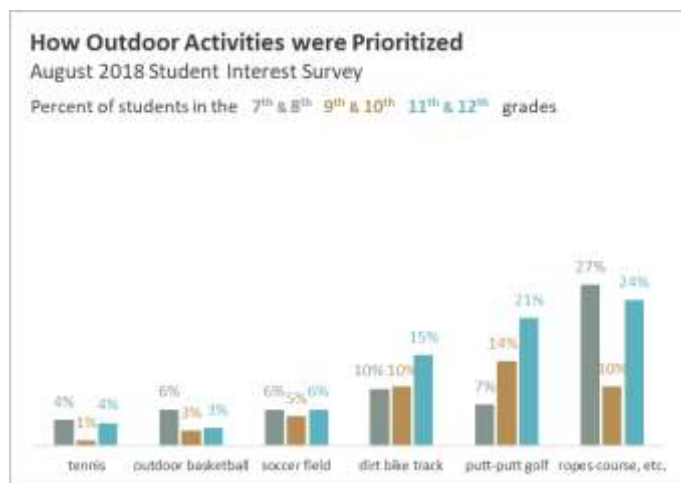
Similar types of activities (other than basement activities) were grouped together to look more closely at how students prioritized wanting to spend their time.



While differences between grade groups were within the margin of error, the data suggest that younger students might be the most interested in water activities like pools and spray parks.

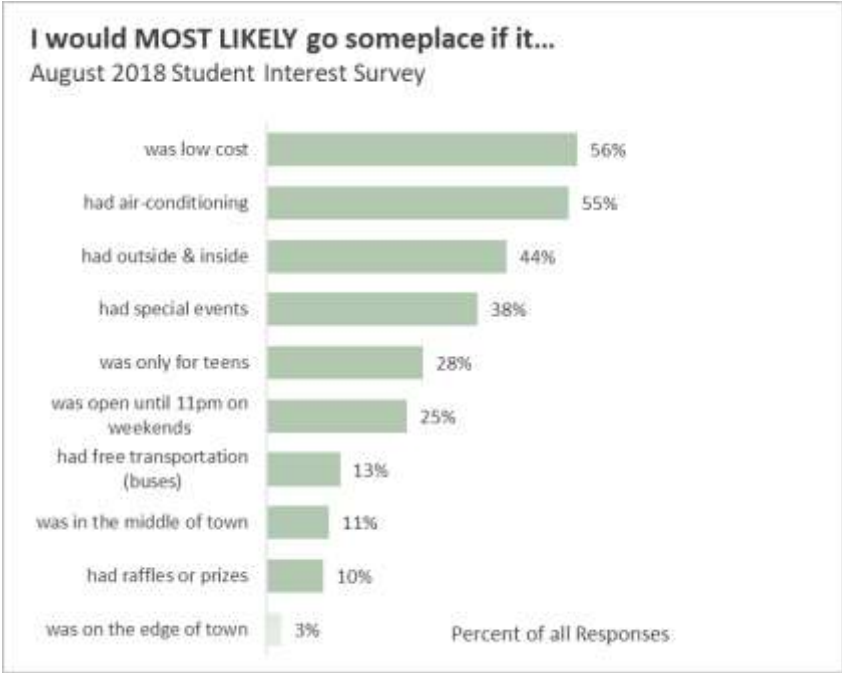


The weight room was more often prioritized by 11th and 12th graders, and almost a quarter of 9th and 10th graders were interested in mini-classes.

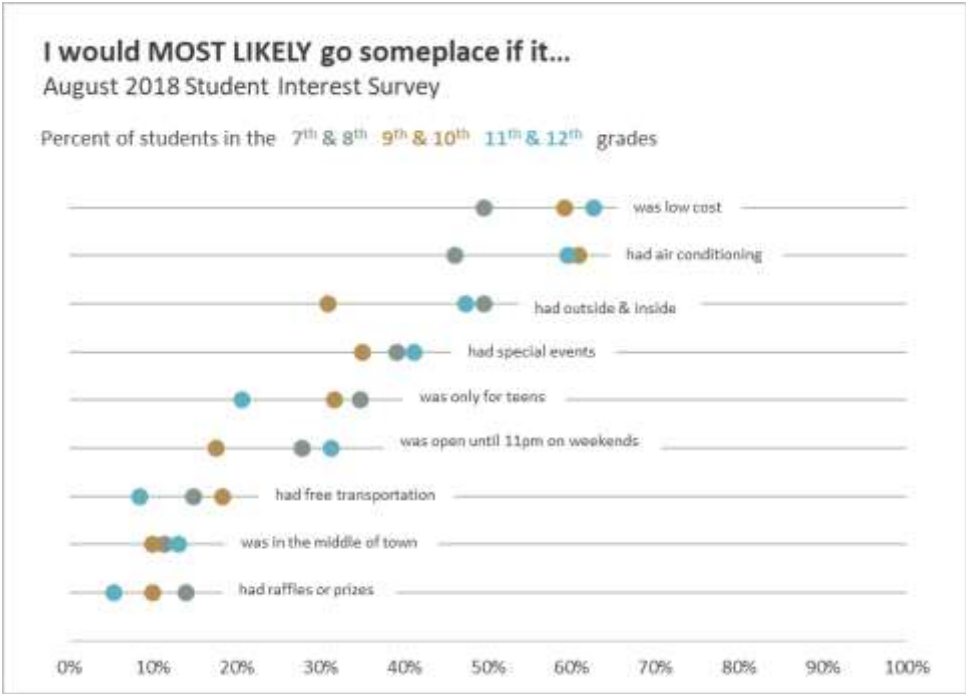


The student interest inventories completed at the focus groups suggested that students might be interested in dirt bike tracks. In fact, these got prioritized about as often as a recreation pool. The 11th and 12th grade students prioritized outdoor activities more than their peers.

Students were asked to identify the **THREE MOST IMPORTANT features that would get them to go someplace:** “I would MOST LIKELY go someplace if it...” This question was aimed at assessing what features would ensure that students *actually* go to an activity/hangout. More than half of students prioritized low cost and air-conditioning, and almost half prioritized having both outdoor and indoor spaces. Combined, these priorities suggest that students would like activities and spaces that are accessible year-round, as well a variety of activities available in one space.







Many students prioritized having special events like dances, movie nights, late night basketball, etc. (38%). About one-quarter of students wanted a space only for teens (28%) and for it to be open until 11pm on the weekends (25%).





When looking at differences in responses by grade groups, younger students prioritized a space only for teens, free transportation, and raffles, while older students prioritized low cost and air-conditioning. The 7th and 8th graders and the 11th and 12th graders prioritized special events and being open until 11pm on the weekends.

Looking More Closely at Different Groups of Students


Data also were broken down by groups of students with different interests:  students interested in hangout spaces (because it was the most often prioritized activity; 150 youth, 38% of all respondents),  those interested in ropes course, etc. (because it was the most often prioritized outdoor sports activity; 98 youth, 25% of all respondents), and  those interested in weight rooms (because it was the most often prioritized indoor sports activity; 48 youth, 12% of all respondents). Data were also examined for  students who said they had less than \$5 per week to spend (in order to understand the desires of students who can least afford activities; 147 youth, 47% of all respondents). There were surprisingly few differences in any of the data when student responses were separated in this way, but a few key points stood out:

Where students already hung out was very similar across different groups of students, with some predictable differences.


Almost all groups of students spent most of their time at home (78% - 80%) or at friends' houses (33% - 56%). However, **students who prioritized weight rooms** spent the most time at home (79%), then at school sporting events (40%), and then at friend's houses (33%). 


After being at home (78%), **students who prioritized ropes course, etc.** most often spent time at friends' houses (55%), restaurants (37%), and school sporting events (28%). 


After home (80%) and friends' houses (42%), **students with less money to spend** were at school sporting events (22%). 


After home (78%) and friends' houses (56%), **students prioritizing a hangout room** choose to spend more time in restaurants (27%). 

The trio of basement activities (hangout room, table games, video gaming) were most highly prioritized by all groups of students, but groups differed in how they prioritized activities after that.

Looking beyond the popular basement activities, **students who prioritized a weight room** also prioritized ropes course, etc. (25%) and Putt-Putt golf (13%). 

After basement activities, **students who prioritized ropes course, etc.** also prioritized a recreation pool (17%). 

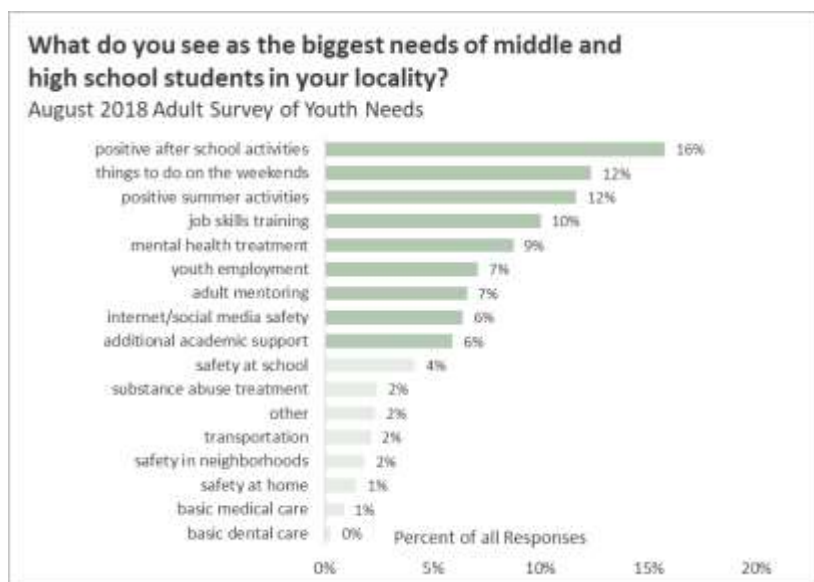
Students with less money to spend prioritized ropes course, etc. (37%) and a weight room (37%) as highly as basement activities. 

Students prioritizing a hangout room also prioritized mini-classes (17%), ropes course, etc. (13%), and cool design (13%), after table and video games. 

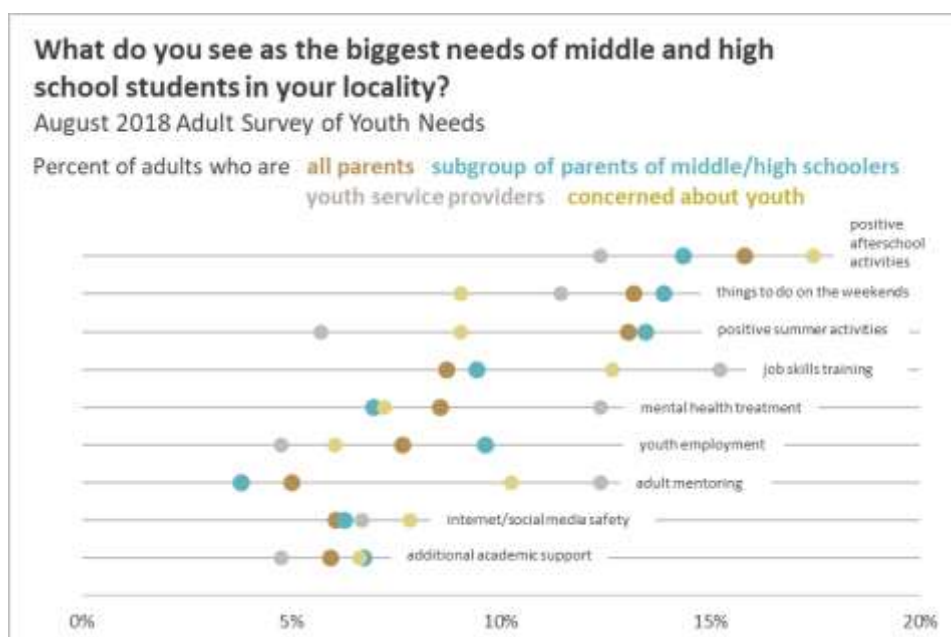
What the Adults Said

Adults were asked slightly different questions than students. They were asked to identify the three most important needs youth have, and they were given an open opportunity to say what new activity for middle and high school students they would want in Culpeper. All responses to the Adult Survey of Student Needs were combined for initial analysis. Data were also broken down by adult role (parent, youth service provider, adult concerned about youth), as well as a subgroup of parents – those parents of middle and high school students.

Adults were asked to pick the **THREE BIGGEST NEEDS of middle and high school students**: “What do you see as the biggest needs of middle and high school students in your locality?” This question was aimed at understanding adults’ beliefs about where local youth need the most support. As can be seen in the graphs below, adults most prioritized the need for youth activities during out-of-school time.



Overall, adults prioritized the need for middle and high school students to have things to do when they are not in school (afterschool 16%, weekends 12%, summer 12%), followed by job skills training (10%). Overall, adults had lots of different ideas about what youth need.



While parents prioritized employment and keeping students productively busy afterschool, service providers prioritized job skills, mental health, and mentoring. Adults concerned about youth also prioritized job skills, mentoring, and internet/social media safety.

Rather than prioritizing a pre-determined set of activities like students, adults were asked an open-ended question: **“If you could wave a magic wand and bring ONE NEW activity to Culpeper for middle and high school youth, what would it be?”** The purpose of this question was to openly survey adults about what activities they wanted for youth. Open-ended questions get information similar to focus groups, and therefore these responses are a starting point for further discussion with local adults about what activities are desired for youth.

Of the 404 adults who responded to the survey, 252 provided a response to this question. Similar responses were categorized and counted; responses could get counted in more than one category (for example, “a place to hang out and play sports” was counted as a “hangout” and as “sports”).

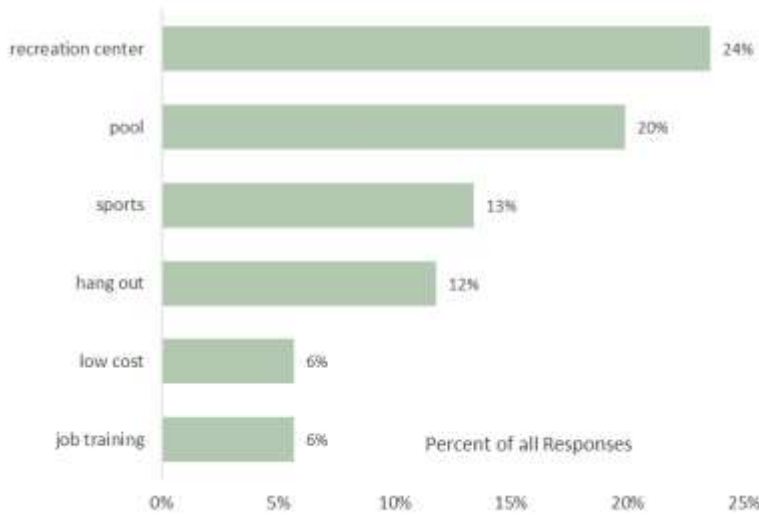
Thirty-seven categories were created, including 28 specific activities and nine non-activity wishes (including a recreation center, low cost, specifically for teens, food, not having a membership, the location, having lit outdoor fields, being somewhere you could drop students off, and having activity buses).

Category Description	Category Description
activity buses	mental health
afterschool activities	mentoring
arcade/gaming	mindfulness/yoga
arts	mini classes
drop off	mini golf
events	music/dance
food	no membership
for teens	other
games	outdoor adventure
hands on learning	pool
hangout	recreation center
homework help	shopping
indoor sports	social skills
job training	sports
jobs	STEM
life skills	swim team/lessons
lit fields	trampoline park
location	volunteering
low cost	

The following graphs only include categories nominated by more than 5% all adults. A graph of all responses to all 37 categories is in Appendix C.

If you could wave a magic wand and bring ONE NEW activity to Culpeper for middle and high school youth, what would it be?

August 2018 Adult Survey of Youth Needs

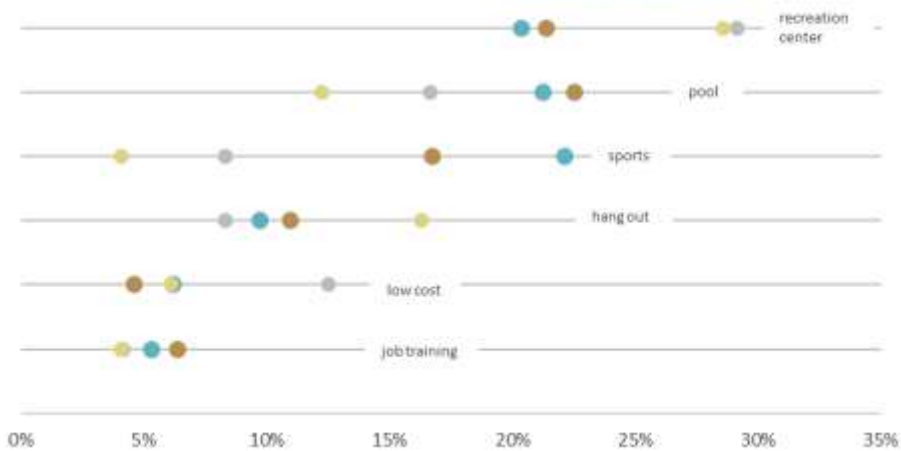


Overall, one-fifth and one-quarter of adults voiced wanting a recreation center and a pool, respectively. These were, by far, the most commonly nominated activities for youth.

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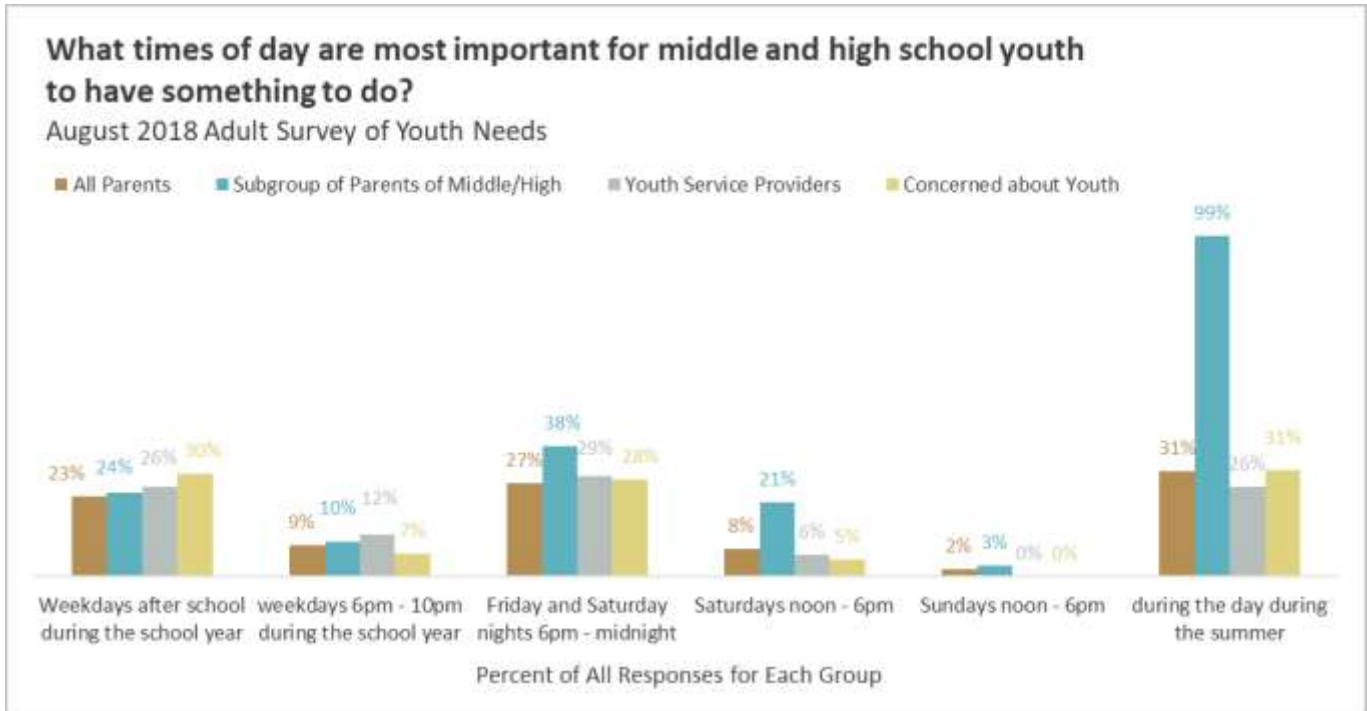
Percent of adults who are **all parents** **subgroup of parents of middle/high schoolers** **youth service providers** **concerned about youth**



When looking at differences in responses by groups of adults, parents nominated a recreation center less than other adults, and other adults nominated a pool less than parents. The middle/high school parents' desire for sports was driven in large part by a desire for more middle school sports (especially for girls).

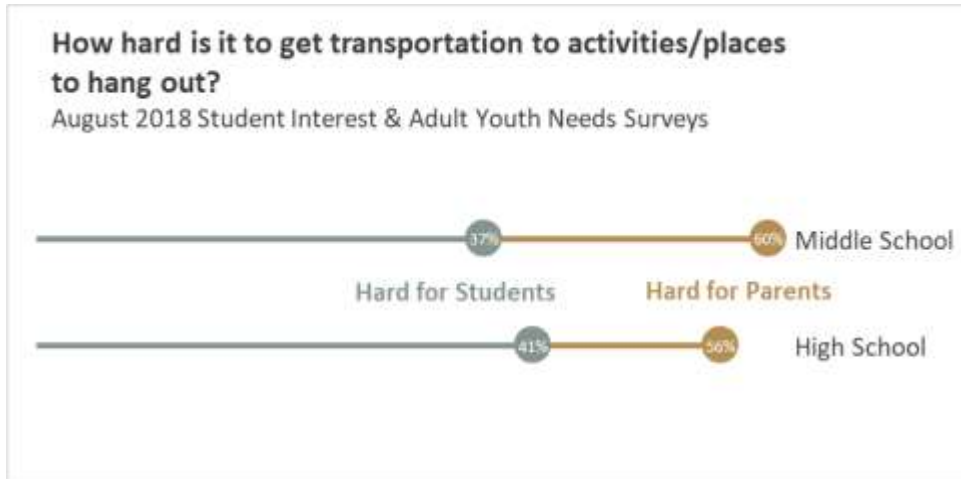
When Activities are Most Needed

Adults were also asked to **PRIORITIZE TWO times of day it is most important to have something for middle and high school students to do**: “What times of day are most important for middle and high school students to have something to do?” This question aimed to discover when activities were most needed. Parents were most concerned about weekends and especially the summertime.

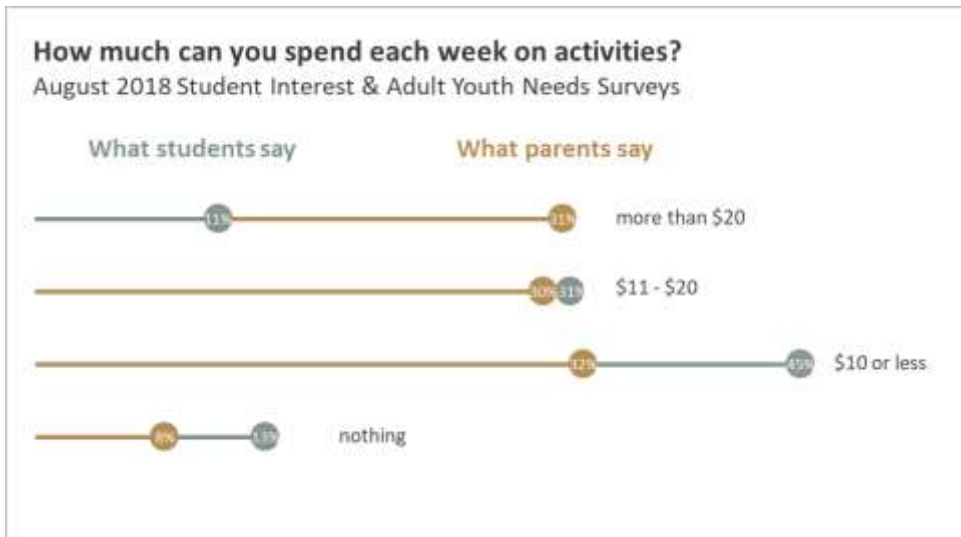


Transportation and Cost

Students and parents were asked **how hard or easy it was for middle and high school students to get transportation to activities or places to hang out**, as well as **how much they could spend each week on activities**. Students generally thought it was easier to get transportation than parents, and on average, parents felt they could spend more money per week on activities.



Between 37% and 41% of students thought transportation was hard, and between 56% and 60% of parents thought it was hard.



Parents* responding to the survey generally said they could afford to pay more per week than did students. While more than half of students (58%) said they could spend nothing or less than \$10, 61% of adults said they could spend \$11 or more.

* Parents were asked a slightly different question than students. Students were asked "How much can you spend EACH WEEK to go someplace to hang out?" Parents were asked "How much could your family spend – EACH WEEK – for activities for your middle or high school student?"

Conclusions

After pouring over the data and discussing what they mean, the advisory group came up with the following conclusions:

- ➔ **There is no silver bullet that is going to “solve the problem” of getting more local youth involved in activities and hanging out away from their own and friends’ houses.** Getting more youth involved in out-of-school activities is likely going to be slow, methodical work that is closely coordinated among service providers, well-supported by parents, and directly responsive to the specific, changing interests of youth.
- ➔ At least a third of students are very interested in low-cost opportunities, hanging out inside, and interacting with their friends away from home in a less structured, home-like setting. Students would like activities and spaces that are accessible year-round, and which have both inside and outside spaces. Just like for most people, eating is something students like to do together.
- ➔ No specific activity was prioritized by more than 38% of students, and even good food was prioritized by a little less than half of students. Therefore, students clearly have a lot of niche interests (also reflected in the breadth of adult wishes for youth activities).
- ➔ A space that hosts multiple activities may be likely to draw in the most students. About one-quarter of adults nominated a recreation center as their main wish for middle and high school students. Specific activities most often nominated by adults were a pool and sports (especially for middle school girls). Given how often adults nominated a recreation center, adults are also asking for a space that hosts multiple activities and has indoor and outdoor spaces. A recreation or community center with responsive programming could possibly deliver many of these things in one location.
- ➔ Many of the activities that adults nominated were quite different from what middle and high school youth prioritized. Adults nominated many activities that are focused on positive youth development (mentoring, job training, and employment opportunities) and mental health.
- ➔ The most popular outdoor activity prioritized by students was a park with ropes courses, rock climbing walls, obstacle courses, etc. This was also mentioned in the youth focus groups as a sports-related activity missing from the community.
- ➔ Having special activities (like dances, movie nights, late-night basketball, etc.) would likely be an additional draw for students. Having a cool design is important, but not more or less important than many other activities or amenities.

- ➔ While a pool came up frequently in focus groups, surveyed youth ultimately prioritized basement activities most highly with regards to indoor activities. Interestingly, only 15% of students prioritized a recreation pool (a pool may be more of a priority for younger students), and 20% of adults wanted a pool for youth. This difference between students and adults is within the margin of error; however, it may also be that adults already have youth hanging out in their basements and they are looking to move them into the community. The difference may also be attributable to opinions of different generations about enjoyable ways to spend time: youth are now more oriented to video gaming, and adults may be more oriented to pools.
- ➔ This survey may underrepresent families of meager financial means. While 47% of students said they could only spend \$5 or less per week on activities (which is consistent with the 43% of children in the Culpeper School Division who are economically disadvantaged), 61% of parents who responded could afford \$11 or more per week. Additional attention to financial and logistical accessibility of activities is warranted.

MOVING FORWARD

Action Steps for Moving Forward

The advisory group offers the following recommendations for using these data moving forward.

This and other similar recent reports should be brought together and reviewed by a similar group to this advisory group to compare, contrast, and better understand all the data available. Collectively, these data should be used intentionally to drive programming.



Intentionally coordinated and collaborative initiatives will most effectively capitalize on the existing strengths and resources of the community when setting an agenda for out-of-school time. A collaborative would leverage the skills and assets of the people already working directly with youth, as well as youth and their parents. Regular meetings of the collaborative would ensure fluid communication (between providers and then with the people they serve), avoid duplication of efforts, support creativity and moderate risk taking, and encourage accountability among all partners.



In order to ensure coordinated efforts across the community, some entity must provide the coordination and backbone support for a collaborative. Initial collaborative discussions should focus on building backbone support and broad buy-in, as well as how to harness resources for structural support.



Parents and youth, as well as service providers, must be active parts of planning any new recreation opportunities for at least three reasons: (1) they are the consumers of the opportunities and know what they would like to do, (2) getting middle and high school students out of their houses and to a new place will be challenging – even with the exact right set of activities and amenities, and (3) service providers and decision makers may have information about new activities and opportunities that have not occurred to residents.



Appendix A

Updated Community and Recreation Organizations

A list of community and recreation options was pulled from the Parks and Recreation Website. The Boys and Girls Club should be deleted, as it is no longer in Culpeper. All new items for the list are below.



Afterschool Arts Program

Healthy Culpeper

<http://healthyculpeper.com/after-school-arts/>

Packard Campus Theater

<https://www.loc.gov/avconservation/theater/schedule.html>

Disc Golf Club

<https://pathforyou.org/make-it-happen-grant-funds-new-disc-golf-course-at-spilman-park/>

CAMBO (Culpeper Area Mountain Biking Organization)

<https://cambomb.com/>

Piedmont Area Soap Box Derby

<https://www.soapboxderby.org/piedmont-area.aspx>

Kid Central

<https://www.kidcentralculpeper.com/>

Law Explorers

Culpeper Town Police

<https://www.culpeperva.gov/Public-Safety/Town-Police-Department/Explorers>

Culpeper County Sheriff's Office

Youth Law Enforcement Academy

<http://www.culpepersheriffsoffice.com/youth-law-enforcement-academy>

Sports Performance Training

Culpeper Sports and Fitness

Swim Lessons

Powell Wellness Center

Medford Basketball League

<https://culpeperyouthbasketball.leagueapps.com/leagues/basketball>

Mt. Kim Culpeper Martial Arts
<https://www.culpepermartialarts.com/>

Tai Kwon Do
Culpeper Sports and Fitness

Strava Running Club
<https://www.strava.com/clubs/149328>

Tennis
Culpeper Sports and Fitness (CSF)

Adventures on Lake Pelham
<https://www.culpeperva.gov/Community/Lake-Pelham-Adventures-Park>

Ice Skating
Ashburn Ice House
<https://www.ashburnice.com/page/show/1448714-home>

Open gym time at the public schools

Appendix B

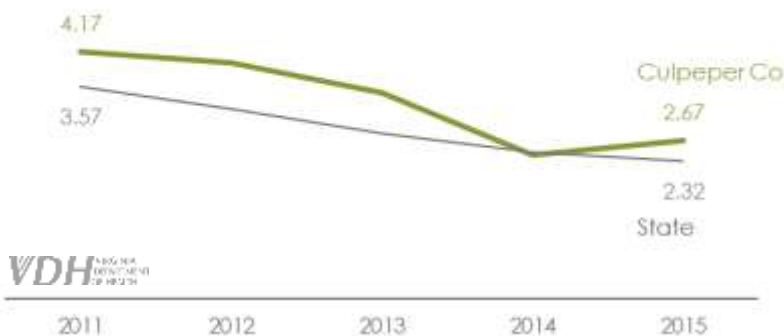
State of Our Youth Dashboard



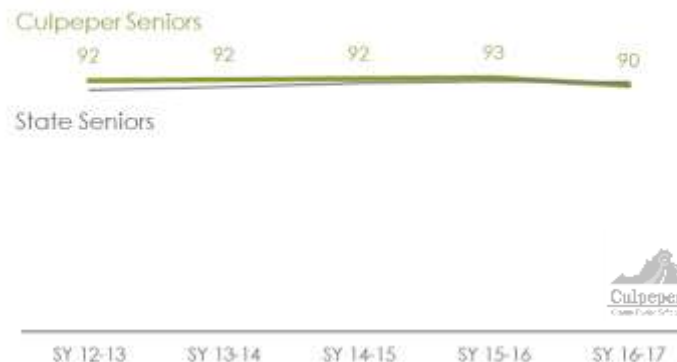
State of Our Youth Culpeper, Virginia



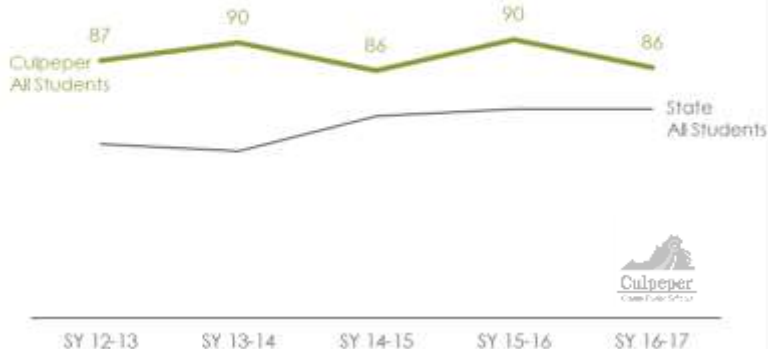
Teen Pregnancies
have gone down 36%
per 100 youth age 15 - 19



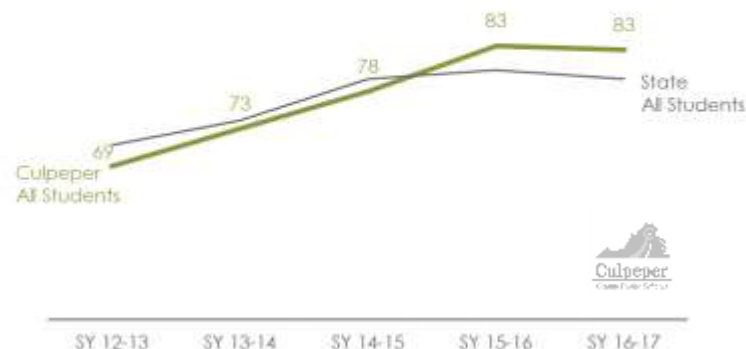
High School Graduation Rate
is at or above 90%



Reading SOL Pass Rate
far exceeds State average
Middle and High School



Math SOL Pass Rate
exceeds State average
Middle and High School

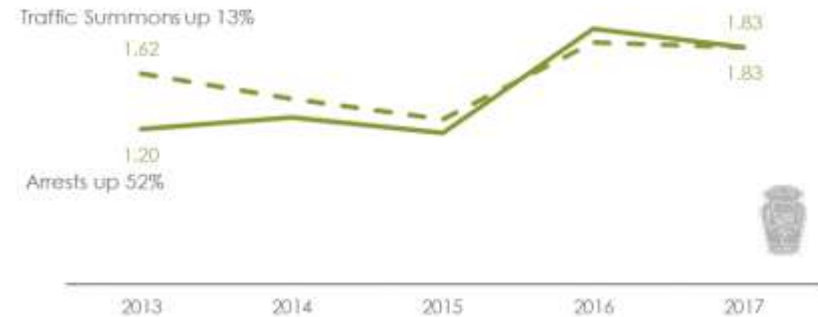


**School Behavioral Offenses
as a Proportion of 7th to 12th Enrollment
have increased 47%**



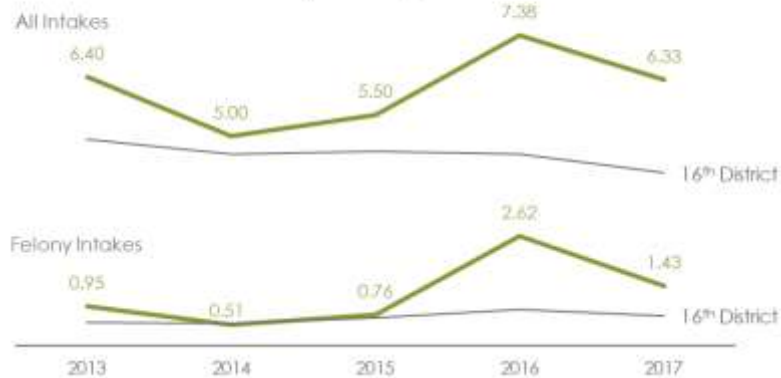
**Town Police Interactions with Youth
are increasing**

per 100 youth age 10 - 19



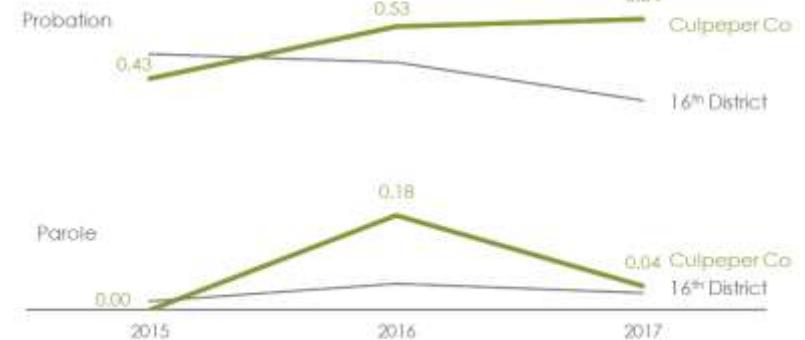
**Culpeper Youth Referred to Juvenile Justice
exceed 16th District average**

per 100 age 10 - 19



**Culpeper Youth on Probation and Parole
exceed 16th District average**

per 100 youth age 10 - 19



8% English language learners ↑



about 36% youth have FAMIS ↑



Middle and High School Enrollment ↑
SY 17-18: 4,365 students
SY 13-14: 4,166 students



43% economically disadvantaged ↑

Appendix C

Youth Focus Group and Interest Inventory Summaries

Youth Focus Group Summary

*most desired

Where do you hang out now and what activities are you involved in?

People's Houses

Home, video games

Friend's house with a pool or basketball, video games, shoot pool, air hockey

Shopping

Walk to the Dollar Store (younger kids)

Target

Mall or Downtown shops

Restaurants

Chick-Fil-A

BW Wings

McDonalds

5 Guys

Outside Activities

Yowell Meadow park on the nature trail, skate park, basketball [by far this was the most common answer]

Park in the community (younger kids)

Outside: playing tag, riding bikes, fishing, practicing gymnastics (younger kids)

Run around the neighborhood

Hiking in Shenandoah and Natural Bridge

Walmart parking lot

Hiking/camping

Club pool

Rappahannock River – swim, rope swing, fishing

School Activities

School choir (younger kids)

School sporting events – basketball and football

Football team at school

Field hockey team at school

Cheerleading at school

Lacrosse at school

Other Activities

Zamora Boxing Gym

Culpeper Soccer Club

Drawing (younger kids)

Movies

Top Golf

Bowling alley when desperate

Music concerts (Jiffy Lube in Bristow)

What do you wish there was to do?

Waterpark with big slides and a separate little kids' area

Soccer Field with a team and which was open at night*

Movie night in the park*

Dog park

Hang out for free at Sweet Frog

Ropes course; rock climbing; zip line

Sky Zone/Jump trampoline park*

Water trampoline at Lake Pelham

Laser tag*

Under 21 club, free entrance once a week, interactive staff, games*

Paintball course

Roller coasters

Boys and Girls Club type place but for older kids

Go-kart track

Four-wheeler track
 Pickleball or bubble soccer league
 American Ninja Warrior course/obstacle course
 Comedy shows
 Motivational speakers
 Putt-Putt golf
 New stores/mall
 Checkers restaurant
 Amusement park
 Activities with air conditioning
Recreation Center including...
 Indoor basketball
 Indoor and outdoor pool* - with big water slide, diving board (outdoor was probably preferred)
 Dance night with mainstream and Spanish music*
 Gaming room –pool table, ping pong, air hockey, octoball
 Arcade/video gaming room: virtual reality, Xbox, PlayStation, TVs

Relax/lounge rooms – bean bag chairs, kitchen - FOOD, sports stuff on walls, well designed, virgin cocktails, fireplace, little areas for people to sit and listen to music**
 Empty gathering rooms
 Outside sand volleyball
 Tennis courts
 Fitness and gymnastics*
 Bulletin Board
 Wall where people can write/paint stuff, graffiti, free speech
 Mural
 Dogs
 Free Mini-Courses (focus for younger kids)
 Cooking and nutrition classes*
 Crafts, arts, and similar activities
 English classes
 Yoga and relaxation
 STEM activities and classes

What would get you there?

Start out free*
 Good food*
 Prizes or raffles
 Specific activities (dances, movie night, Glow night, late night basketball)
 Transportation – (all the kids said they would ride a bus)
 Located in the middle of the city (they would use buses); old Belk?
 Nice design

Lots of promotion on Twitter, Instagram, Snapchat, Facebook – promo videos made by kids
 Commercials, Word of mouth, Promote at school
 Low cost (< \$5); passes – maybe you could earn or win passes, student ID discount, buy memberships
 Should include kids in Community College (21 and under)
 No little kids

When would you want it to be open?

After school and after afterschool activities let out: 2:30-9pm (esp. after sports practice)
 Summer days/afternoons

Friday’s until midnight
 Saturday noon - midnight
 Sunday noon – 6pm

Interest Inventory Summary

All youth participating in the focus groups got a list of activities and were asked to mark which ones they were interested in. Below is the count of how many times each activity was marked.

Below are LOTS of things that people like to do. What interests you?

Count	Activity	Count	Activity
1	Other animal(s)	6	Motorcycles
1	Sailing	6	Pottery
1	Scrapbooking	6	Reptiles
1	Working on cars	6	Running/track and field
2	Cleaning	6	Sculpture
2	Cutting the grass/yard work	7	Drawing/Sketching
2	Farming	7	Handling money
2	Sewing	7	Lacrosse
2	Tennis/racquetball	7	Skiing
2	Wrestling	8	Cards
3	Bird watching	8	Climbing trees
3	Birds	8	Clothes/fashion
3	Legos	8	Dance
3	Motocross	8	Exercise classes
3	Taking things apart	8	Frisbee
4	Anime	8	Ice skating
4	Chess	8	Photography/Photo editing
4	Comics	8	Tubing
4	Field hockey	8	Wood carving/wood working
4	Fish	9	Arts and crafts
4	Play an instrument	9	Boating/motor boats
4	Rabbits/hamsters/guinea pigs/etc.	9	Games on phone/iPad
5	Animal rights	9	Horses
5	Cats	9	Roller skating
5	Doing hair/coloring hair	10	Board games
5	Gardening	10	Film making
5	Golf	10	Sing/rap
5	Ice hockey	11	Animals in general
5	Martial arts (Karate, Tai Kwan Doe, etc.)	11	Baseball/softball
5	Skateboarding	11	Exploring
5	Yoga	11	Kayaking
6	Dinosaurs	11	Watching TV
6	Doing nails	12	Bowling
6	Driving around	12	Cars

Count	Activity	Count	Activity
12	Dirt bikes	14	Weight lifting/training
12	Painting	15	Canoeing
12	Rock climbing	15	Football
12	Shooting/hunting	15	Listening to music
12	Shopping	16	Car racing
12	Soccer	16	Hiking
13	Biking	16	Video games
13	Boxing	17	Camping
13	Building things	17	Going to aquariums
13	Cooking/baking	17	Going to zoos
13	Fishing	17	Hanging out
13	Playing outside/being outside	17	Talking/Texting with friends
14	Jet skiing	18	Dogs
14	Social media	18	Eating
14	Swimming	18	Watching movies
14	Water skiing	20	Basketball

Appendix D

All Categories of Youth Activities Nominated by Adults

Category Descriptions of Activities Nominated by Adults

Of the 404 adults who responded to the survey, 252 provided a response to this question. Similar responses were categorized and counted; responses could get counted in more than one category (for example, “a place to hang out and play sports” were counted as a desire for a “hangout” and for “sports”).

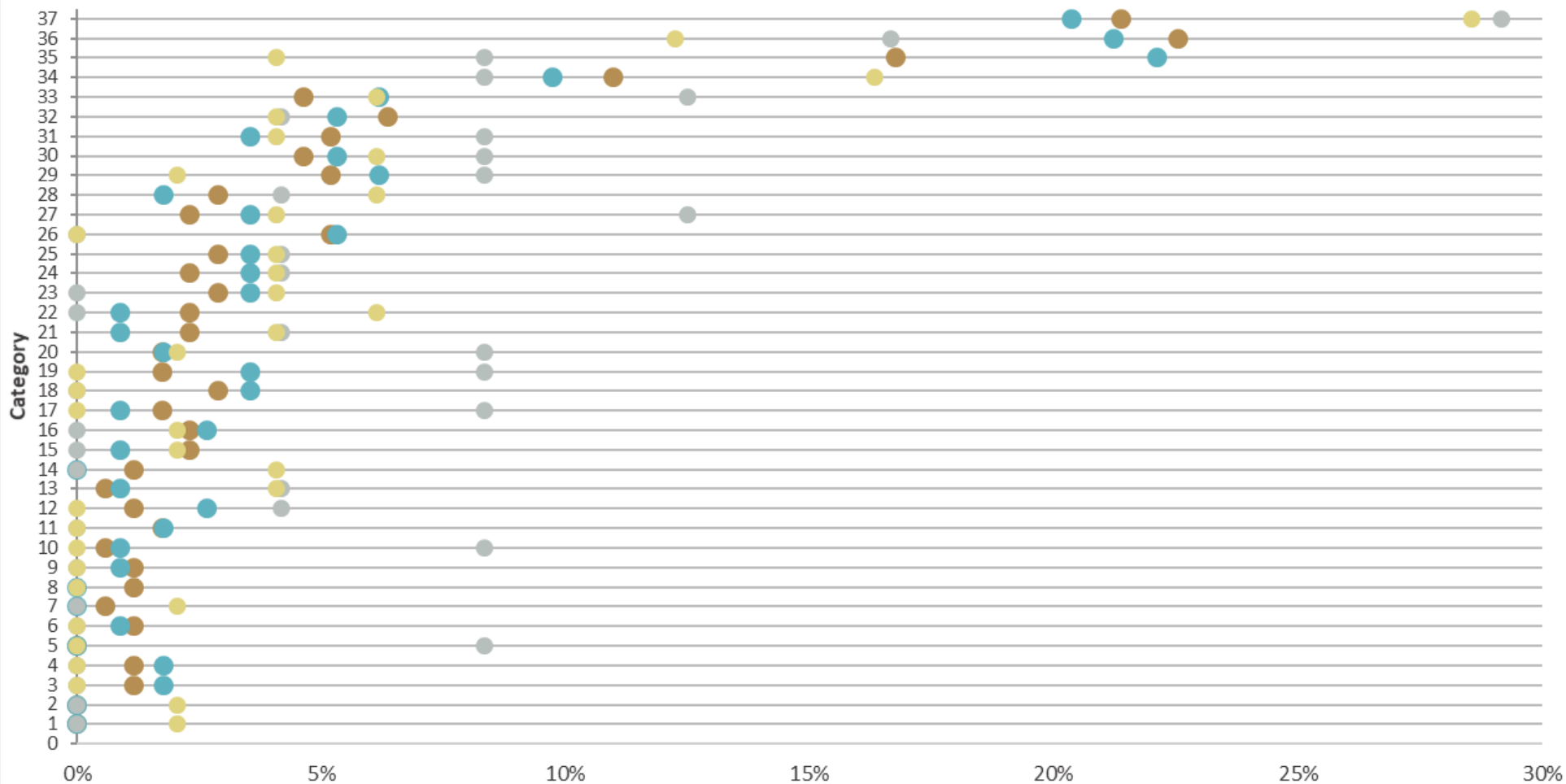
Thirty-seven categories were created, including 28 specific activities and nine non-activity wishes (including a recreation center, low cost, specifically for teens, food, not having a membership, the location, having lit outdoor fields, being someplace you could drop students off, and having activity buses). The category numbers in the table below correspond to the category numbers in the chart on the next page.

Number	Category Description	Number	Category Description
1	mindfulness/yoga	20	arts
2	social skills	21	mental health
3	hands on learning	22	mentoring
4	shopping	23	other
5	swim team/lessons	24	STEM
6	activity buses	25	life skills
7	drop off	26	arcade/gaming
8	lit fields	27	outdoor adventure
9	location	28	volunteering
10	homework help	29	indoor sports
11	trampoline park	30	music/dance
12	no membership	31	for teens
13	afterschool activities	32	job training
14	jobs	33	low cost
15	events	34	hangout
16	games	35	sports
17	mini classes	36	pool
18	mini golf	37	recreation center
19	food		

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Percent of adults who are **parents** **subgroup of parents of middle/high schoolers**
youth service providers **concerned about youth**



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