

IASWG SPARC PROJECT FINAL REPORT
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In Search of Me Campaign - Community Program for Young Men of Color

PROJECT DESCRIPTION

This intervention provides 2-hour group support sessions for young men to become more self-aware and build life skills. Topics include: cultural awareness, self-esteem, handling life's stressors, etc. The initiative recruits participants associated with an existing social service agency where collaboration with a case manager will potentially enhance outcomes, and culminates with a Rites of Passage ceremony.

RESULTS

The program was facilitated at an elementary school in South LA. Facilitator communicated with Principal, School Psychologist, and parents for additional support. Eight boys were enrolled in the program and seven boys completed the program. The eighth boy was asked to leave the program due to behavior issues. Based on the Global Self Worth scale, two boys displayed an increase in self-efficacy. Two boys completed the scale incorrectly and therefore, their score was not counted. One boy's self-efficacy score remained the same from session one to seven albeit, at the highest score. Two boys had a slight decrease in the self-efficacy score.

On a scale of 1-5, the group score averaged a 4 of feeling more self aware as a result of the program.

The ability to partner with a non-profit, City Youth Exposure, benefited the boys in being able to take a field trip during school hours to Sony Studios and Activision where their favorite video games are produced. The boys were able to be educated on different career paths in the video gaming industry as well as bond with each other, the facilitators, and guest speakers from the program. The field trip occurred after the eight weeks.

Scale

The Global Self Worth (GSW) scale was used instead of the New General Self Efficacy scale, as proposed, due to the population age change. The GSW scale is a subscale derived from the Self Perception Profile for Young Children. It is an overall measure of how well children like themselves and whether or not they are happy with themselves and the way they are leading their lives. The suggested age range of the scale is 8-14 years old (Grades 3-8). Reliability has an alpha score of .84 and there are six items.

The following shows score increase and decrease for each participant from session one to seven:

(Example - Participant 1: Session 1 score, Session 7 score)

Participant 1: Score not counted due to leaving one blank and marking two items on one question

Participant 2: 20, 24

Participant 3: 24, 24

Participant 4: Score not counted due to marking multiple items for one question

Participant 5: 24, 23

Participant 6: 14, 12

Goal setting

The boys were asked to set goals for themselves in session one. The boys had the following goals:

- To be a great listener
- To be a gentleman
- To learn how to be a man
- To play video games at home because I want to become a video game creator
- To listen to the teacher and don't give trouble in class

This measure was difficult to track due to the age of the boys. The boys had a difficult time making realistic goals and steps toward each goal. The activity may have been too advanced. Or, more time could have been given to explaining the task, coaching them on realistic goals, and talking through the steps. Zaneta is considering having a group project that the boys complete throughout the eight weeks that can serve as the goal setting activity and would contribute to participants completing something (e.g. A poster, a collage, etc.)

Guest Speakers

Zaneta was able to secure four male guest speakers during the eight weeks from various industries. The guest speakers varied in age from 24 – 45 and represented the following industries: marketing, sports, and education. The boys were exposed to entrepreneurs, PhD candidates, and the author of the journal used as part of the curriculum. As a treat, they were able to Skype the author of the journal since he was located in Connecticut. They were given the opportunity to ask questions and receive advice.

Program Evaluation Survey (This survey was facilitated by a volunteer)

Out of seven boys, four completed an evaluation survey. The following details the results:

- To what level do you feel more self aware as a result of this training:
 - On a scale of 1-5, average group score is 4
- As a result of this session, I feel that I can:
 - Become a man and be responsible
 - Know more about myself
 - "I feel like I can do a whole bunch of stuff"
- On a scale of 1-5, did the facilitator

- Know the subject: 4.75
- Respect where you were coming from: 4.25
- Use examples that you could understand: 4.5

Reflections

The following reflects thoughts the boys had on programming:

- The activities were fun
- The program taught knowledge
- Enjoyed speakers/guests
- Would prefer programming to be during school
- Enjoyed the Rites of Passage ceremony at the end
- Enjoyed writing in journals
- Programming taught stuff like how to calm self down

Facilitator

In session one, there was one facilitator. In sessions two – eight there were two facilitators and guest speakers participated in sessions when they were present to assist with implementing curriculum.