

SPORT & YOUTH CRIME MONITORING, EVALUATION & LEARNING TOOLKIT

**We want to help you demonstrate the
impact and value of your project...
and you can help us learn what works**

This pack will give you everything you need to successfully complete the required evaluation and monitoring:

- Attendance & Engagement sheet
- Engagement Ladder guide
- Attitudes to Learning Levels guide
- QR code poster for start participant survey
- Paper copy of start participant survey
- QR code poster for end participant survey
- Paper copy of end participant survey
- Project case study template
- Pen portrait case study template

The data you collect will be analysed by the AEF team and Loughborough University and any findings will be shared with you.

Unique Reference Numbers

In order to link all the data together without asking you and the young people you work with to share identifiable information, we will be using a 'unique reference number' or URN code for each young person involved in your project (e.g. BXS004 for BoxSmart). This will help us to know if there are certain groups of young people who attend and/or engage better than others.

You will be told by AEF what your URN codes need to be.

Attendance & Engagement Sheet

This is a spreadsheet for you to record some details about the young people involved in your project, their attendance and their engagement. .

You can use the Engagement Ladder and Attitude to Learning Levels guides to help you score engagement.

There are sections to record information about mentoring, training & qualifications and volunteering. Only use these if they are relevant to your project.

This needs to be submitted at the end of the project or quarterly to:

aefsportsandyouthcrimeprevention@activeessex.org

Please remove names before sending.

Young Persons Surveys

We have designed two short surveys for young people to complete at the start and end of the project including questions on physical activity, self-efficacy and wellbeing.

Young people can complete these on their phones using one of the QR codes included in this pack. If young people prefer to complete the paper copy, you will need to enter them onto the system via the survey links:

START:

<https://app.impactreporting.co.uk/pwa/ym1wD8>

END:

<https://app.impactreporting.co.uk/pwa/98e63Y>

Case Study Templates

Stories really help to illustrate the impact a project is having. There are two case study templates to help you write a project case study and a pen portrait case study of a participant or volunteer.

These need to be submitted at the end of the project or quarterly to:

aefsportsandyouthcrimeprevention@activeessex.org