

Yarn Slope Graph Practice

#1 COREY'S CRAFT CAMP

You run a summer camp in your community and one of your major goals for the summer was to get kids creating as many projects as they could. The camp ran from June to August and every month you calculated the average number of crafts your program participants made:

	June	July	August
Average # of crafts/participant	30	84	50

When you prepared for the summer, you didn't expect to have such high enrollment, and you bought very few materials, thinking it would be enough. After the program started, you realized that you would need a lot more supplies, so you ordered a variety of many more small craft kits for your participants. You decided that you wanted participants to make more meaningful crafts and for the last month of programming, you decided to have fewer small projects, and instead have participants focus on larger projects that they created over longer periods of time in order to create some intentionality around their masterpieces.

#2 BEST PROGRAM EVER!

Your summer learning program strives for high quality in all aspects of its work. You have been at the forefront of Program Quality Assessment and have several years worth of PQA scores (before there were summer tools available) from external assessments and want to see how things have changed over time.

	2010	2011	2012	2013	2014
Overall PQA Score	2.45	2.78	3.15	2.23	3.74

A few key things happened over the course of this five-year period. The program was founded in 2009 and struggled for a time while figuring out how to run a quality program and 2010 was the first year you did a PQA assessment. You worked really hard to improve your score for the next time around. Your program began to grow and by 2013, you had more kids than you could handle and your staff wasn't prepared. To meet this need, before the summer 2014, you recognized the potential in your staff and offered many opportunities for professional development, and brought on new staff members who were highly skilled youth workers.

#3 PLAY IN THE PARK

Your program encourages its participants to play in community parks for 90 minutes each day. You made a strategic planning goal to boost average daily attendance over the four-week program period and tracked this data:

	Week 1	Week 2	Week 3	Week 4
Average # of participants/day	20	32	45	57

Week 1 was rough because of Independence Day (the holiday, not the movie). Week 2, you decided to have a "bring a friend" week, and several of these friends liked the program a lot. During Week 3, you sent staff and a few kids to the local farmers market on the weekend to demonstrate some of the activities they did in program. You also created a new social media account and got your name out on several of the local organizations' radars. Right before the last week of program, you passed flyers out in the community that the program would be having an ice cream social, which prompted a lot of interest from youth in the community.