

## A Snapshot of Our Youth

The healthy development of youth is critical to the long-term strength of our community in the eastern Upper Peninsula. During the 2007 school year, the schools in Chippewa & Mackinac Counties allowed time for 1,135 8th, 10th and 12th grade students to take the *Profiles of Student Life: Attitudes & Behaviors* survey (also referred to as the 40 Developmental Assets™ Survey) and the *Sidebar* survey. This is the first time these surveys have been completed in all of these schools at the same time. They offer us a “snapshot” of how our kids are feeling, what they are experiencing, and where we as a community excel or may be lacking in our support for our kids.

According to the Search Institute’s analysis of the 40 Developmental Assets Survey, the average number of assets our students possess is 17.6 out of 40. Looking at the total population surveyed, 23% reported only 0 to 10 assets and 42% reported 11 to 20 assets (65% reporting less than half). This report presents selected data from the surveys to help provide the community with information it needs about the health of youth and their perceptions about the community in which they live.

The Chippewa County Youth & Family Committee, the EUPISD and the Great Lakes Center for Youth Development hope that this initial set of data and related conference



will initiate an increased collaborative effort, of all community stakeholders, to improve the status of our youth and engage them as active members of the community.

We hope that in 2 to 4 years these efforts will allow us to report that **65% or more** of our youth are reporting **20 or more assets**, the reverse of our current percentage.

## 2007 Chippewa and Mackinac County Youth by Asset Levels

While there is no “magic number” of assets young people should have, youth with at least half of the 40 Assets are much less prone to risk-taking behavior. Yet, as the chart shows, only 35% of Chippewa and Mackinac County youth have 21 or more assets and, perhaps more concerning, 23% of the youth surveyed have 10 or fewer of the 40 Assets.

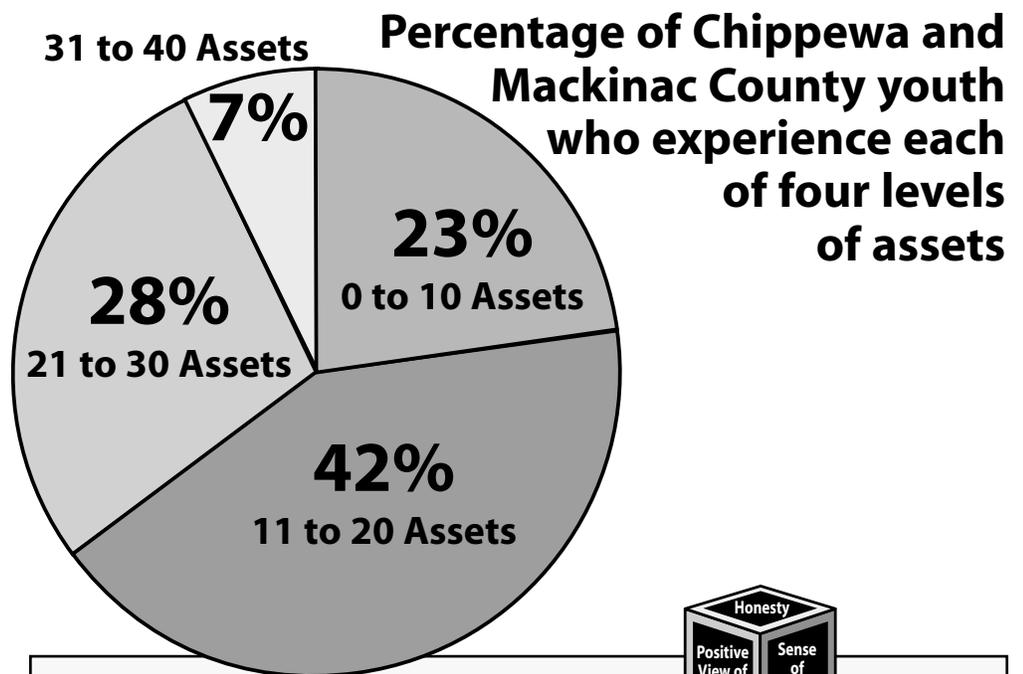
Totals in this report may not equal 100% due to rounding.

### MOST COMMON ASSETS

Positive View of Future	69%
Integrity	67%
Family Support	65%
Honesty	64%
Responsibility	61%
Sense of Purpose	61%

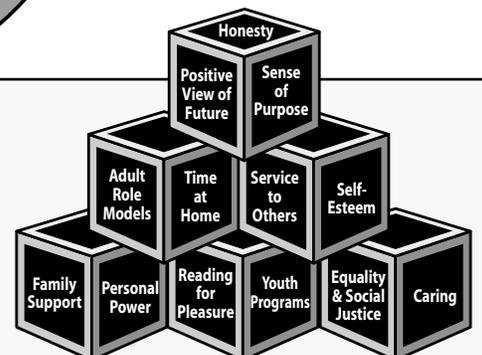
### LEAST COMMON ASSETS

Creative Activities	16%
Community Values Youth	22%
Adult Role Models	22%
Youth as Resources	23%
Reading for Pleasure	23%



### WHAT ARE ASSETS?

They are the strengths, or building blocks, that kids need to grow up healthy, competent and caring. Research tells us that youth with more assets experience more success in life and participate in fewer risk-taking behaviors.



# THE POWER of ASSET BUILDING

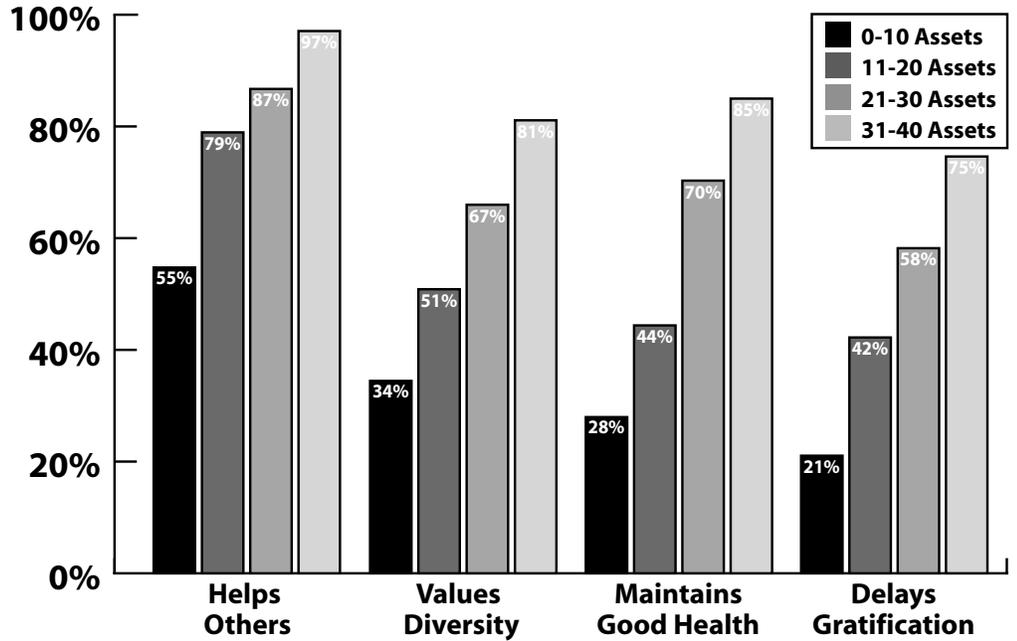
Search Institute studies have consistently shown that young people who experience more of the assets engage in fewer risk-taking behaviors and are more likely to report thriving indicators. In other words, the more assets a young person experiences, the more likely he or she will choose a healthy lifestyle. This has been shown to be true regardless of age, gender, or region of the country.



## THE POWER TO PROMOTE

The Chippewa and Mackinac County survey results reveal that the more assets youth have, the more likely they are to be involved in thriving behaviors such as helping friends and neighbors, valuing diversity, maintaining good health, and not spending their money quickly. Youth who have more assets are also more likely to be leaders, resist dangerous activities, and not give up when things get difficult.

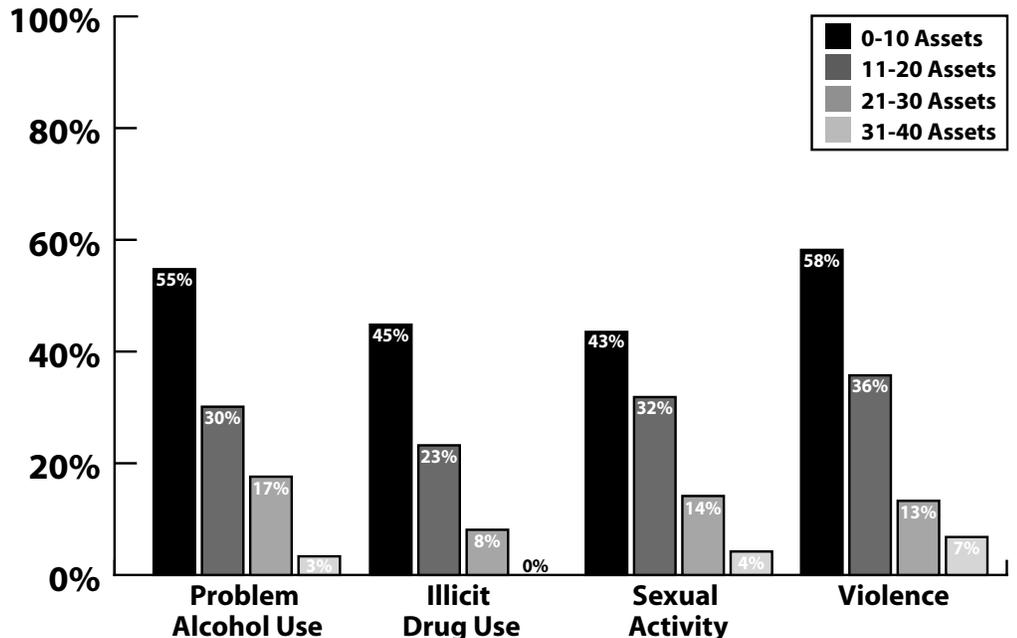
**Percentage of Youth Reporting these Thriving Indicators in 2007**



## THE POWER TO PROTECT

The survey results indicate that the more assets youth have, the less likely they are to participate in risk-taking behaviors. As illustrated by these charts, youth with more assets are less likely to be involved in sexual activity and violent behavior.

**Percentage of Youth Reporting these Risk Behaviors in 2007**



# 40 DEVELOPMENTAL ASSETS

In Search Institute terms, **assets** are key individual or environmental resources that enable and nurture young people to develop in healthy, positive ways. Percentages are for the 1,135 youth in 8th, 10th and 12th grades at Chippewa and Mackinac County Schools who were surveyed in 2007.

Asset Type	Asset Name & Definition	Percentage
EXTERNAL ASSETS	<b>SUPPORT</b>	
	1 <b>Family Support</b> – Family life provides high levels of love and support	65%
	2 <b>Positive Family Communication</b> – Young person and his or her parent(s) communicate positively, and young person is willing to seek advice and counsel from parent(s)	26%
	3 <b>Other Adult Relationships</b> – Young person receives support from three or more nonparent adults	42%
	4 <b>Caring Neighborhood</b> – Young person experiences caring neighbors	42%
	5 <b>Caring School Climate</b> – School provides a caring, encouraging environment	28%
	6 <b>Parent Involvement in Schooling</b> – Parent(s) are actively involved in helping young person succeed in school	28%
	<b>EMPOWERMENT</b>	
	7 <b>Community Values Youth</b> – Young person perceives that adults in the community value youth	22%
	8 <b>Youth as Resources</b> – Young people are given useful roles in the community	23%
	9 <b>Service to Others</b> – Young person serves in the community one hour or more per week	51%
	10 <b>Safety</b> – Young person feels safe at home, at school, and in the neighborhood	60%
	<b>BOUNDARIES &amp; EXPECTATIONS</b>	
	11 <b>Family Boundaries</b> – Family has clear rules and consequences and monitors the young person's whereabouts	40%
	12 <b>School Boundaries</b> – School provides clear rules and consequences	40%
	13 <b>Neighborhood Boundaries</b> – Neighbors take responsibility for monitoring young people's behavior	51%
	14 <b>Adult Role Models</b> – Parent(s) and other adults model positive, responsible behavior	22%
	15 <b>Positive Peer Influence</b> – Young person's best friends model responsible behavior	54%
	16 <b>High Expectations</b> – Both parent(s) and teachers encourage the young person to do well	42%
	<b>CONSTRUCTIVE USE OF TIME</b>	
17 <b>Creative Activities</b> – Young person spends three or more hours per week in lessons or practice in music, theater, or other arts	16%	
18 <b>Youth Programs</b> – Young person spends three or more hours per week in sports, clubs, or organizations at school and/or in the community	59%	
19 <b>Religious Community</b> – Young person spends one or more hours per week in a religious institution	45%	
20 <b>Time at Home</b> – Young person is out with friends "with nothing special to do" two or fewer nights per week	49%	
INTERNAL ASSETS	<b>COMMITMENT TO LEARNING</b>	
	21 <b>Achievement Motivation</b> – Young person is motivated to do well in school	59%
	22 <b>School Engagement</b> – Young person is actively engaged in learning	52%
	23 <b>Homework</b> – Young person reports doing at least one hour of homework every school day	38%
	24 <b>Bonding to School</b> – Young person cares about her or his school	50%
	25 <b>Reading for Pleasure</b> – Young person reads for pleasure three or more hours per week	23%
	<b>POSITIVE VALUES</b>	
	26 <b>Caring</b> – Young person places high value on helping other people	42%
	27 <b>Equality and Social Justice</b> – Young person places high value on promoting equality and reducing hunger and poverty	43%
	28 <b>Integrity</b> – Young person acts on convictions and stands up for her or his beliefs	67%
	29 <b>Honesty</b> – Young person "tells the truth even when it is not easy"	64%
	30 <b>Responsibility</b> – Young person accepts and takes personal responsibility	61%
	31 <b>Restraint</b> – Young person believes it is important not to be sexually active or to use alcohol or other drugs	34%
	<b>SOCIAL COMPETENCIES</b>	
	32 <b>Planning and Decision Making</b> – Young person knows how to plan ahead and make choices	27%
	33 <b>Interpersonal Competence</b> – Young person has empathy, sensitivity, and friendship skills	38%
	34 <b>Cultural Competence</b> – Young person has knowledge of and comfort with people of different cultural/racial/ethnic backgrounds	32%
	35 <b>Resistance Skills</b> – Young person can resist negative peer pressure	36%
	36 <b>Peaceful Conflict Resolution</b> – Young person seeks to resolve conflict nonviolently	36%
	<b>POSITIVE IDENTITY</b>	
37 <b>Personal Power</b> – Young person feels he or she has control over "things that happen to me"	42%	
38 <b>Self-Esteem</b> – Young person reports having a high self-esteem	47%	
39 <b>Sense of Purpose</b> – Young person reports that "my life has a purpose"	61%	
40 <b>Positive View of Personal Future</b> – Young person is optimistic about her or his personal future	69%	

# CHIPPEWA AND MACKINAC COUNTY YOUTH REPORTING EACH OF 7 THRIVING INDICATORS, BY GENDER AND GRADE IN 2007

Survey results from "Profiles of Student Life: Attitudes and Behaviors" by Search Institute

Category	Thriving Indicator Definition	Total	Gender		Grade		
			M	F	8	10	12
<b>Helps Others</b>	Helps friends or neighbors one or more hours per week	<b>77%</b>	72%	81%	80%	73%	77%
<b>Values Diversity</b>	Places high importance on getting to know people of other racial/ethnic groups	<b>54%</b>	45%	62%	62%	52%	46%
<b>Maintains Good Health</b>	Pays attention to healthy nutrition and exercise	<b>51%</b>	50%	53%	62%	42%	50%
<b>Exhibits Leadership</b>	Has been a leader of a group or organization in the last 12 months	<b>66%</b>	65%	67%	68%	61%	71%
<b>Resists Danger</b>	Avoids doing things that are dangerous	<b>19%</b>	14%	24%	23%	15%	18%
<b>Delays Gratification</b>	Saves money for something special rather than spending it all right away	<b>44%</b>	47%	41%	46%	43%	42%
<b>Overcomes Adversity</b>	Does not give up when things get difficult	<b>72%</b>	75%	69%	73%	66%	76%

# CHIPPEWA AND MACKINAC COUNTY YOUTH REPORTING EACH OF 9 SUBSTANCE USE RELATED RISK-TAKING BEHAVIORS, BY GENDER AND GRADE IN 2007

Category	Risk-Taking Behavior Definition	Total	Gender		Grade		
			M	F	8	10	12
<b>Alcohol</b>	■ Used alcohol once or more in the last 30 days	<b>39%</b>	40%	39%	16%	46%	58%
	■ Got drunk once or more in the last two weeks	<b>28%</b>	29%	27%	10%	33%	42%
<b>Tobacco</b>	■ Smoked cigarettes once or more in the last 30 days	<b>22%</b>	19%	24%	12%	23%	31%
	■ Used smokeless tobacco once or more in the last 12 months	<b>17%</b>	27%	8%	9%	21%	22%
<b>Inhalants</b>	■ Sniffed or inhaled substances to get high once or more in the last 12 months	<b>10%</b>	9%	12%	11%	13%	7%
<b>Marijuana</b>	■ Used marijuana once or more in the last 12 months	<b>29%</b>	29%	27%	12%	37%	38%
<b>Other Drug Use</b>	■ Used other illicit drugs once or more in the last 12 months (Includes cocaine, LSD, PCP or angel dust, heroin, and amphetamines)	<b>11%</b>	11%	10%	5%	12%	15%
<b>Driving &amp; Alcohol</b>	■ Drove after drinking once or more in the last 12 months	<b>17%</b>	18%	16%	4%	16%	32%
	■ Rode (once or more in the last 12 months) with a driver who had been drinking	<b>44%</b>	41%	46%	37%	46%	47%

# 2007 Chippewa and Mackinac County Sidebar Survey

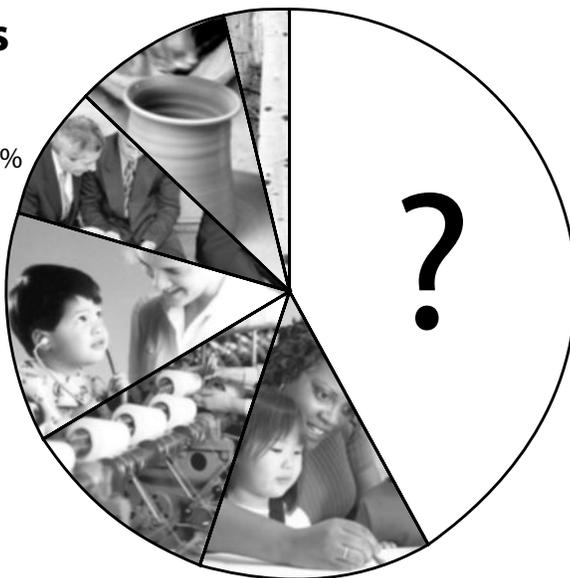
The *Sidebar Survey* was taken in 2007 by 1,147 youth in Chippewa and Mackinac Counties. The survey was developed locally by members of community organizations and agencies under the guidance of the Great Lakes Center for Youth Development. This survey was designed to collect additional information beyond the *Profiles of Student Life: Attitudes and Behaviors Survey*, such as: Post High School Career Planning, Access to Substances, Nutrition and Exercise, and Internet Use and Safety. Survey highlights are shared below. More information is available at [www.soyreport.org](http://www.soyreport.org).

## Post High School CAREER PLANNING

- 93% of the youth plan to participate in some form of post high school education; of those who do, 63% are planning to pursue a 4-year degree

### Career Paths

- Natural Resources 3%
- Arts and Communications 10%
- Business Management / Marketing 9%
- Health Sciences 14%
- Engineering / Manufacturing 13%
- Human Services 14%
- Undecided or other 44%



## INTERNET USE AND SAFETY

- 93% of students have a computer in their home
- 26% of students spent two or more hours online each day
- 12% of students have given their personal information to someone online

## ACCESS TO SUBSTANCES

What perceptions do area youth have regarding smoking, drinking, and illicit drugs?

### Disapproving its use:

- 45% of area youth feel it is wrong for someone their age to drink alcohol, 59% to smoke cigarettes, and 63% to use marijuana

### Consider it a great risk:

- 64% said smoking a pack of cigarettes or more per day is a great risk, 50% reported regular use of marijuana a great risk, and 39% viewed binge drinking as a great risk

### How available are these substances?

- 67% of teens reported it is very easy or easy to get alcohol; 81% said the same for cigarettes
- 38% of students said that it would be very easy or easy to get alcohol from home without parents knowing it
- 24% of youth reported knowing at least one store that would sell alcohol without asking for ID or proof of age

## NUTRITION AND EXERCISE

- 64% of females are trying to lose weight, compared to 32% of males
- 81% of students eat fewer than 5 servings of fruits and vegetables per day
- 15% reported no strenuous physical activity for the past 7 days

## SUBSTANCE USE

- 21% of students surveyed claim to have taken a prescription drug to get high in the last year
- 34% of high school seniors reported that they got drunk for the first time under the age of 15
- 33% of students surveyed claimed that they got drunk at least one time in the last month



# BE AN ASSET BUILDER

## Who can be an Asset Builder?



Any person, youth or adult, that commits time, energy and/or resources to making a difference in the community by promoting healthy youth development

## Basic Keys to Asset Building



1. Everyone can build assets
2. All young people need assets
3. Relationships are key
4. The more assets, the better
5. It takes the whole community

## SIMPLE ASSET BUILDING IDEAS

### Families

- Eat at least one meal together as a family daily
- Set aside at least one evening a week for family activities
- Serve others as a family; together with your child, help a neighbor
- Know where your children are, who they are with, and that activities are alcohol/drug free

### Churches

- Involve youth in leadership roles in the church and in worship services
- Intentionally foster intergenerational relationships by providing activities for all ages within the congregation
- Provide your facilities for community youth activities

### Adults

- Build at least one sustained, caring relationship with a youth
- Join your parent-teacher organization or get involved with a youth-serving organization in your community
- Be a positive role model
- Learn the names of all children and teens who live near you or work in shops you frequent; greet them by name

### Schools

- Encourage all students to do well in school
- Schedule asset building training for students, teachers, bus drivers, coaches, etc
- Connect every child with a caring adult in the school
- Develop a Parent Network to link parents together and support their parenting efforts
- Empower students to become engaged and involved in their school

### Youth

- Help a neighbor with their yard or volunteer at school or church
- Be a positive influence on your friends
- Join with friends to plan fun activities that are alcohol and drug free
- Be a positive role model for younger youth

### Organizations

- Involve youth in leadership and programming
- Develop ways youth can volunteer and serve others
- Recognize them for their efforts
- Thank people who work with youth and show them that you value them
- Support and sponsor youth activities and projects



This report was prepared by the Great Lakes Center for Youth Development. For more information on the 40 Developmental Assets and the State of Youth Report, log on to [www.soyreport.org](http://www.soyreport.org).

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