

# Youth Asset Report

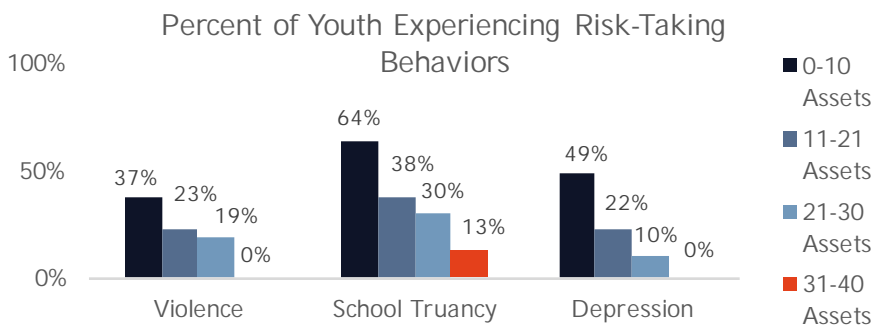
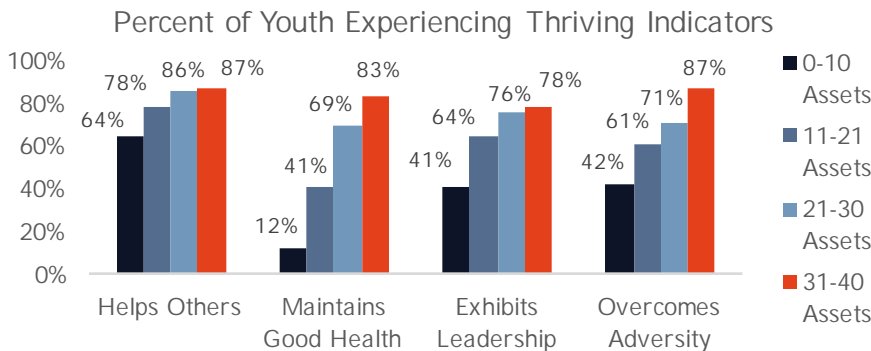
## A Message to Our Community

When it comes to improving the community for our youth, we recognize many obstacles and circumstances contribute to the issues we face. Effecting change takes time. It also requires the efforts of many people and organizations. Determining the best way to improve things is complicated. We asked our youth for their input.

This report reflects the perspective of our youth using the Attitudes and Behaviors® survey created by Search Institute®, an applied research organization. Search introduced Developmental Assets, now one of the most widely used frameworks in the world for youth development. "Assets" are building blocks of healthy development that help youth grow up healthy, caring, and responsible. Search Institute studies consistently show the more Assets young people acquire, the better their chances of succeeding in school and becoming contributing members of their communities and society.

The survey was last completed by students in the 8<sup>th</sup>, 10<sup>th</sup> and 12<sup>th</sup> grades in 2009. Over the past seven years, the number of students experiencing only 0-20 assets decreased from 70% to 63%. This is a significant shift. It illustrates that our community is heading in the right direction and our efforts to build stronger relationships with youth are making a difference.

The charts below show the difference in some thriving and high-risk indicators reported by our youth by Asset level. Notice the correlation between the number of Assets and the number of youth participating in or experiencing, each indicator.



### What Are Assets?

Forty research-based, positive experiences and qualities, such as caring neighborhoods and sense of purpose, that influence young people's development and are proven to help raise healthy and successful young people.

Assets provide a framework for understanding what young people need to succeed and be healthy. They focus on solutions rather than problems.

See page 3 for the full list of assets.

### Who can be an Asset Builder?

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

### Ways to Build Assets

#### Individuals

- Model and talk about your family's morals and values
- Include youth in volunteer opportunities
- Know the names of youth you interact with regularly

#### Organizations

- Develop flexible work schedules that allow adults to participate in youth programs

In 2016, 321 youth in the 8<sup>th</sup>, 10<sup>th</sup> and 12<sup>th</sup> grades were surveyed with the Profiles of Student Life: Attitudes and Behavior® survey created by Search Institute®.

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. The pie chart below shows 37% of youth in Gogebic and Ontonagon Counties have 21 or more assets and 20% of the youth surveyed have 10 or fewer of the 40 Assets. Totals in this report may not equal 100% due to rounding.

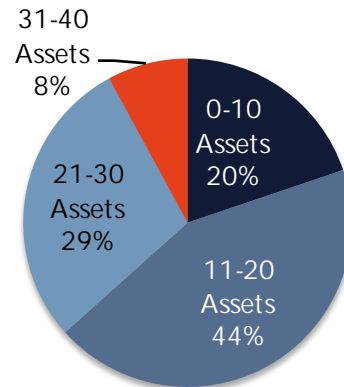
### Most Common Assets

Integrity	76%
Honesty	73%
Family Support	72%
Responsibility	70%

### Least Common Assets

Creative Activities	12%
Community Values Youth	18%
Youth as Resources	22%
Reading for Pleasure	23%

Percentage of our youth who experience each of four levels of assets



Percentage of Our Youth Reporting Thriving Behaviors

Category	Definition	Total	Gender		Grade		
			M	F	8	10	12
Succeeds in School	Gets mostly As on report card	26	26	26	26	24	29
Values Diversity	Places high importance on getting to know people of other racial/ethnic groups	50	44	57	49	51	52
Resists Danger	Avoids doing things that are dangerous	15	15	14	16	12	17
Delays Gratification	Saves money for something special rather than spending it right away	45	48	42	40	48	48

Percentage of Our Youth Reporting Substance Use Related Risk-Taking Behaviors

Category	Definition	Total	Gender		Grade		
			M	F	8	10	12
Alcohol	<ul style="list-style-type: none"> <li>• Used alcohol once or more in the last 30 days</li> <li>• Got drunk once or more in the last two weeks</li> </ul>	33	31	34	22	33	48
		17	18	16	9	14	32
Tobacco	<ul style="list-style-type: none"> <li>• Smoked cigarettes once or more in the last 30 days</li> <li>• Used smokeless tobacco once or more in the last two weeks</li> </ul>	13	15	12	9	12	23
		13	19	6	5	12	23
Marijuana	Used marijuana once or more in the last 30 days	16	13	18	4	18	27
Driving and Alcohol	Rode (once or more in the last 12 months) with a driver who had been drinking	32	29	35	27	36	33

# 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 321 youth in the 8<sup>th</sup>, 10<sup>th</sup> and 12<sup>th</sup> grade at Gogebic and Ontonagon County schools who were surveyed in May, 2016.

%	The percentage of our youth possessing this Asset
↑	Assets that have increased by 5% or more since 2009
↓	Assets that have decreased by 5% or more since 2009

		Asset Type	Asset Name & Definition	Percentage	
External Assets	Support	1. Family Support – Family life provides high levels of love and support.		72%	
		2. Positive family communication – Young person and his or her parent(s) communicate positively, and young person is willing to seek parent(s) advice and counsel.		33%	↑
		3. Other adult relationships – Young person receives support from three or more nonparent adults.		47%	
		4. Caring neighborhood – Young person experiences caring neighbors.		39%	
		5. Caring school climate – School provides a caring, encouraging environment.		28%	↑
		6. Parent involvement in schooling – Parent(s) are actively involved in helping young person succeed in school.		29%	
	Empowerment	7. Community values youth – Young person perceives that adults in the community value youth.		18%	
		8. Youth as resources – Young people are given useful roles in the community.		22%	↑
		9. Service to others – Young person serves in the community one hour or more per week.		50%	↑
		10. Safety – Young person feels safe at home, school, and in the neighborhood.		52%	↓
	Boundaries and Expectations	11. Family boundaries – Family has clear rules and consequences, and monitors the young person's whereabouts.		44%	↑
		12. School boundaries – School provides clear rules and consequences.		55%	↑
		13. Neighborhood boundaries – Neighbors take responsibility for monitoring young people's behavior.		45%	
		14. Adult role models – Parents(s) and other adults model positive, responsible behavior.		28%	↑
		15. Positive peer influence – Young person's best friends model responsible behavior.		64%	↑
		16. High expectations – Both parent(s) and teachers encourage the young person to do well.		43%	↑
Constructive Use of Time	17. Creative activities – Young person spends three or more hours per week in lessons or practice in music, theater, or other arts.		12%		
	18. Youth programs – Young person spends three or more hours per week in sports, clubs, or organizations at school and/or in community organizations.		55%		
	19. Religious community – Young person spends one or more hours per week in activities in a religious institution.		40%		
	20. Time at home – Young person is out with friends "with nothing special to do" two or fewer nights per week.		51%	↓	
Internal Assets	Commitment to Learning	21. Achievement motivation – Young person is motivated to do well in school.		66%	↑
		22. School engagement – Young person is actively engaged in learning.		58%	
		23. Homework – Young person reports doing at least one hour of homework every school day.		31%	↓
		24. Bonding to school – Young person cares about his or her school.		58%	↑
		25. Reading for pleasure – Young person reads for pleasure three or more hours per week.		23%	
	Positive Values	26. Caring – Young person places high value on helping other people.		47%	↑
		27. Equality and social justice – Young person places high value on promoting equality and reducing hunger and poverty.		56%	↑
		28. Integrity – Young person acts on convictions and stands up for his or her beliefs.		76%	↑
		29. Honesty – Young person tells the truth even when it's not easy.		73%	↑
		30. Responsibility – Young person accepts and takes personal responsibility.		70%	↑
		31. Restraint – Young person believes it is important not to be sexually active or to use alcohol or other drugs.		34%	↑
Social Competencies	32. Planning and decision-making – Young person knows how to plan ahead and make choices.		29%		
	33. Interpersonal competence – Young person has empathy, sensitivity, and friendship skills.		36%	↓	
	34. Cultural competence – Young person has knowledge of and comfort with people of different cultural/racial/ethnic backgrounds.		33%	↑	
	35. Resistance skills – Young person can resist negative peer pressure and dangerous situations.		43%	↑	
	36. Peaceful conflict resolution – Young person seeks to resolve conflict nonviolently.		54%	↑	
Positive Identities	37. Personal power – Young person feels he or she has control over "things that happen to me."		33%	↓	
	38. Self-esteem – Young person reports having high self-esteem.		36%	↓	
	39. Sense of purpose – Young person reports that "my life has a purpose."		48%	↓	
	40. Positive view of personal future – Young person is optimistic about his or her personal future.		64%	↓	

# 2016 Gogebic and Ontonagon County Sidebar Survey

The Sidebar Survey was developed locally by members of community organizations and agencies under the guidance of Great Lakes Center for Youth Development. This survey was designed to collect additional information beyond the Attitudes and Behaviors® survey. More information is available at [www.glycd.org](http://www.glycd.org).

## Career Preparation

**61%** of youth are working during the school year

**16%** of youth feel they cannot afford to attend college or trade school

Post-secondary plans by grade

	8th	10th	12th
Full time student	44%	37%	61%
Full time employment (not planning on continuing education)	2%	4%	7%
Full time employment with hopes of continuing education later on	4%	6%	7%
Employment while going to school part time	10%	20%	9%
Military	3%	11%	8%
Undecided/Other	38%	22%	10%

## Health and Nutrition

Youth trying to lose weight

**50%** females **23%** males

**34%** of youth eat breakfast every day

**12%** of youth never eat breakfast

**85%** of youth have had a physical check-up in a doctor's office in the past year

**80%** of youth have had a check-up in a dentist's office in the past year

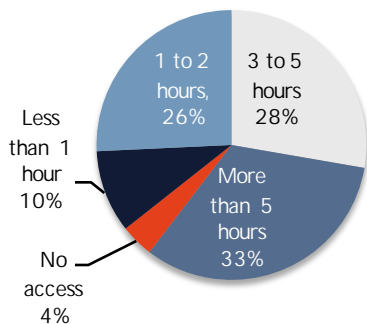
## Internet Use and Safety

**99%** females **92%** males have an account on a social networking site.

How closely internet use is monitored by parents

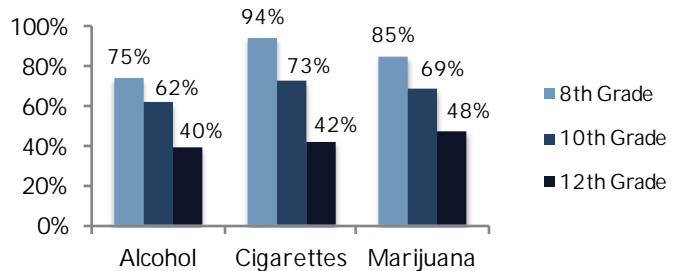
**48%** not at all **41%** a little bit

Average time per week spent online not doing homework



## Substance Use and Perceptions

Percentage of youth reporting it's wrong or very wrong for someone their age to use:



**63%** of youth report it easy or very easy to get alcohol

**7%** of youth have used prescription drugs to get high in the last year



This report was prepared by Great Lakes Center for Youth Development, 712 Chippewa Square, Suite 200, Marquette, MI 49855; 906-228-8919. For more information, log onto [www.glycd.org](http://www.glycd.org)

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