



Mississippi Valley Workforce Development Board

Youth Committee Meeting Agenda

Monday, January 9, 2023, at 5:00 p.m.

Join Zoom Meeting

<https://us02web.zoom.us/j/83923925051?pwd=EF0H1i03mZVFhvoVgKT6jUn7nsMJOJF.1>

Meeting ID: 839 2392 5051 Passcode: 655847

One tap mobile: +13126266799,,83923925051# US

Called to Order	Jacob Nye
Roll Call	Mandy Tripp
*Excused Absences	Jacob Nye
*Approval of Agenda	Jacob Nye
*Approval of Previous Meeting Minutes	Jacob Nye

STANDING REPORTS

Equus November/December Youth Report (page 5)	Kendra Schaapveld
Virtual Reality Metrics Report (page 13)	Kendra Schaapveld

NEW BUSINESS

*Adult Mentoring Policy (page 31)	Miranda Swafford
Q1 Performance (Page 34)	Miranda Swafford

Public Comment	
Adjourn	Jacob Nye

*Items Requiring a Vote ** Items Requiring a Roll Call vote

Accommodations

Accommodations are available upon request for individuals with disabilities. If you need accommodation, please contact Andrea Taylor at associate@mississippivalleyworkforce.org or at 1-844-967-5365 option 2



Mississippi Valley Workforce Development Board

Youth Committee Meeting Minutes

Monday, November 14, 2022, at 5:00 p.m., via Zoom

Members Present: Jacob Nye, Rebecca Ruberg, Regina Matheson, Patrick Stock, Carol Reynolds, Andy Sokolovich, and Tim Brown

Members Absent: Heather Halbbrook

Staff Present: Andrea Taylor, Associate Director, and Mandy Tripp, Executive Assistant

CEO Present: Chad White

Equus Staff: Taylor Longstreth, Title One Operations Manager, and Shannon Weaver, Title One Operations Manager

One-stop Operator: not present

CALLED TO ORDER

Nye called the meeting to order at 5:00 p.m.

QUORUM

There was a quorum to conduct business.

EXCUSED ABSENCES

No excused absences. Halbbrook had an unexcused absence.

APPROVAL OF AGENDA

Matheson made a motion to accept the agenda, seconded by Reynolds, and the motion carried.

APPROVAL OF MINUTES

Sokolovich made a motion to approve the previous meeting minutes, seconded by Ruberg, and the motion carried.

EQUUS OCTOBER YOUTH REPORT

Weaver reported 32 stipends and 8 incentives have been paid out. Weaver also reported two out-of-school youth work experiences began and they had two measurable skill gains. Enrollments for October were 3 in-school youth, 6 out of school youth, and 1 occupational skills training.

VIRTUAL REALITY METRICS REPORT

Longstreth stated they had 18 users and 31 completed SIMS in October. Davenport location hosted an event on 10/19/22 where youth were exposed to manufacturing opportunities and were able to use the VR headsets and participate in a workforce escape room experience.

OTHER BUSINESS

National apprenticeship week is this week, there are several events to expose youth and unemployed or underemployed adults to the opportunities available through an apprenticeship.

PUBLIC COMMENT

There was no public comment.

ADJOURN

Sokolovich made a motion to adjourn, seconded by Matheson, and the motion carried. Nye adjourned the meeting at 5:18 p.m.

Youth Report



Creating Opportunities. Changing Lives.

1

Mississippi Valley

Youth Monthly Progress Report
November 2022

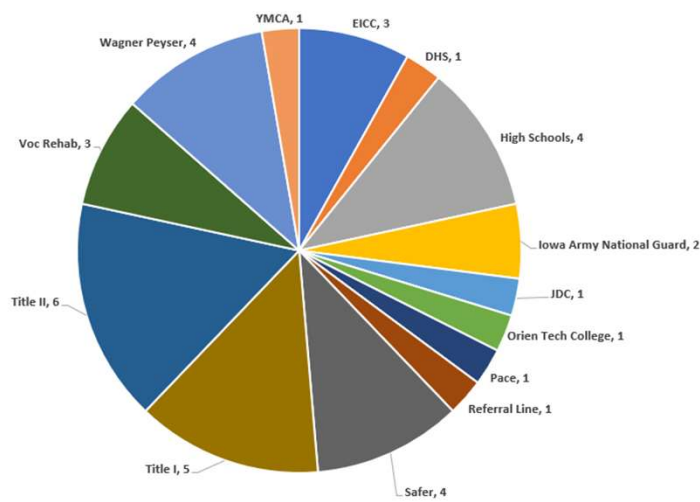
2

Outreach

- ▶ Safer Foundation
- ▶ North Scott High School
- ▶ Iowa National Guard
- ▶ Urban Dreams
- ▶ Clinton Pathway Living Center
- ▶ Lee County Economic Development
- ▶ Virtual reality headsets
 - ▶ BILA @ James Madison
 - ▶ Lee County Juvenile Detention Center
 - ▶ Keokuk YMCA
- ▶ Seeing an increase in individuals referring family members or people they know who could use our services

3

Burlington/Davenport Youth Referrals



4

Enrollments

	November	YTD Actual	% of Goal (60)
In School Youth	2	8	
Out of School Youth	11	41	82%

5

Occupational Skills Training

	November	YTD Goal	YTD Actual	% of Goal
Occupational Skills Training	0	15	10	66%

6

7

3

PEV NAME	SURVEY DATE	FEEDBACK AND AREAS FOR IMPROVEMENT
MISSISSIPPI VALLEY IOWA ADW	11/30/22	I had an excellent experience overall when I met today with Tyler Weger and Erica Clark today. The meeting was facilitated by Tyler who educated me in a detailed fashion on the services provided and the options available for my particular circumstance. Everyone in attendance at the facility was very knowledgeable, friendly, encouraging, supportive and engaged in assisting me with my personal goals for education and corresponding employment. I was inspired by the options available and am hopeful for the potential of future opportunities. I am very thankful for the programs available and for the people involved in making them fruitful. This program has been referenced on a previous phone call prior to this application. However I didn't realize until I spoke with Erica Clark that this program would actually support my needs. I.E. I didn't think I would be able to afford going back to school while also finding a position in a new field that could accommodate supporting my family. She encouraged me to pursue my passion and to take the risk. That was exactly what I needed to hear to go for it. I have no suggestions on what could be done better. Keep doing what you're doing!
MISSISSIPPI VALLEY IOWA ADW	11/19/22	I received a lot of help and she had general concern which was greatly appreciated.
MISSISSIPPI VALLEY IOWA ADW	11/21/22	Megan and her team worked hard in helping me find work that I would be content with, they took the time to listen to me and the challenges that I was facing. They

97% Customer Satisfaction Rate
17 Surveys completed

7

Youth Elements

These are youth activities that were opened new for the month

November Youth Elements	Service	Number of Services Provided	Youth Impacted
1	Tutoring, study skills training, dropout prevention	0	0
2	Alternative secondary school services	2	2
3	Paid and unpaid work experience	1	1
4	Occupational skills training	0	0
5	Education offered concurrently with workforce preparation	0	0
6	Leadership development	1	1
7	Support Services	24	14
8	Adult mentoring	0	0
9	Follow-up services	9	5
10	Comprehensive guidance and counseling	0	0
11	Financial literacy education	0	0
12	Entrepreneurial skills training	0	0
13	Services that provide labor market information	57	47
14	Postsecondary preparation and transition activities	0	0

8

Stipends/Incentives

Stipends-paid out for attendance for high school or high school equivalency or class related to 14 elements

- ▶ 34 paid out

Incentives-paid out for measurable skills gain, achievement of basic skills, completion of a goal, FEO credits, perfect attendance for employment, employed after exit

- ▶ 12 paid out

9

Virtual Reality Training

- ▶ 1 Youth Work-Based Learning Begin

10

Obstacles

- ▶ Enthusiastic upon enrollment and then radio silent

11

Outcomes

4 OSY Unsubsidized Employment

OSY WEX successful completion at North YMCA

OSY WEX began at Stuff Etc store

1 Credential

1 OSY completed HiSED

12

Participant Highlights

OSY from Des Moines County, currently working on high school equivalency was hired on at Care Initiative. They are going to pay for her to get her CNA while we are going to support her with uniforms for her role.

OSY from Scott County, co-enrolled with IVRS, successfully completed their work experience.

Virtual Reality Metrics



Monthly Progress Review & Optimization



This report summarizes key metrics for Equus - Mississippi Valley Workforce Development Board.

**This report summarizes key metrics from June 14, 2022 to November 30, 2022.
Find detailed usage information throughout this document.**



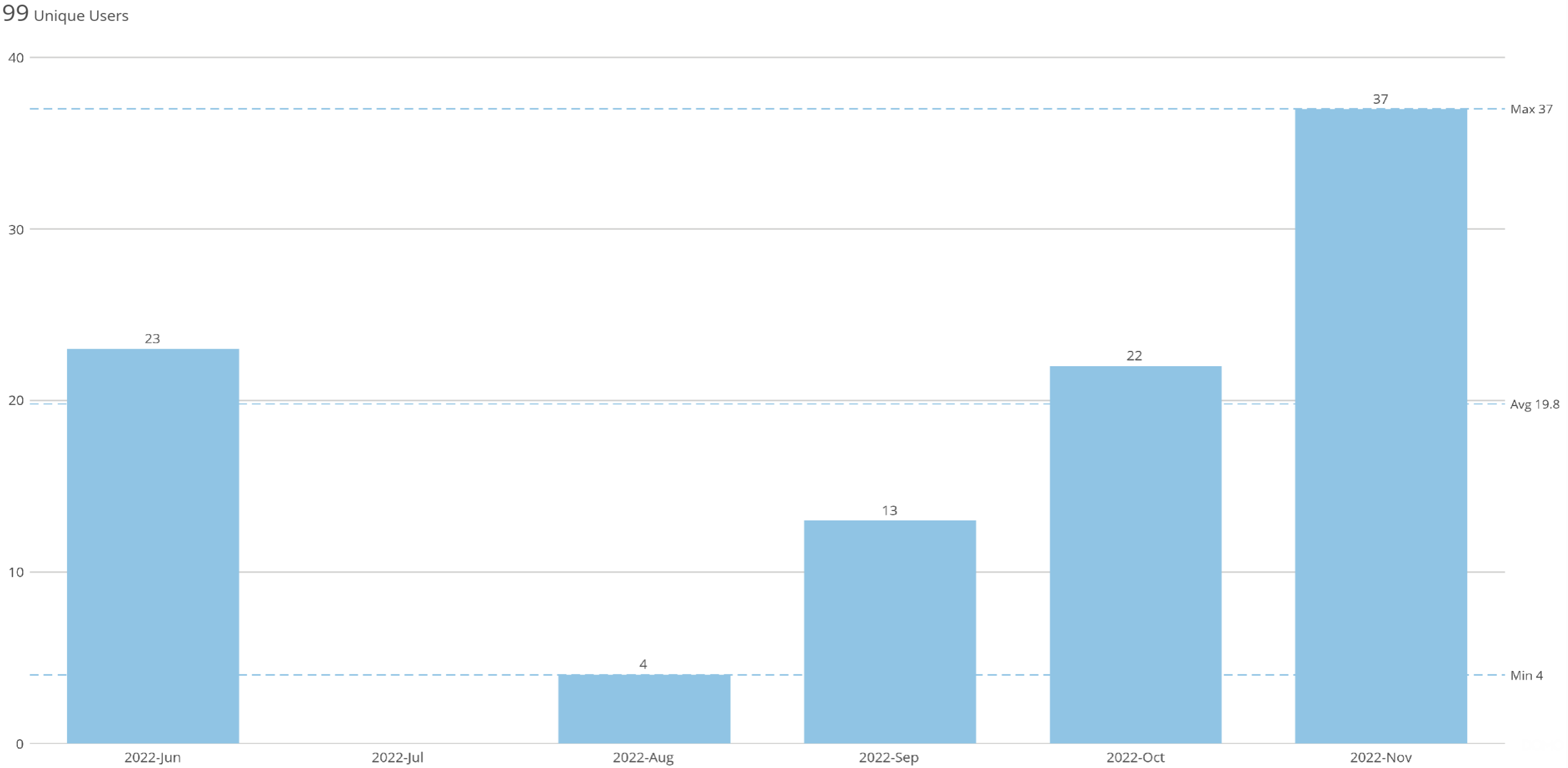


Obstacles:

Additional Information:

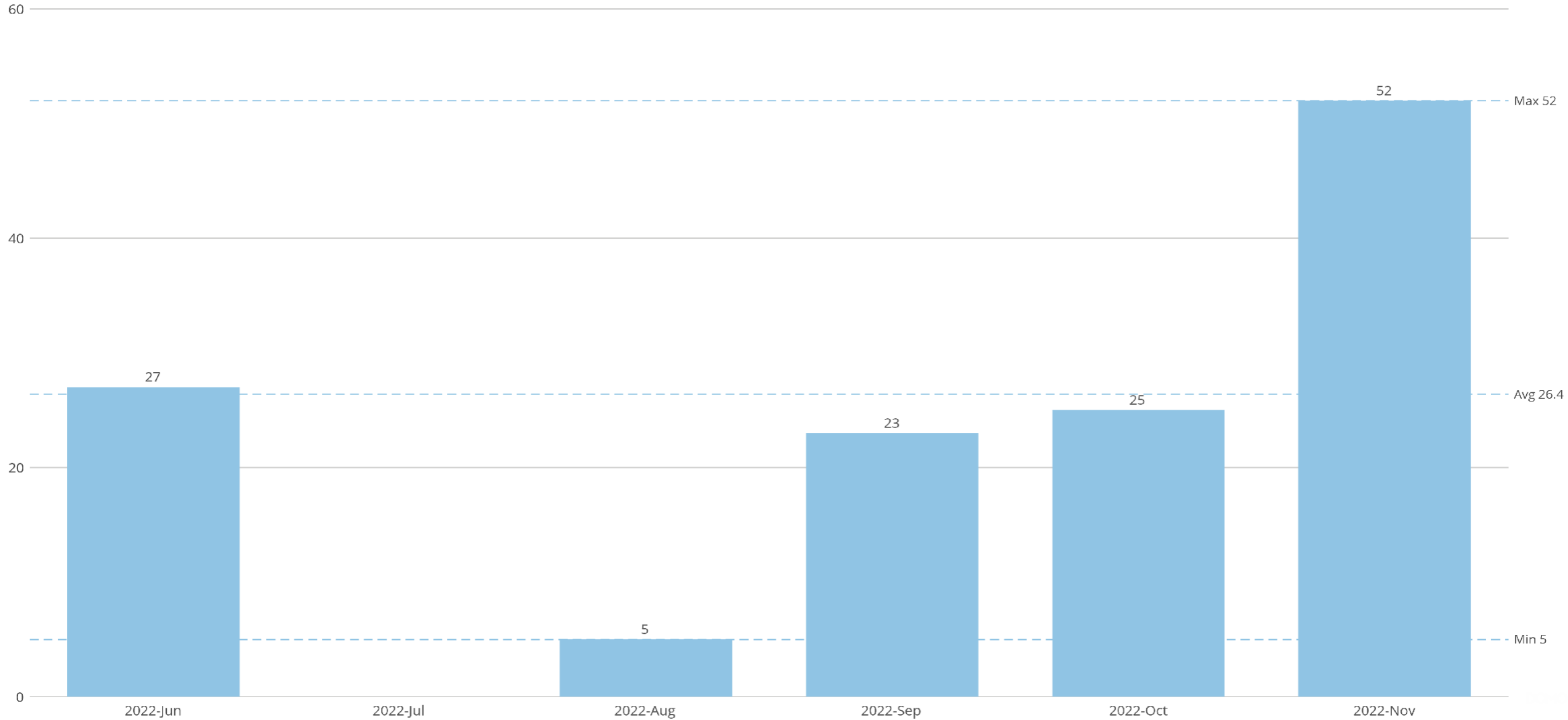
Upcoming Events:

Career Exploration: Unique Users by Month



Career Exploration: Sims Completed by Month

132 Completed Sims

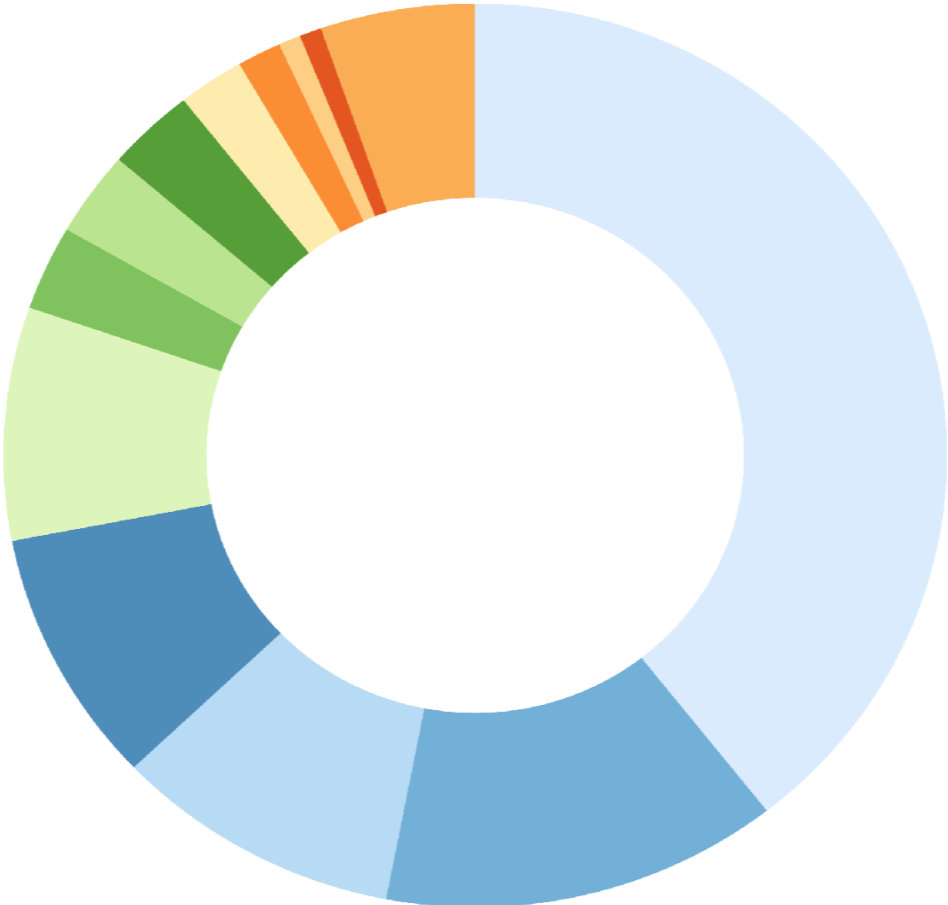


Career Exploration: Sims Completed by Occupation

132 Completed Sims

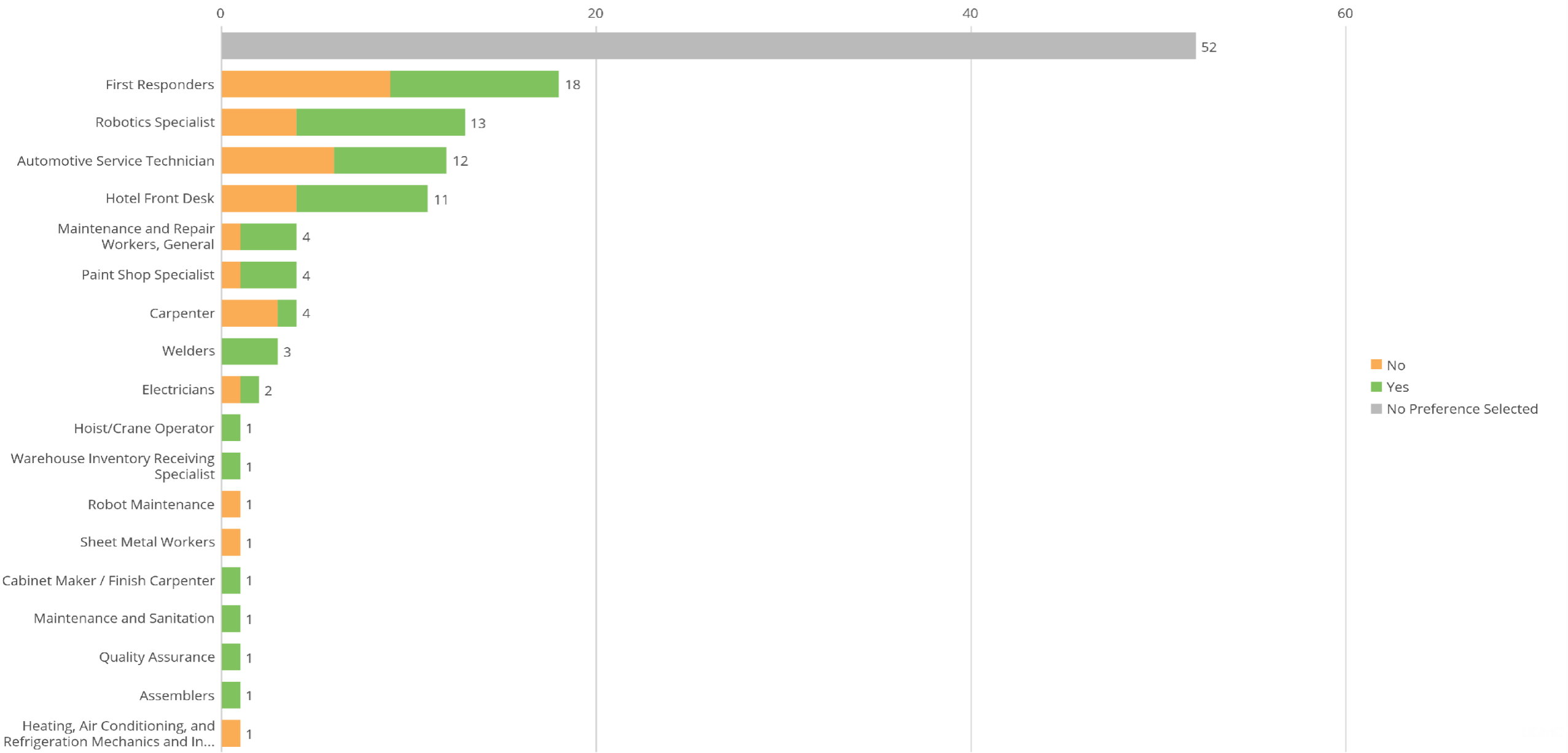
Total
132

	52	39.4%
First Responders	18	13.6%
Robotics Specialist	13	9.85%
Automotive Service Technician	12	9.09%
Hotel Front Desk	11	8.33%
Maintenance and Repair Worker...	4	3.03%
Paint Shop Specialist	4	3.03%
Carpenter	4	3.03%
Welders	3	2.27%
Electricians	2	1.52%
Hoist/Crane Operator	1	0.76%
Warehouse Inventory Receiving ...	1	0.76%
Other	7	5.3%

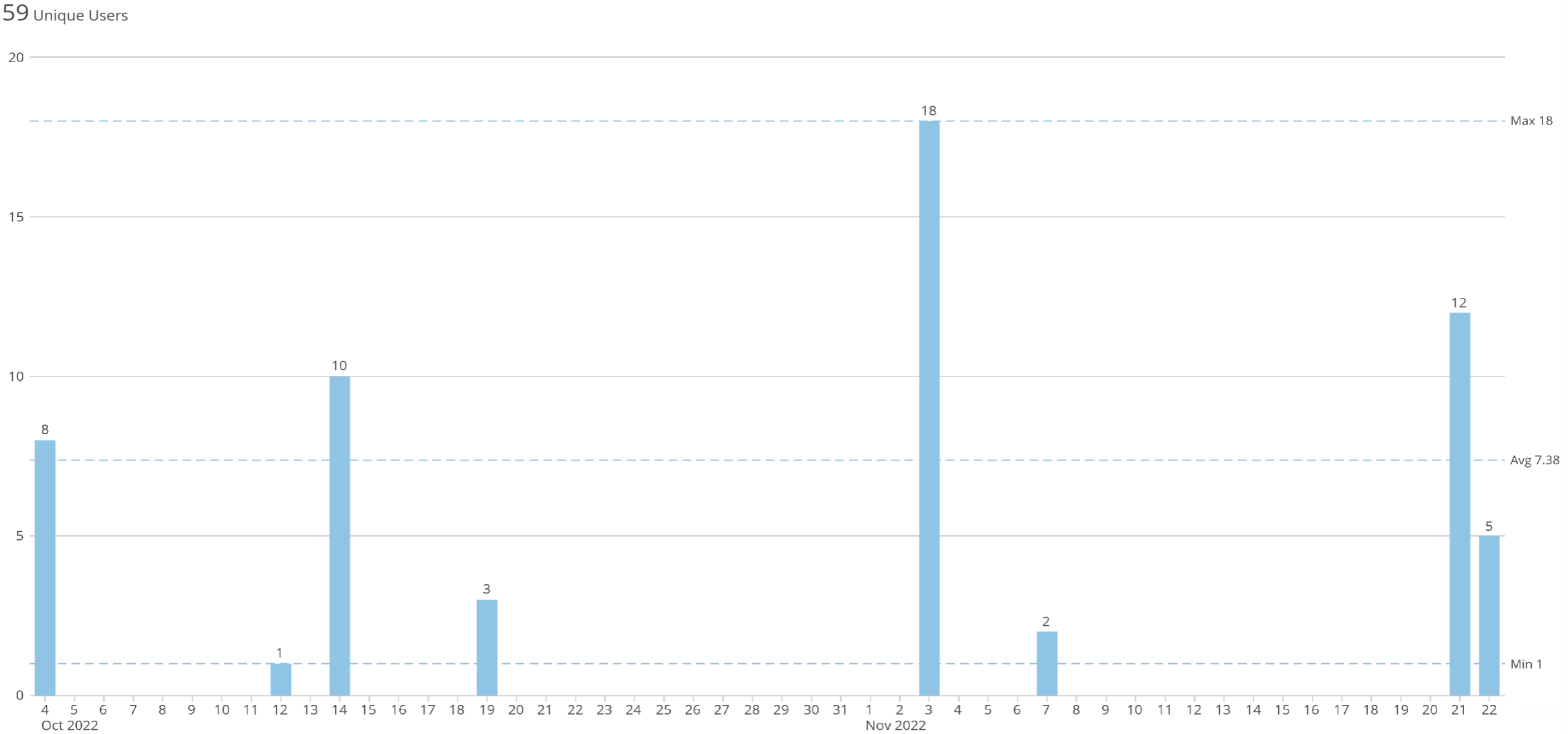


Career Exploration: Sims Completed by Preference

132 Completed Sims

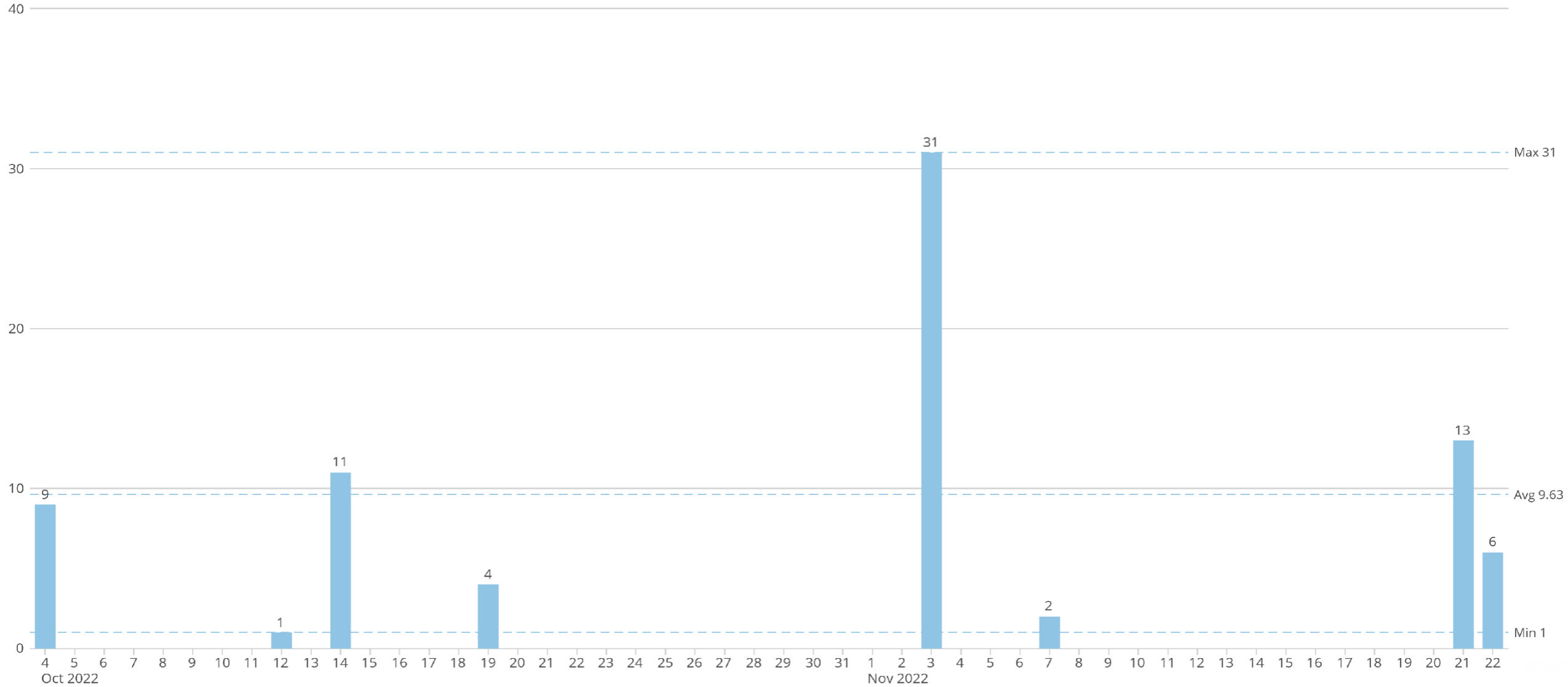


Career Exploration: Unique Users in Last 60 Days by Day



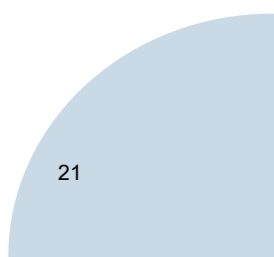
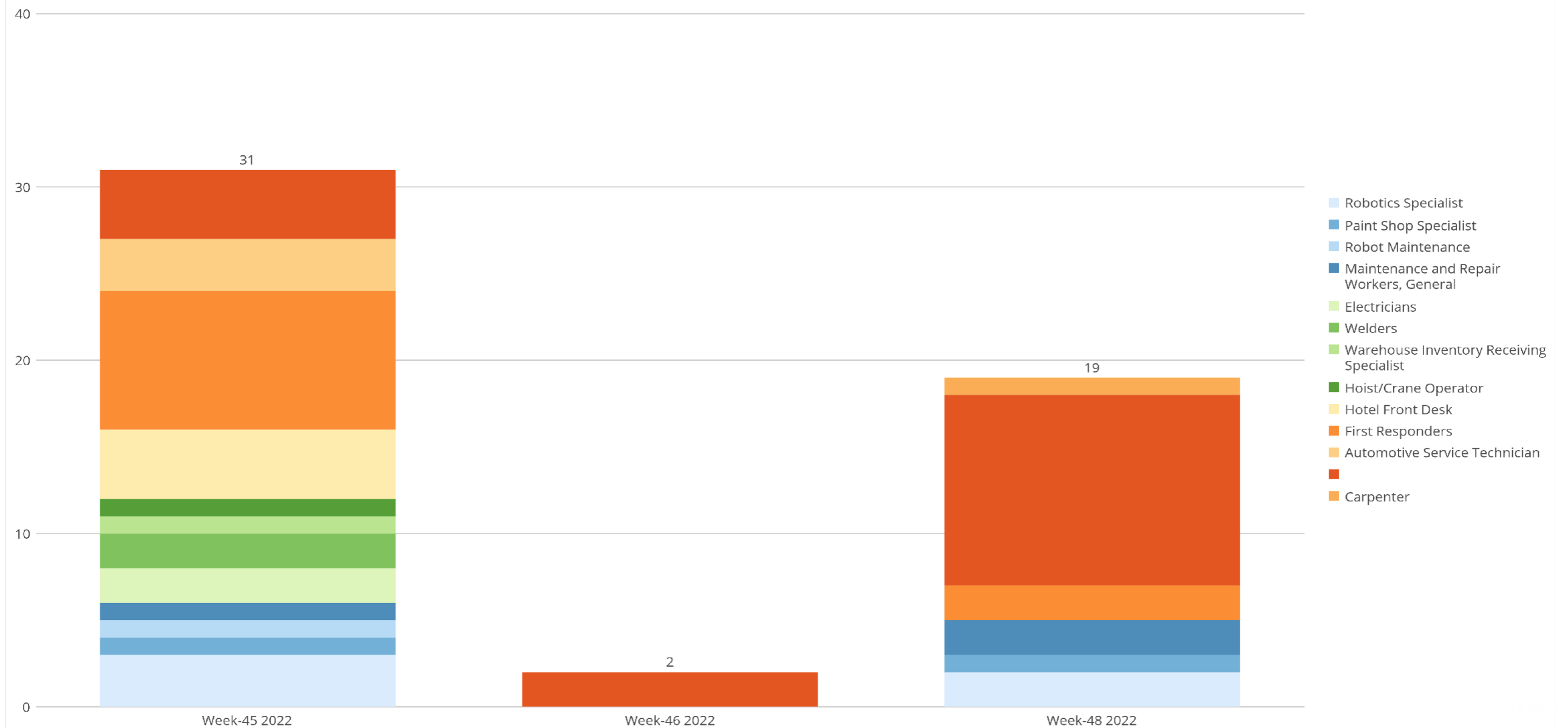
Career Exploration: Completed in Last 60 Days by Day

77 Completed Sims

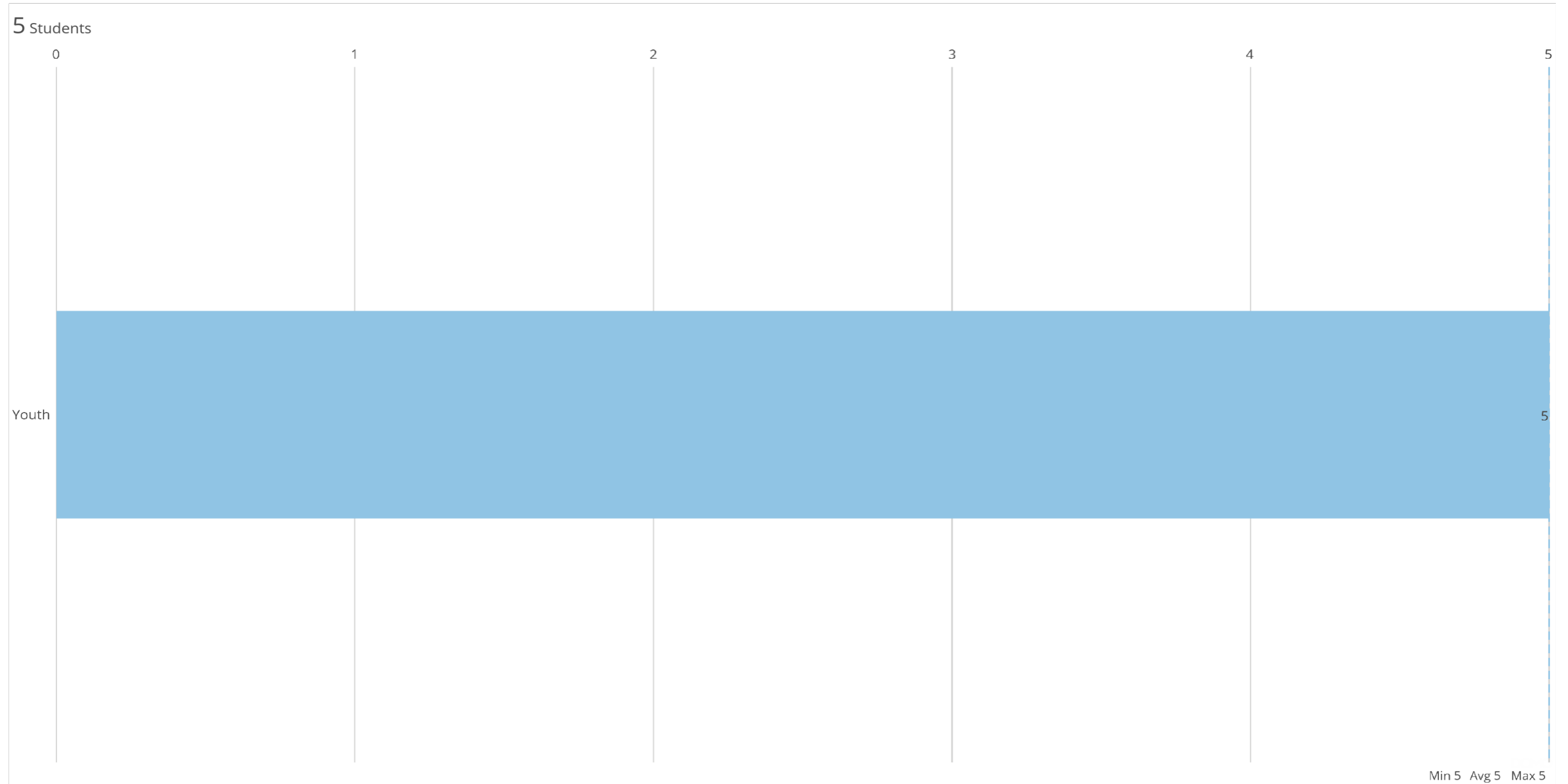


Career Exploration: Completed in Last 30 Days by Occupation

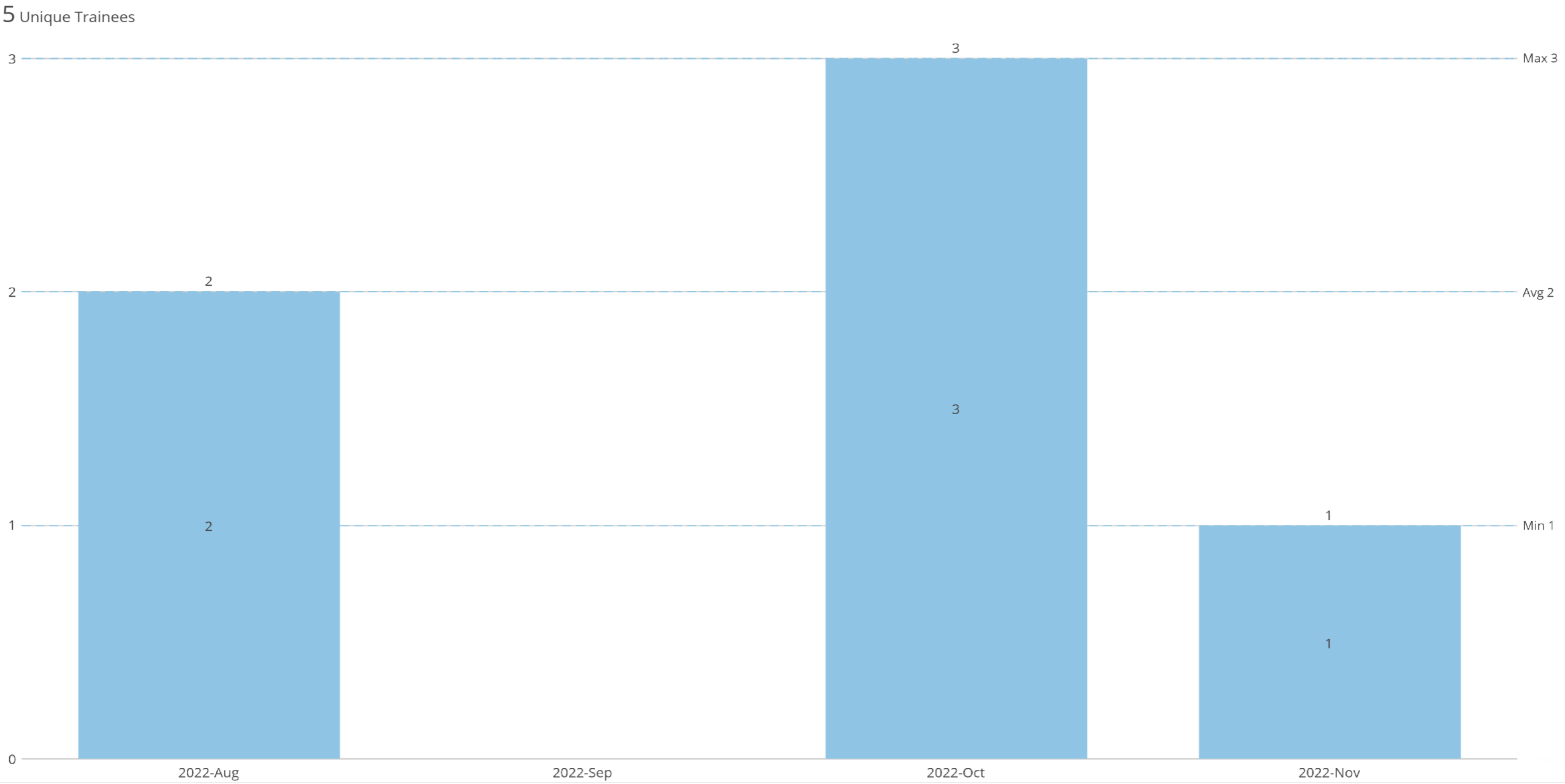
52 Completed Sims



Virtual Training Facility: Total Trainees by Class

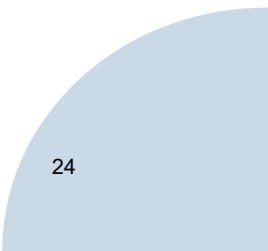
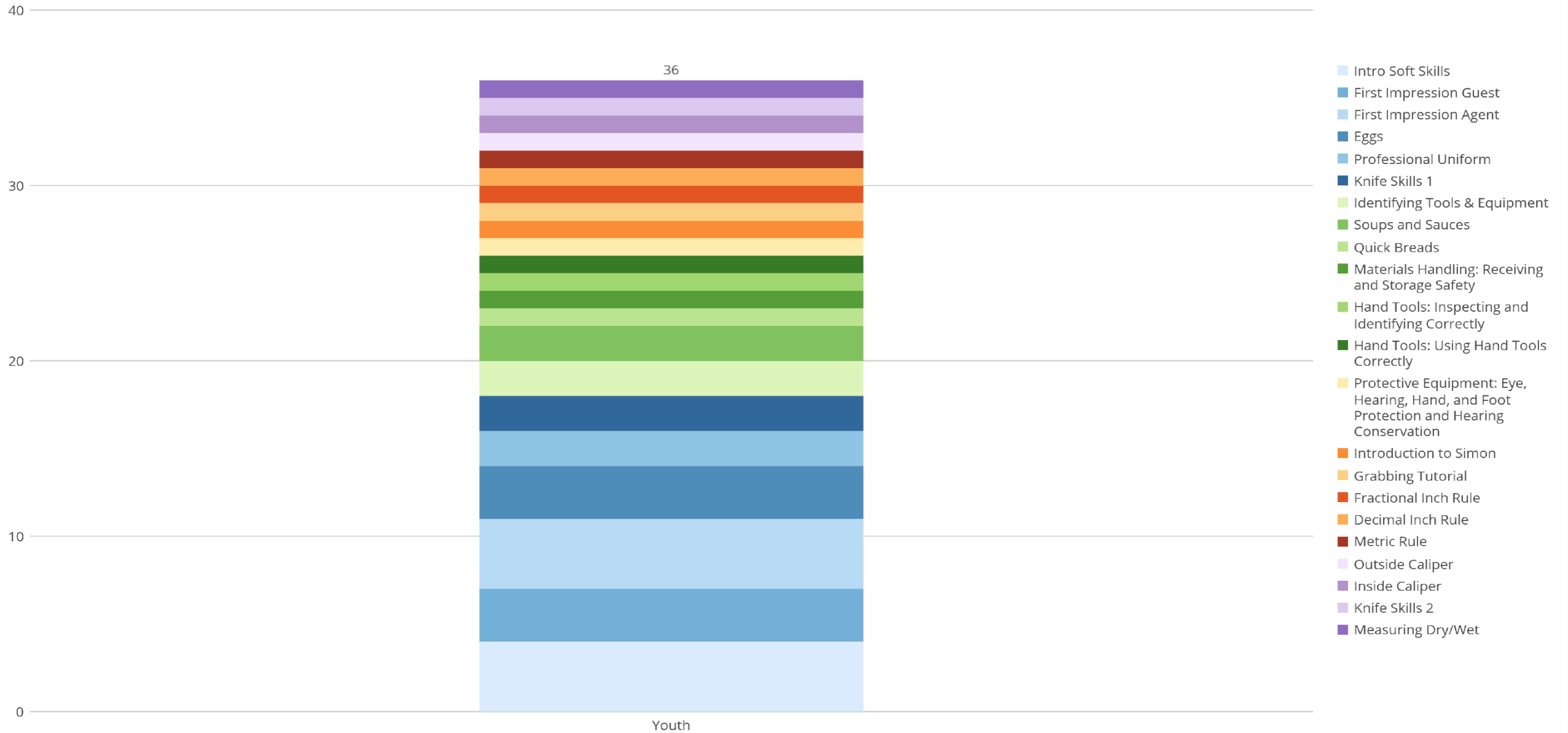


Virtual Training Facility: Unique Users Per Month by Class



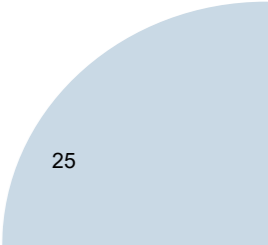
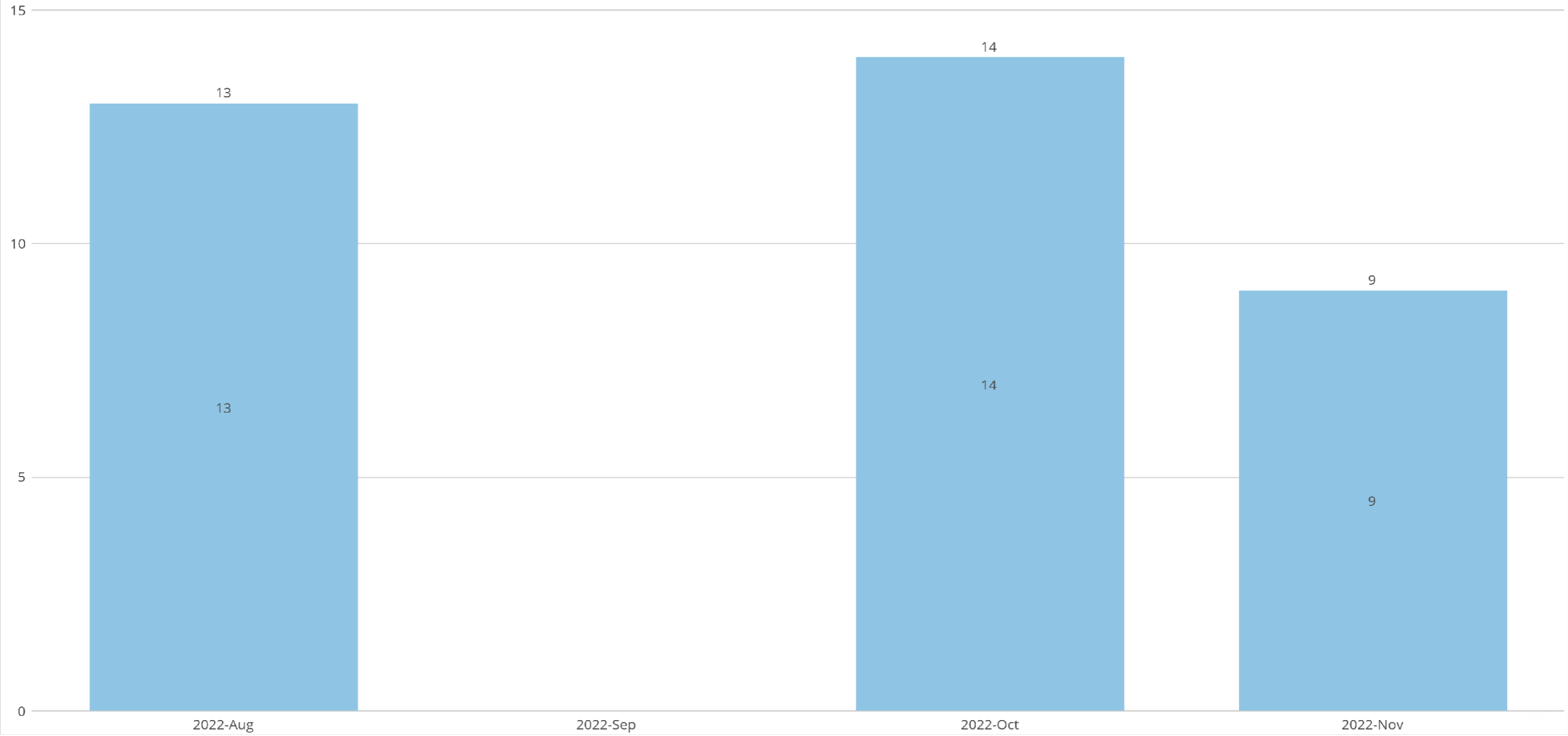
Virtual Training Facility: Completed Sims by Class with Sim Detail

36 Completed Sims



Virtual Training Facility: Completed Sims by Month

36 Completed Sims



Virtual Training Facility: Completed Sims by Sim Detail

36 Completed Sims

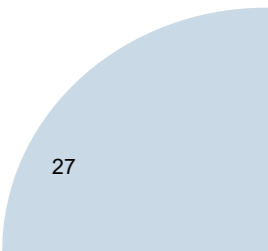
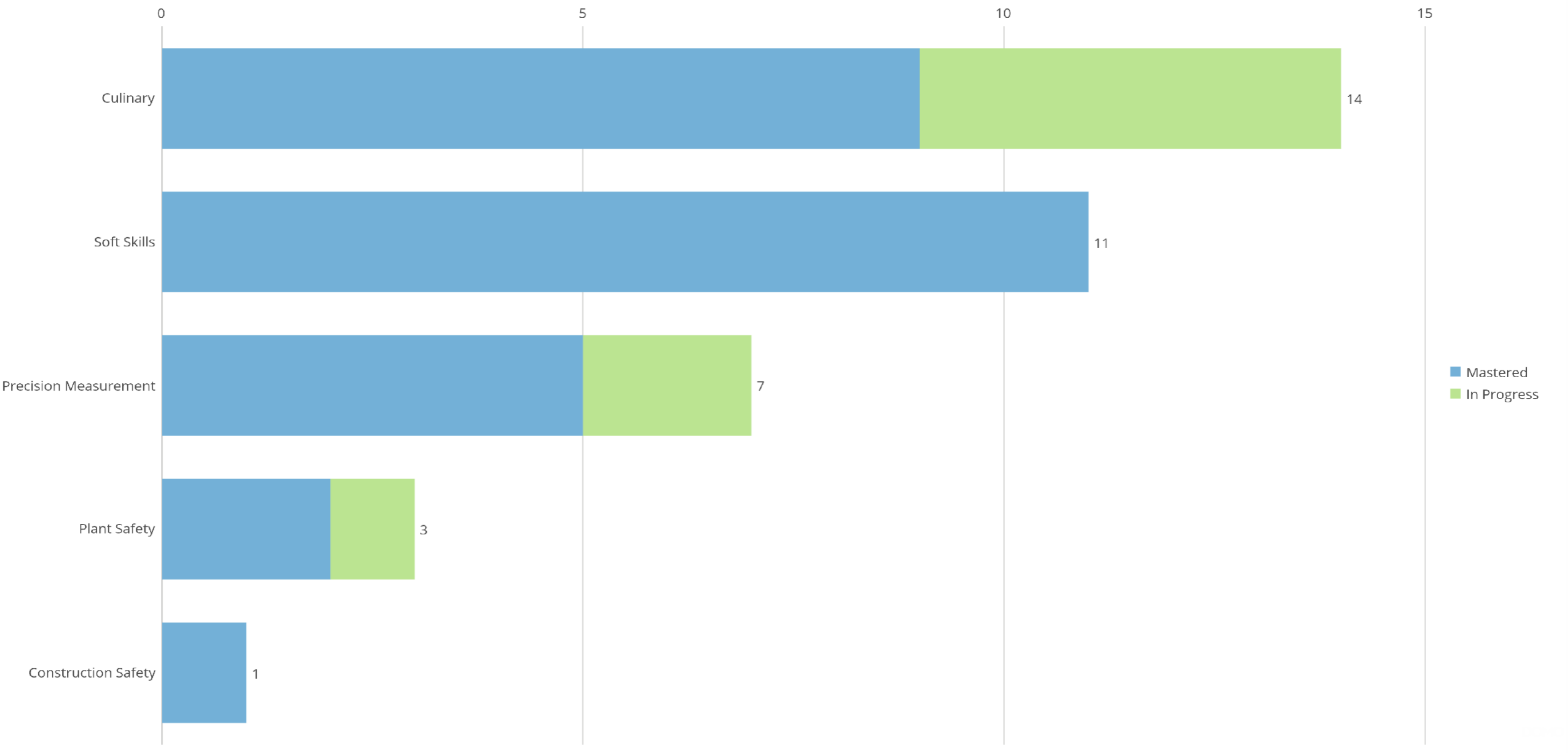
Total
36

First Impression Agent	4	11.1%
Intro Soft Skills	4	11.1%
Eggs	3	8.33%
First Impression Guest	3	8.33%
Soups and Sauces	2	5.56%
Identifying Tools & Equipment	2	5.56%
Knife Skills 1	2	5.56%
Professional Uniform	2	5.56%
Measuring Dry/Wet	1	2.78%
Knife Skills 2	1	2.78%
Inside Caliper	1	2.78%
Outside Caliper	1	2.78%
Other	10	27.8%



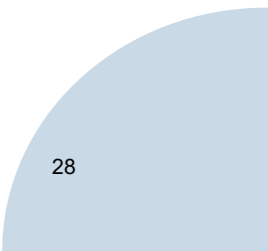
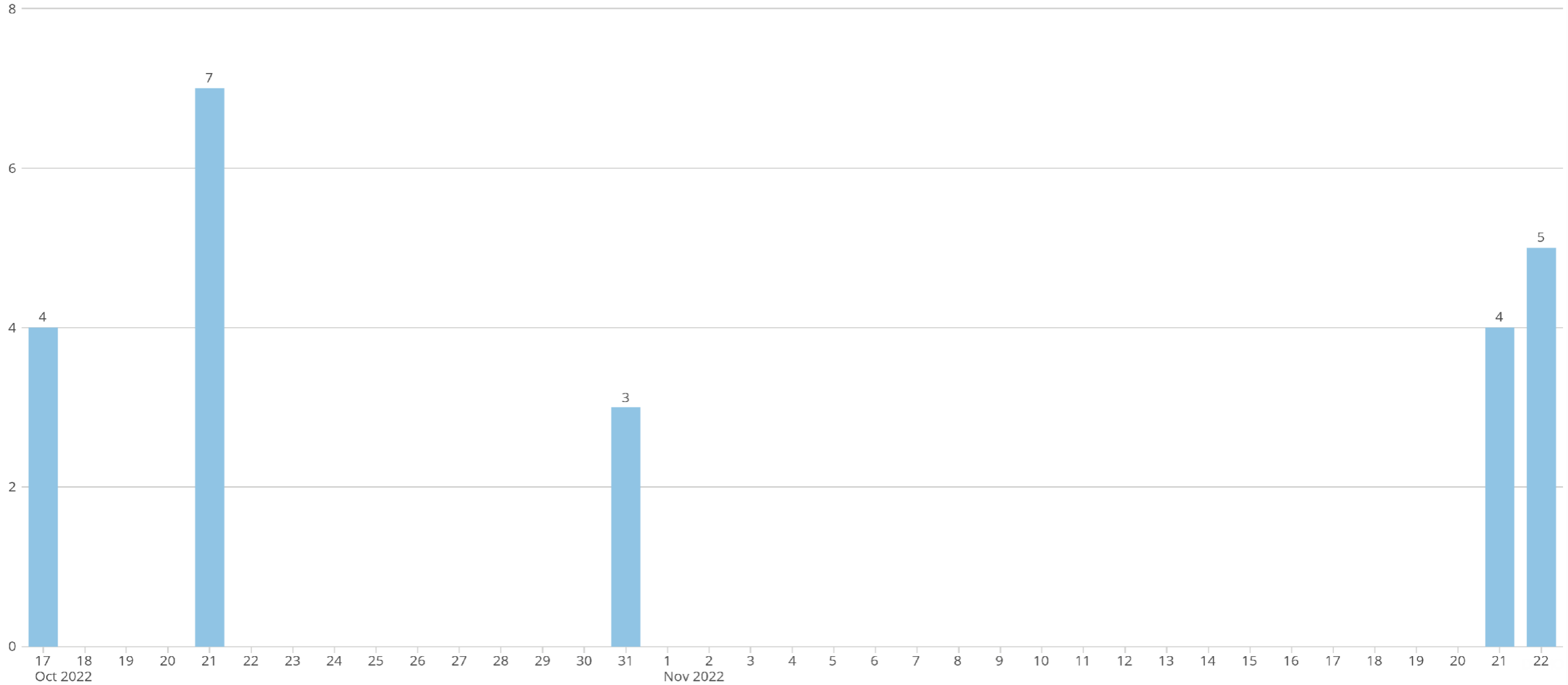
Virtual Training Facility - Sims by Module with Mastery Detail

36 Completed Sims



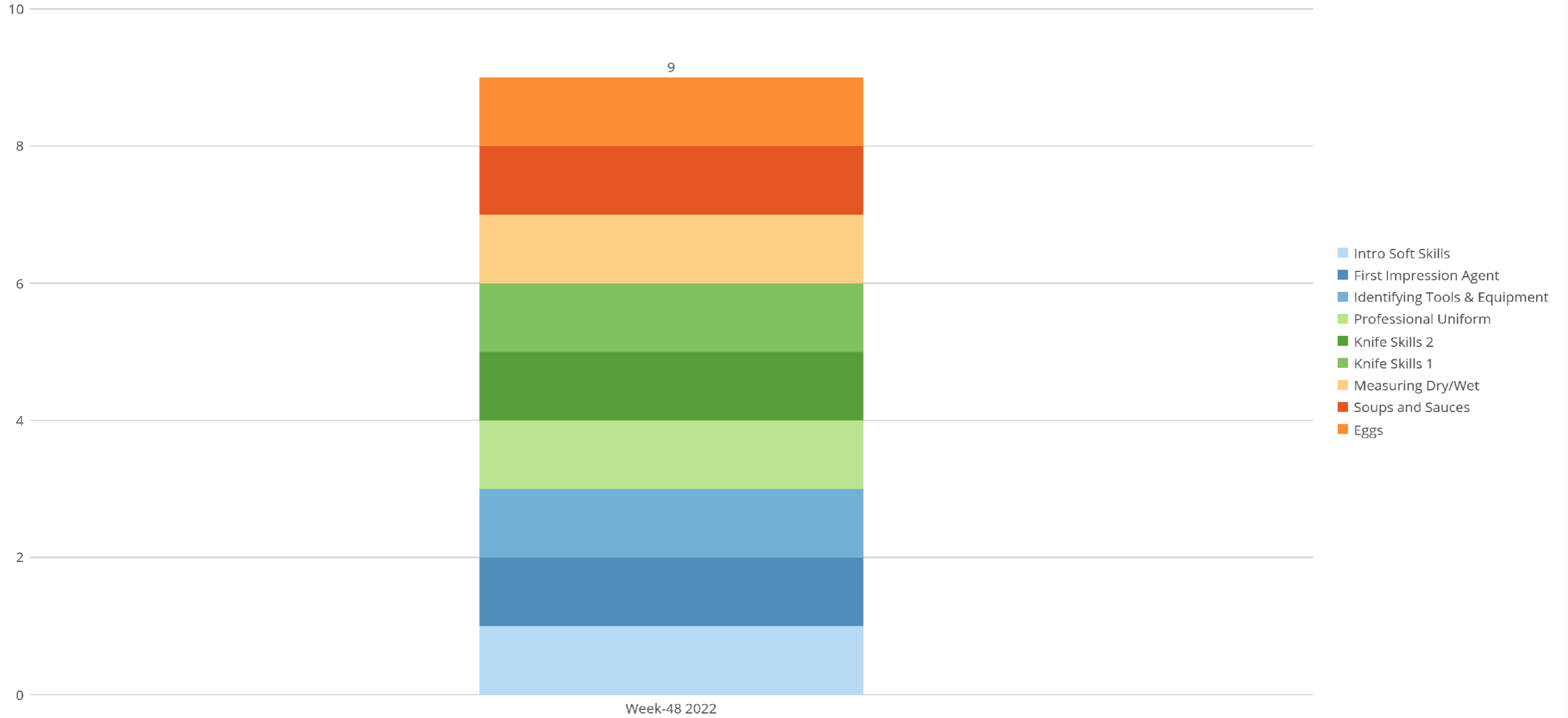
Virtual Training Facility - Usage in Last 60 Days by Day

23 Completed Sims



Virtual Training Facility - Usage in Last 30 Days by Sim

9 Completed Sims



*Adult Mentoring Policy



Mississippi Valley Workforce Development Board

Adult Mentoring Policy

Approved Date

Effective Date

POLICY

This policy provides guidance for the Youth Adult Mentoring Program service element that must be made available to youth participants.

BACKGROUND

Adult Mentoring is one of the 14 required youth elements that must be provided through the WIOA Title 1 Youth Program to participants. Mentoring is to be provided for no less than 12 months and may take place both during the program and following exit from the program. Adult Mentoring is a formal, long-term relationship between a youth and an adult mentor that includes structured activities where the mentor offers guidance, support, and encouragement to develop the competence and character of the mentee. Mentoring may include workplace mentoring where the local program matches a youth participant with an employer or employee of a company.

PURPOSE

Mentoring generally serves the following broad purposes:

- Education/academic: helps mentored youth improve overall academic achievement.
- Career: helps mentored youth develop the necessary skills to enter or continue on a career path or where they assist in matching a youth participant with an employer or employee of a company.
- Personal development: supports mentored youth during times of personal or social stress and provides guidance for decision-making.

ADULT MENTORING OPTIONS

Group mentoring activities and mentoring through electronic means are allowable as part of this activity, however, the youth must be matched to an individual mentor with whom the youth interacts on a face-to-face basis. It is encouraged that mentoring be provided by someone other than the Career Navigator. Adult Mentoring is arranged by the Youth Career Navigators. All mentors must pass a background check through their respective organizations and are not paid positions. Options include:

- Agreements for Adult Mentoring can be established for participants on a work experience through the work experience agreement.

- For mentors beyond those in the worksite, individual agreements will be established with community partners to ensure the Adult Mentoring service is being provided when available.
- Career Navigators are allowed to serve as mentors in areas where adult mentors are scarce.

Attempts to find a suitable mentor in the community who is not a Career Navigator must be documented in the participant's case notes. If a suitable community-based mentor cannot be found, a provider's Career Navigator may serve as a mentor when adult mentors are not available in the community.

*Equal Opportunity Programs/Employer
Auxiliary aids and services are available upon request for individuals with disabilities.*

Q1 Performance

WIOA Performance Levels

State State of Iowa	Program Year: 2022	Performance Q1
		Assessment:

Wagner-Peyser				
	State Negotiated Rate (Goals)	State Adjusted Level (Annual Only)	Actual Rate	Assessment Score* (Annual Only)
Employment 2nd Qtr	60.0%	N/A	63.8%	N/A
Employment 4th Qtr	67.0%	N/A	67.7%	N/A
Median Earnings 2nd Qtr	\$6,600	N/A	\$7,589	N/A

Adult				
	State Negotiated Rate (Goals)	State Adjusted Level (Annual Only)	Actual Rate	Assessment Score* (Annual Only)
Employment 2nd Qtr	72.5%	N/A	79.7%	N/A
Employment 4th Qtr	66.0%	N/A	75.6%	N/A
Median Earnings 2nd Qtr	\$6,100	N/A	\$7,033	N/A
Credential Attainment	65.0%	N/A	68.0%	N/A
Measurable Skills Gain	44.0%	N/A	51.2%	N/A

Dislocated Worker				
	State Negotiated Rate (Goals)	State Adjusted Level (Annual Only)	Actual Rate	Assessment Score* (Annual Only)
Employment 2nd Qtr	81.0%	N/A	82.7%	N/A
Employment 4th Qtr	81.5%	N/A	84.0%	N/A
Median Earnings 2nd Qtr	\$8,900	N/A	\$9,992	N/A
Credential Attainment	69.0%	N/A	72.4%	N/A
Measurable Skills Gain	44.0%	N/A	56.2%	N/A

Youth				
	State Negotiated Rate (Goals)	State Adjusted Level (Annual Only)	Actual Rate	Assessment Score* (Annual Only)
Employment 2nd Qtr	73.0%	N/A	75.2%	N/A
Employment 4th Qtr	73.0%	N/A	75.8%	N/A
Median Earnings 2nd Qtr	\$3,700	N/A	\$3,900	N/A
Credential Attainment	56.0%	N/A	59.0%	N/A
Measurable Skills Gain	41.0%	N/A	39.6%	N/A

**LWDAs must meet 50% of the overall Assessment Score for PY20/PY21*