



Mississippi Valley Workforce Development Board

Youth Committee Meeting Agenda

Monday, March 11, 2024 at 4:00 p.m.

Join Zoom Meeting

<https://us02web.zoom.us/j/83601949703?pwd=RCszWjdQeU1ONlZKYnB3aUxRa2VZZz09>

Meeting ID: 836 0194 9703

Passcode: 548009

One tap mobile: +13052241968,,83601949703# US

Called to Order

Jacob Nye

Roll Call

Louise Butherus

*Consent Agenda

Jacob Nye

Excused Absences

Approval of Agenda

Approval of Previous Meeting Minutes

STANDING REPORTS

Equus Youth Report (Page 4)

Shannon Weaver

Virtual Reality Metrics Report (Page 16)

Shannon Weaver

NEW BUSINESS

Review Q2 Performance (Page 26)

Mandy Tripp

Youth on Youth Committee

Tyler Lanz

Other Business

Public Comment

Adjourn

Jacob Nye

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

Accommodations

Accommodation is available upon request for individuals with disabilities. If you need accommodation, please contact Mandy Tripp at assistant@mississippivalleyworkforce.org or at 1-844-967-5365 option 2.



Mississippi Valley Workforce Development Board

Youth Committee Meeting Minutes

Monday, February 12, 2024 at 4:00 p.m., via Zoom

Members Present: Jacob Nye, Rebecca Ruberg, Andy Sokolovich, Regina Matheson, Carol Reynolds, Heather Halbrook, Martha Bell, Charlene Fitzgerald

Members Absent: None

Staff Present: Tyler Lanz, Strategic Partnership Specialist, Miranda Swafford, Executive Director, Mandy Tripp, Compliance Officer and Louise Butherus, Communications Assistant

CEO Present: None

Equus Staff: Cherisa Price-Wells, Regional Director, Taylor Longstreth, Title I Operations Manager, and Shannon Weaver, Title I Operations Manager

One-Stop Operator:

CALLED TO ORDER

Nye called the meeting to order at 4:01 p.m.

QUORUM

There was a quorum to conduct business.

CONSENT AGENDA

There was a quorum to approve the consent agenda.

ENGAGE BY CELL DEMO

Dave Asheim, founder of EBC discussed the benefits and technical aspects of the platform geared towards bettering the way we engage with the youth group. Lanz and Reynolds questioned the opt out aspect to which Asheim confirmed the solution would be to use different numbers for different lists. Swafford commented of all the organizations met regarding text, EBC provided the most tailored platform for Workforce. Price-Wells, Weaver and Nye expressed their concerns about price to which Swafford commented the potential for a 30 day trial from last year. Lanz is researching to see if the option is still available.

EQUUS JANUARY YOUTH REPORT

Weaver reviewed current outreach strategies and highlighted some recent events that they attended. Weaver reported 2 out-of-school youth enrollments, 0 in-school youth enrollments, 5 entered Occupational Skills Training, and 0 entered into Work-Based Learning. 28 stipends and 24 incentives were paid out in January. Weaver also reported outcomes: 2 HiSET, and 3 unsubsidized employments and 8 measurable skills gains. Weaver shared several success stories in which a 17 year old completed work experience and has a tentative job offer, a 20 year old out-of-school practiced interviewing with the staff at Vocational Rehab and received a job offer, his parents reached out to personally thank the

team and a 19 year old received his high school equivalency after 1 year. The customer satisfaction rate was 96.11% with 18 surveys completed.

VIRTUAL REALITY METRICS REPORT

Weaver presented the VR metrics report. She reported 9 unique users and 14 career sims started this month with varying occupations. Weaver highlighted use at the Louisa/Muscatine Job Fair with more usage towards the end of the month. Weaver also commented that February numbers will be interesting as the units have been at 3 events so far this month with more to come.

***LOCAL PLAN QUESTIONS**

Lanz discussed draft of answers to questions pertaining to Youth Services. Bell commented that on pg. 67, Title II eligibility needs to be updated from EDU to Ia Workforce. Lanz commented that she would look into it.

Weaver commented that the governor had applied for a waiver which would require that 50% of funding to be spent on In-School Youth rather than the current ratio of 75/25 and provided an overview of the impacts that would have on youth programming. Bell wanted a full understanding of the waiver and suggested the wording be amended from “will” to “may”. Weaver confirmed that the board determines the expenditures. Nye questioned why the 50/50 waiver is being included in the local plan and Lanz explained that it is just declaring our option to ‘opt-in’ if approved. Nye offered to entertain a motion to approve the local plan as amended. Matheson motioned to approve and Reynolds seconded. Motion carried.

IOWAWORKS MOBILE UNIT

Tripp discussed the mobile has been delivered to the state and they are working on IT now. Tripp mentioned that Mississippi Valley has preference and priority and discussed events in July that have been identified as potential uses. Tripp also commented the unit must be stored in a secure location with a plug in. Tripp commented that a Burlington location has been confirmed but still trying to confirm a Davenport location. Nye suggested contacting Bergfeld for storage options.

OTHER BUSINESS

There was no other business.

PUBLIC COMMENT

There was no public comment.

ADJOURN

Nye requested a motion to adjourn. Reynolds made a motion to adjourn Ruberg seconded. Nye adjourned the meeting at 5:12 p.m.

EQUUS YOUTH REPORT



EQUUS[®]

WORKFORCE SOLUTIONS

Creating Opportunities. Changing Lives.

Mississippi Valley

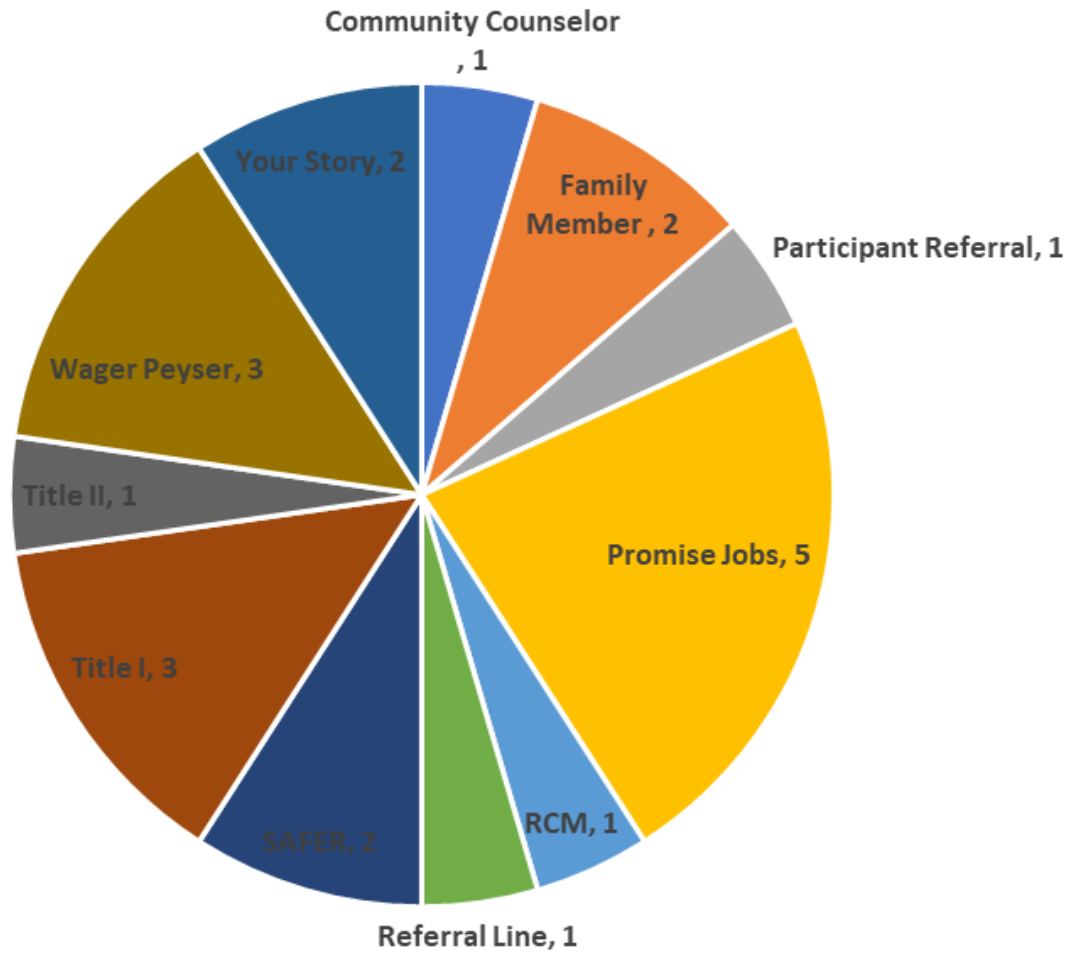
Youth Monthly Progress Report

February 2024

Outreach

- ▶ SCC Keokuk Career Expo
- ▶ Office Hours at HiSET classes at Mt. Pleasant, Muscatine, Fort Madison, Clinton
- ▶ Burlington, Fort Madison, Keokuk HiSET Orientations
- ▶ SCC STEM Fest
- ▶ Lee County Juvenile Detention
- ▶ Lee County Economic Development Group Career Expo
- ▶ Clinton Resource Center
- ▶ New London College and Career Fair
- ▶ Pleasant Valley High School Mock Interviews
- ▶ Wilton/Durant High School Career Exploration Event
- ▶ Quad Cities Youth Conference Career Fair
- ▶ Safer Foundation
- ▶ Center for Behavioral Health-Davenport

Burlington/Davenport Youth Referrals (February)



Performance

Enrollments	February	YTD Actual	% of Goal (60)
In School Youth	0	5	
Out of School Youth	8	43	80%

Scholarships	February	YTD Goal	YTD Actual	% of Goal
Occupational Skills Training	0	12	22	183%

WBL	February	YTD Goal	YTD Actual	% of Goal
Work Based Learning	2	27	19	70.37%

Caseload

Youth

- ▶ 105 Active
- ▶ 72 Follow Up
- ▶ 35.4 Average caseload
- ▶ 11 Exits
 - ▶ 7 Employed
 - ▶ 3 Unknown
 - ▶ 1 Not Employed

2/27/2024	Very much looking forward to this program. Sounds like it will be helpful.
2/20/2024	I just appreciate them. They are helping me get to where I need to be in life and I just really appreciate them.
2/16/2024	Robin was very informative and let me know exacting what my next steps would be and exactly what paperwork is needed. There's nothing to do better! She did great!
2/13/2024	I feel that everything was great & you guys are very nice & helpful ! In my opinion there is no area that needs to be worked on at this time !
2/7/2024	I don't think there's anything to improve personally
2/2/2024	I think you did very well I don't think there's anything to work on very nice and helpful

99.02% Customer Satisfaction Rate

17 Surveys completed

Legacy in Action

Youth Elements

These are the activities that were newly opened in the month

Youth Elements	Service	Services Provided in February	Youth Impacted in February	Services Provided PY23	Youth Impacted PY23
1	Tutoring, study skills training, dropout prevention	0	0	5	5
2	Alternative secondary school services	0	0	0	0
3	Paid and unpaid work experience	2	2	19	19
4	Occupational skills training	0	0	22	22
5	Ed. offered concurrently with workforce prep.	0	0	0	0
6	Leadership development	0	0	2	2
7	Support services	40	30	313	216
8	Adult mentoring	0	0	0	0
9	Follow-up services	6	5	36	31
10	Comprehensive guidance and counseling	0	0	0	0
11	Financial literacy education	1	1	4	4
12	Entrepreneurial skills training	0	0	0	0
13	Services that provide labor market info.	60	54	504	441
14	Postsecondary prep. and transition	1	1	6	6

Stipends/Incentives

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

- ▶ 12 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

- ▶ 32 Paid Out

Outcomes

9 New Unsubsidized Employment

4 High School Diplomas or Equivalents

1 Personal Lines Insurance License

4 Measurable Skills Gains

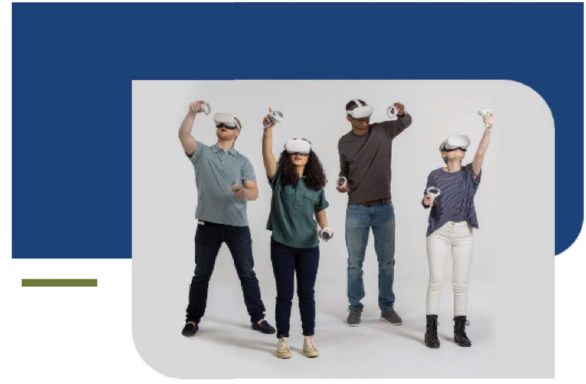
Participant Highlights

- ▶ Des Moines County participant, 24, is an individual with a disability who had no previous employment experience. He had received his AA degree and been referred by Iowa Vocational Rehabilitation Services. We placed him on a work experience with a local store. He successfully completed the work experience a few weeks ago. We initially thought he wouldn't be able to be hired directly as there were no open positions at the time. A week after the work experience ended, the store opened up a few additional positions and he got hired!
- ▶ Des Moines County participant, 25, successfully completed her Personal Lines insurance exam and licensure requirement. She had already completed her Life Insurance license. She is doing very well in her internship with a local insurance agency and we are very hopeful that this will continue into unsubsidized employment.

VIRTUAL REALITY METRICS



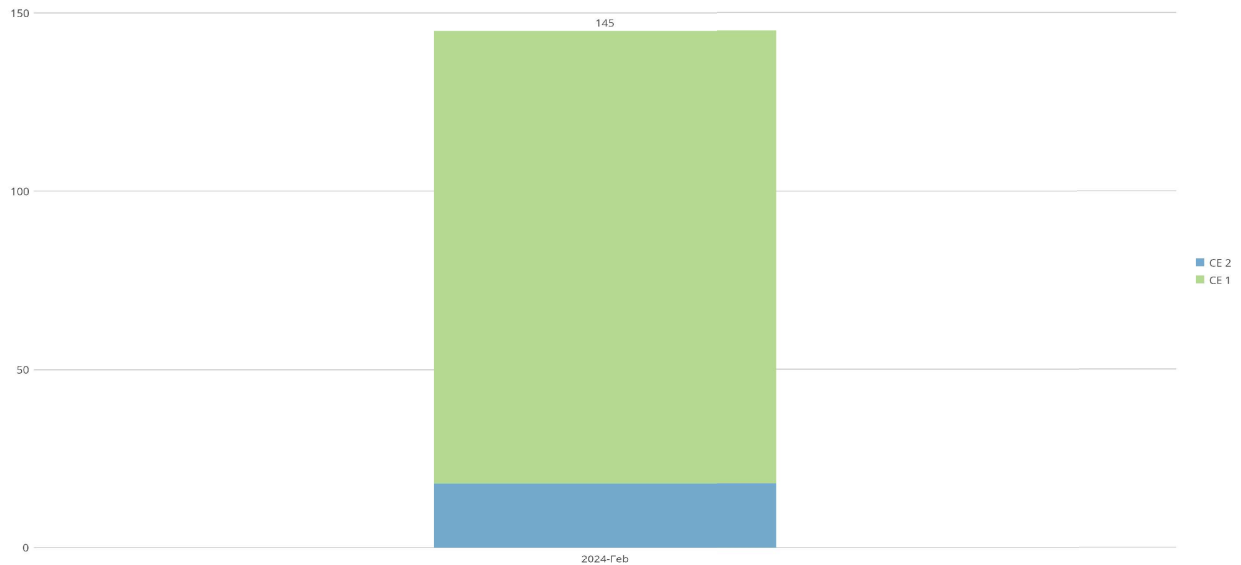
Monthly Progress Review & Optimization



No data in filtered range

Career Exploration: Unique Users by Month

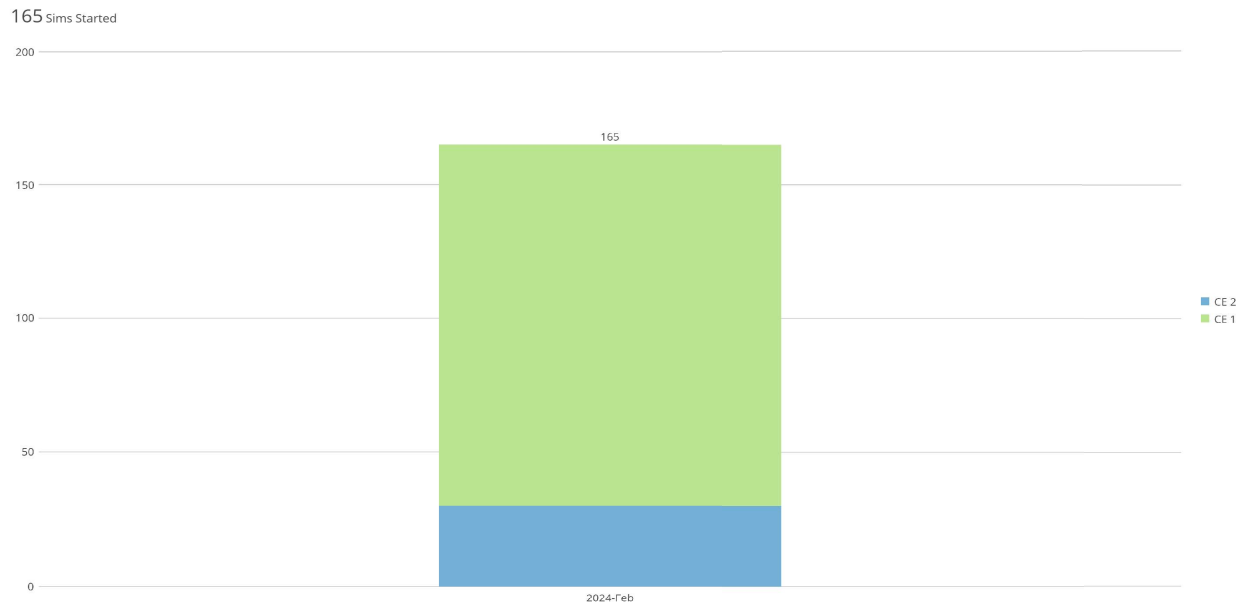
145 unique users



Unique Users: CE 1.0 - number of unique simulation sessions in each defined time period. CE 2.0 - number of unique explorers in each defined time period.



Career Exploration: Sims Started by Month



Sims Started by Month: Number of simulations started in a given month.



Career Exploration: Sims Started by Occupation

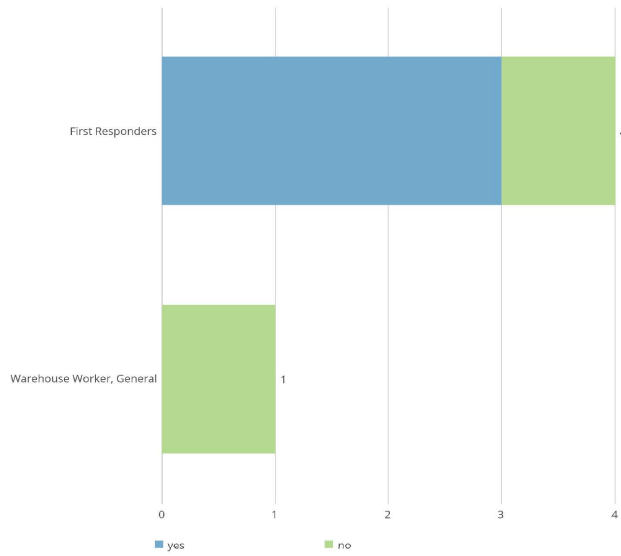


Sims started by Occupation: Number of simulations started in a specific career field over the defined time period.



Career Exploration: Sims Completed by Preference and Star Rating

Career Exploration 1.0 Total Sims by Sim Preference Without Tutorial_MS
5 Sims Completed



Career Exploration 2.0 Completed Sims Star Ratings
0 Completed Simulations

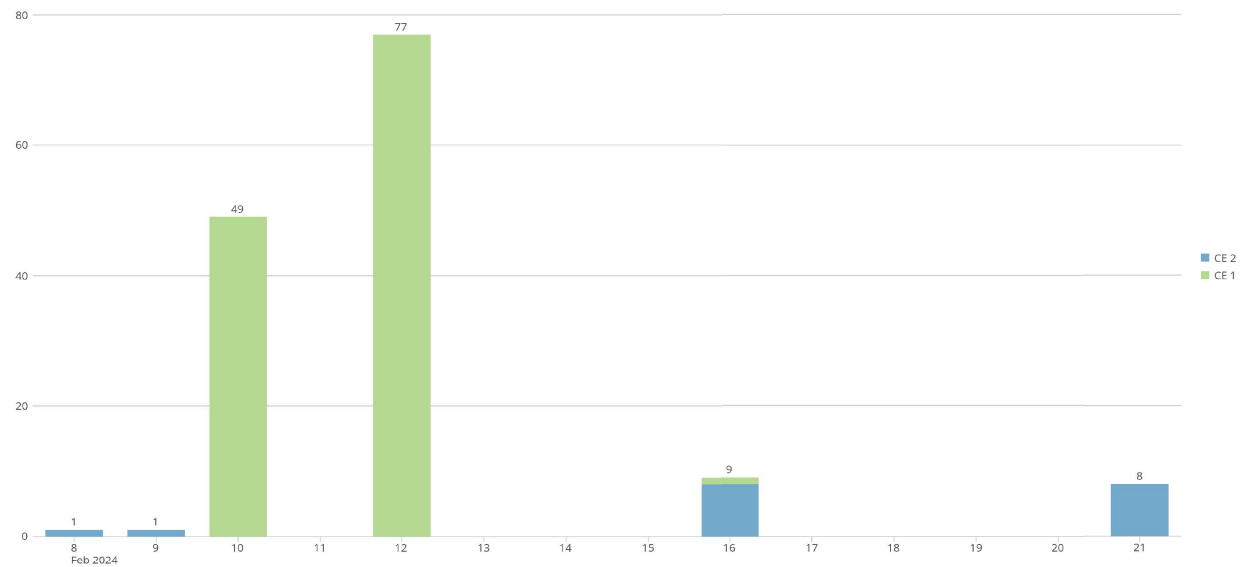
No data in filtered range

CE 1.0 Completed by Preference: Number of completed simulations preferred by users as either 'Yes' or 'No'.
CE 2.0 Completed by Star Rating: Number of completed simulations rated by users between 0 - 5 stars.



Career Exploration: Unique Users in Last 30 Days by Day

145 Unique Users

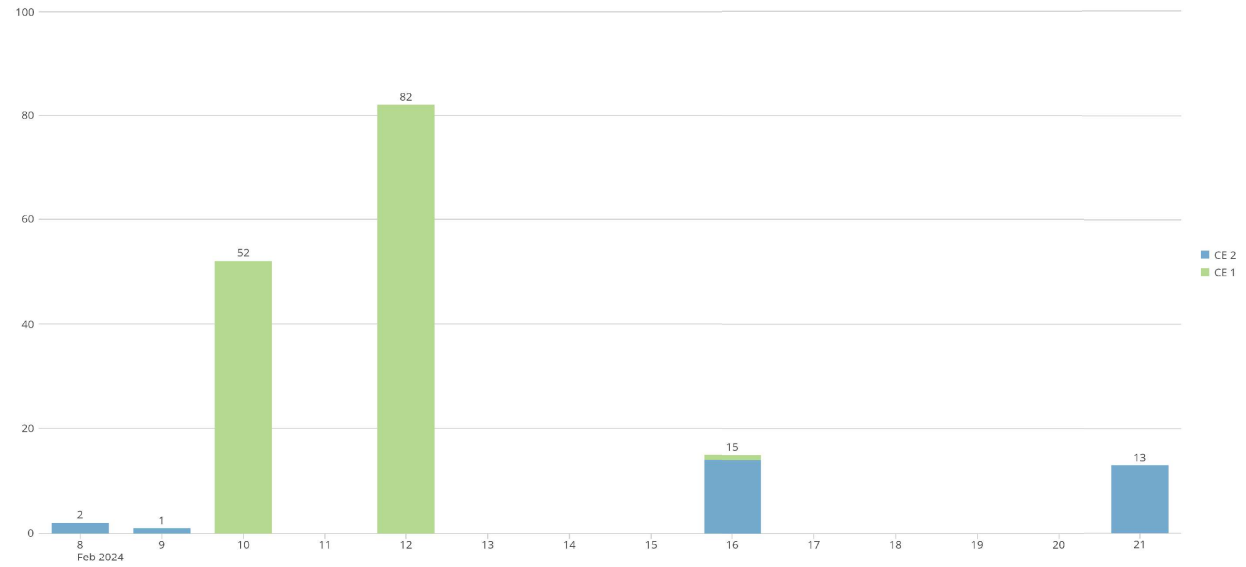


Unique Users: CE 1.0 - number of unique simulation sessions per day. CE 2.0 - number of unique explorers per day.



Career Exploration: Simulations Started in Last 30 Days by Day

165 Sims Started

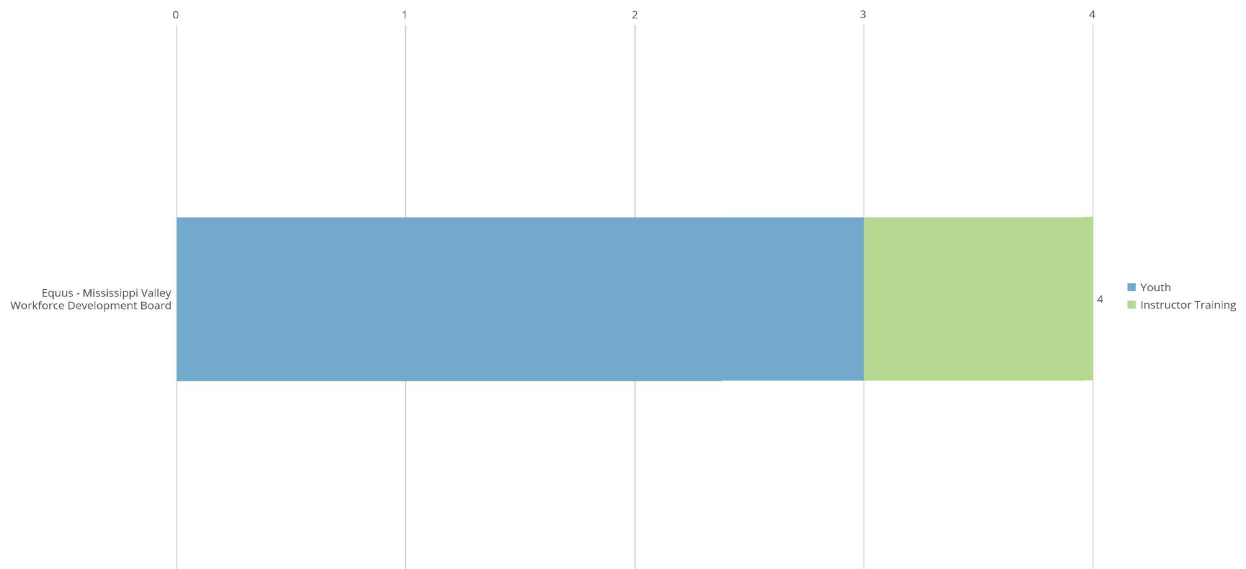


Started Sims: Number of CE 1.0 or CE 2.0 simulations started each day of the last 30 days.



Virtual Training Facility: Total Trainees by Class

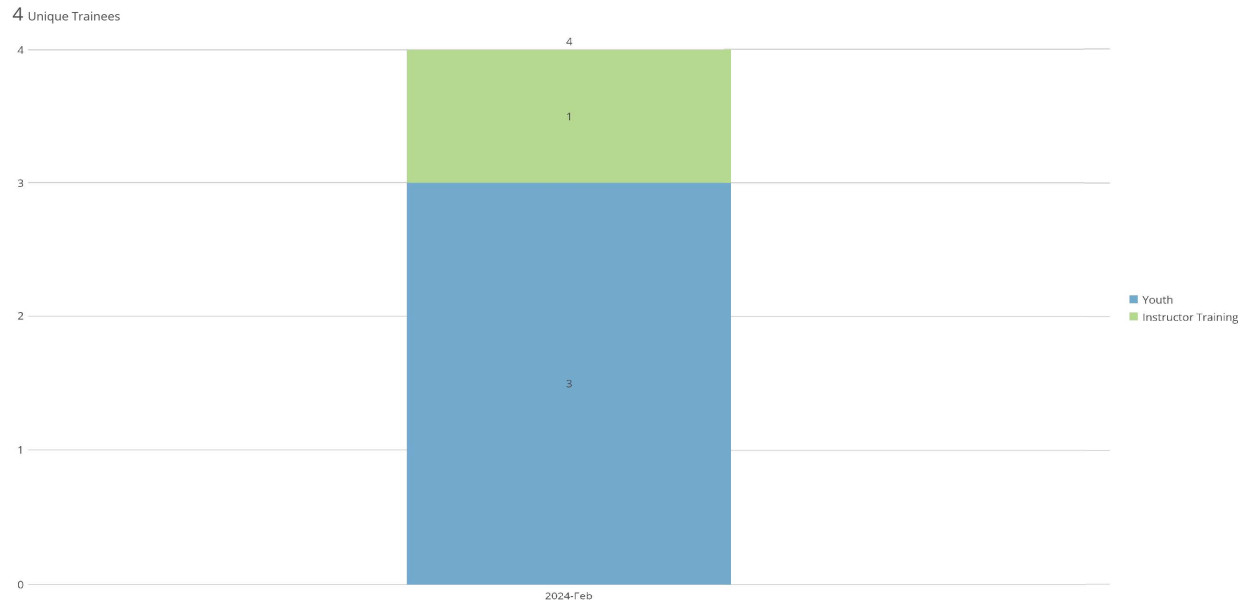
4 Students



Total Trainees by Class: Total number of trainees in a designated class.



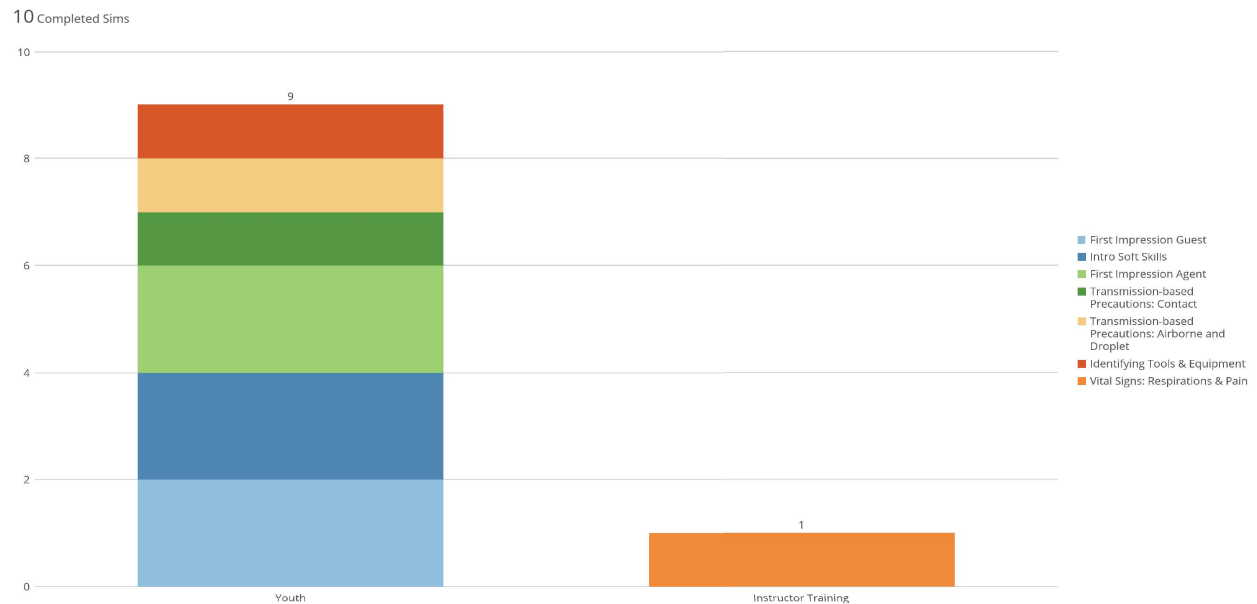
Virtual Training Facility: Unique Users Per Month by Class



Unique User Per Month by Class: Number of active users per class each month.



Virtual Training Facility: Started Sims by Class with Sim Detail

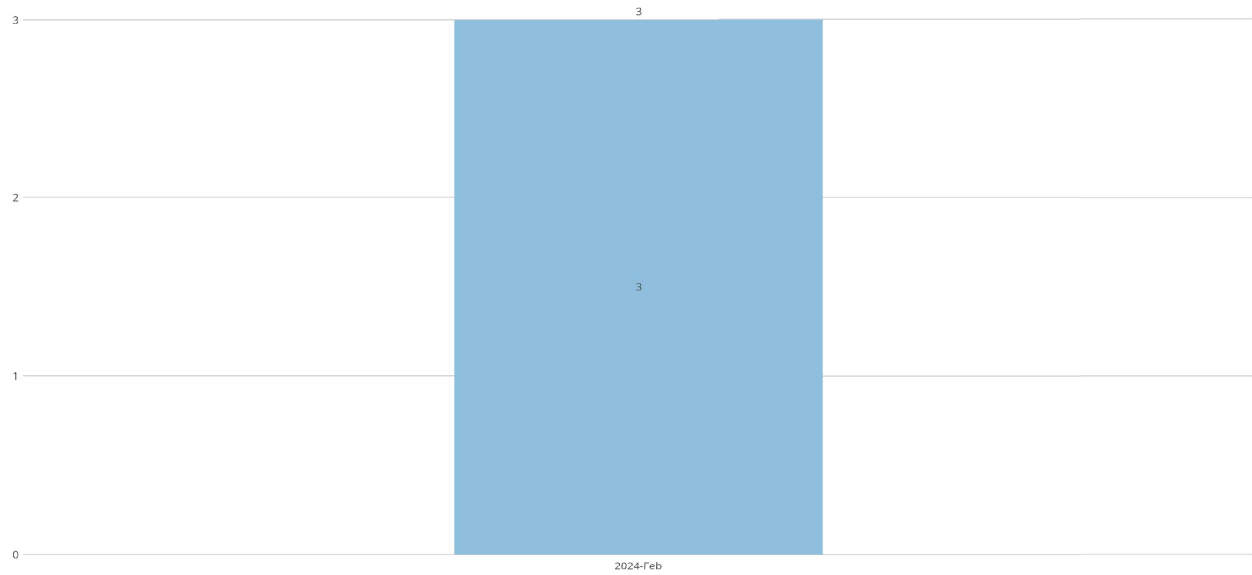


Sims by Class with Sim Detail: Number of simulations started by class.



Virtual Training Facility: Started Sims by Month

3 Completed Sims



Started Sims by Month: Number of simulations started in a given month.



Virtual Training Facility: Started Sims by Sim Detail

3 Completed Sims

First Impression Agent	2	20%
Intro Soft Skills	2	20%
First Impression Guest	2	20%
Vital Signs: Respirations & Pain	1	10%
Identifying Tools & Equipment	1	10%
Transmission-based Precautions...	1	10%
Transmission-based Precautions...	1	10%

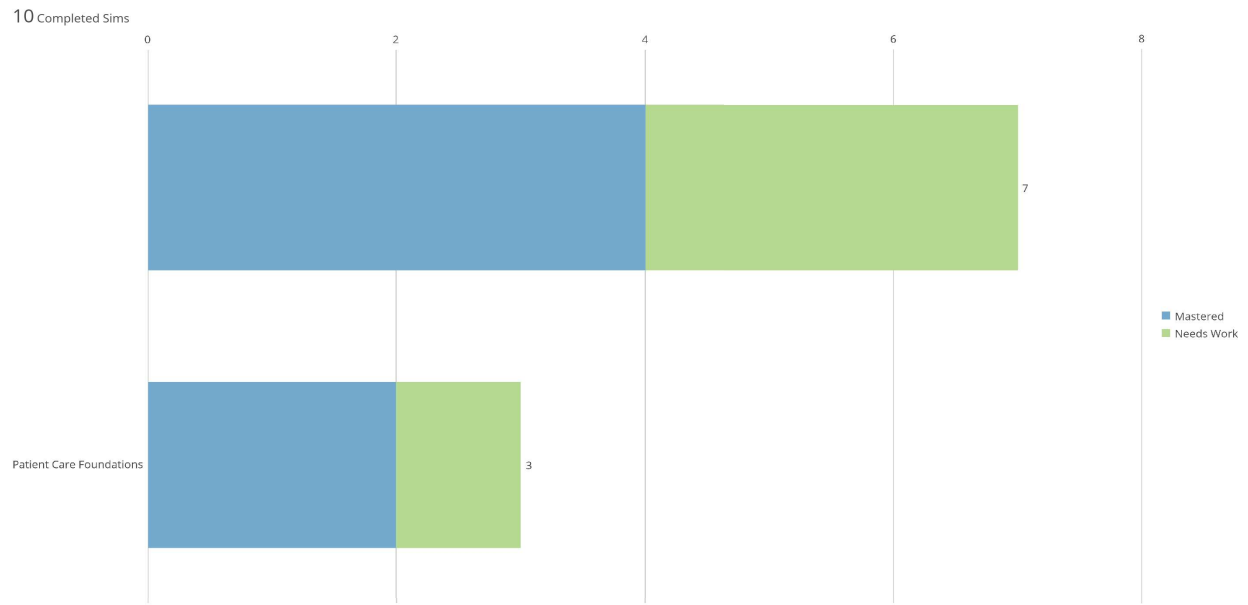


Total
10

Started Sims by Sim Detail: Number of simulations started by specific simulation.



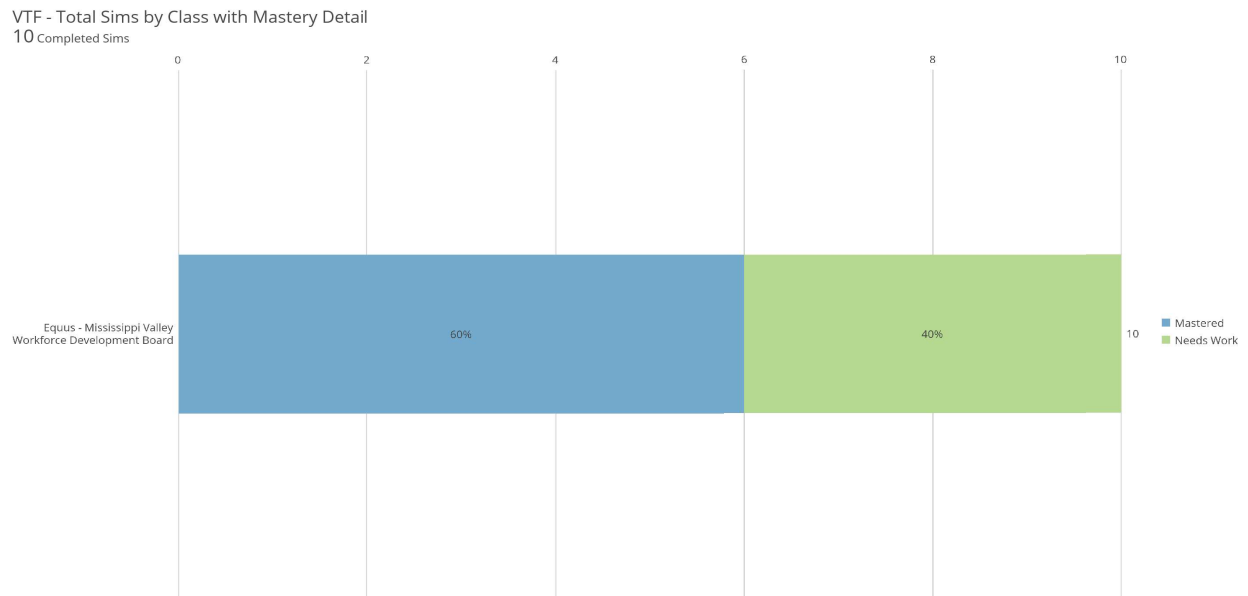
Virtual Training Facility - Sims by Module with Mastery Detail



Sims by Module with Mastery Detail: Number of user simulations by module aligned to user mastery progress.
Mastery = Completed simulations earning 90% or higher. *Needs Work* = Completed simulations earning 80% or lower. *Stuck* = Incomplete simulation



Virtual Training Facility - Sims by Class with Mastery Detail

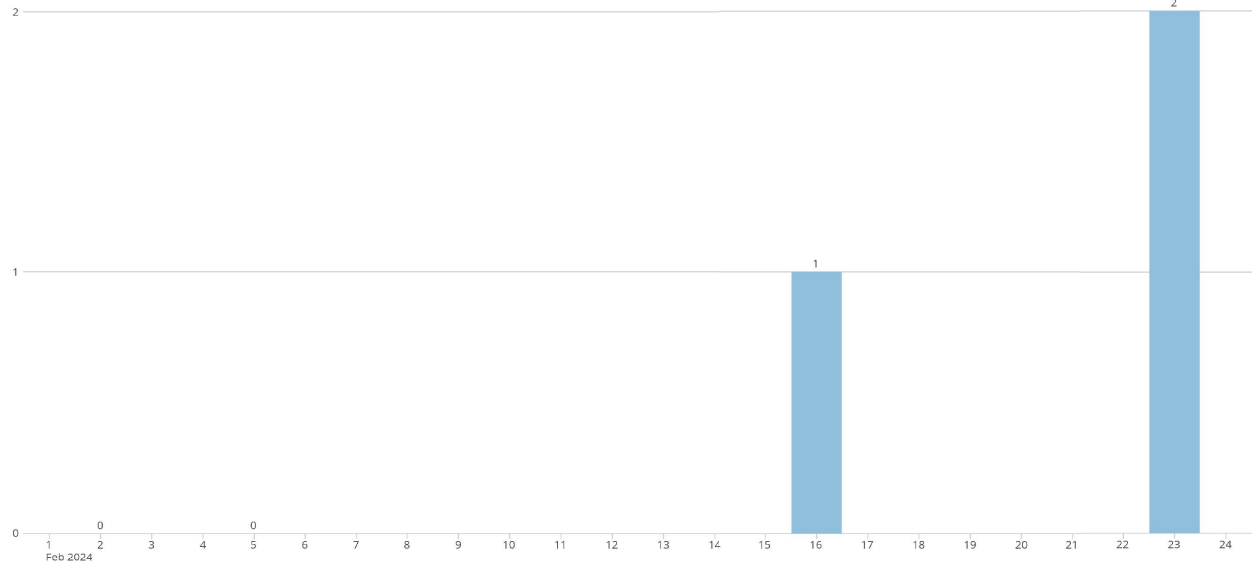


Sims by Class with Mastery Detail: Number of user simulations by class aligned to user mastery progress.
Mastery = Completed simulations earning 90% or higher. *Needs Work* = Completed simulations earning 80% or lower. *Stuck* = Incomplete simulation



Virtual Training Facility - Usage in Last 60 Days by Day

3 Completed Sims

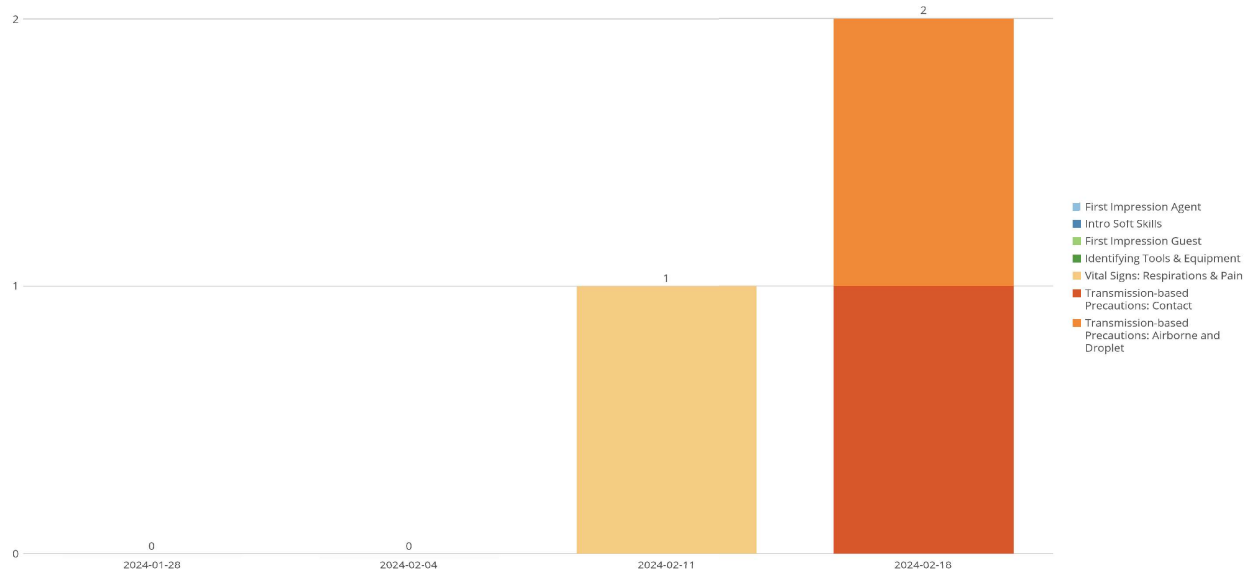


Usage in Last 60 Days by Day: Completed simulations each day for the assigned time period.



Virtual Training Facility - Usage in Last 30 Days by Sim

3 Completed Sims



Usage in Last 30 Days by Sim: Complete simulations by name for each week of the last 30 days.



NEW BUSINESS

REVIEW Q2 PERFORMANCE

MVWA Performance Data

Adult Program

Indicator	Py21	PY22		PY23		Q1	Q2	Q3	Q4
	Required	Annual	Required	Annual	Required				
Employment 2nd Qtr	73.0%	84.2%	72.5%	81.9%	73.0%	82.1%	83%		
Employment 4th Qtr	70.0%	83.3%	66.0%	75.9%	67.0%	74.7%	76.50%		
Median Earnings 2nd Qtr	\$5,400	\$6,775	\$6,100	\$6,528	\$6,100	\$6,615	\$6,591		
Credential Attainment	67.0%	78.9%	65.0%	79.5%	66.0%	75.0%	72.00%		
Measurable Skills Gain	44.0%	56.3%	44.0%	72.7%	44.0%	65.9%	70.2%		

Dislocated Worker

Indicator	Py21	PY22		PY23		Q1	Q2	Q3	Q4
	Required	Annual	Required	Annual	Required				
Employment 2nd Qtr	85.0%	86.0%	85.0%	81.0%	85.0%	83.1%	79.00%		
Employment 4th Qtr	83.0%	94.1%	85.0%	81.3%	85.0%	78.6%	82.80%		
Median Earnings 2nd Qtr	\$8,400	\$8,633	\$8,900	\$9,327	\$9,000	\$9,434	\$9,726		
Credential Attainment	68.0%	73.3%	69.0%	78.8%	69.5%	67.6%	69.20%		
Measurable Skills Gain	31.0%	63.5%	44.0%	78.7%	44.0%	78.9%	84.90%		

Youth

Indicator	Py21	PY22		PY23		Q1	Q2	Q3	Q4
	Required	Annual	Required	Annual	Required				
Employment 2nd Qtr	73.0%	73.3%	73.0%	73.5%	74.0%	70.8%	73.6%		
Employment 4th Qtr	72.0%	93.8%	73.0%	67.2%	74.0%	67.6%	67.6%		
Median Earnings 2nd Qtr	\$3,600	\$4,016.0	\$3,700	\$3,275	\$3,800.00	\$3,940	\$4,461		
Credential Attainment	59.0%	40.0%	52.0%	43.3%	57.0%	63.6%	32.1%		
Measurable Skills Gain	41.0%	21.4%	35.0%	48.2%	36.0%	39.1%	56.7%		

Program Year 2022 Quarterly Timeframes to be Reported

			Quarter 1	Quarter 2	Quarter 4
Employment Rate Second Quarter After Exit			10/01/20 to	1/01/21 to	7/01/21 to 6/30/22
Employment Rate Fourth Quarter After Exit			4/01/20 to	7/01/20 to	1/01/21 to 12/31/21
Median Earnings Second Quarter After Exit			10/01/20 to	1/01/21 to	7/01/21 to 6/30/22
Credential Attainment Rate			4/01/20 to	7/01/20 to	1/01/21 to 12/31/21
Measurable Skill Gains			10/01/21 to	1/01/22 to	7/01/22 to 6/30/23

Youth on Youth Committee