

Collective Impact for Juvenile Justice

Collective Impact in its current form

General idea of collective impact:

- Help families navigate services to address their top needs.
- Use a trauma-informed approach in which families only have to tell their story once.
- Bring many service providers together in one location to assist with acquiring

Components:

- Families are recruited into the CI model through a backbone agency.
- Families are asked to complete a needs assessment that prioritizes needs across a number of domains.
- On a regular schedule (monthly, every two weeks, etc) one representative from each of the need domains.
- The families are met at the door by a volunteer guide who is responsible for using the families' needs assessments to assist them with getting to the appropriate services. Families will meet with up to four service providers during one session.
- Service providers set up appointments on the spot and discuss with families what the services will assist with.

Players/Stakeholders

- Backbone organization
 - The agency that organizes the CI meetings. Often a local non-profit
- Service Providers
 - Agencies that provide assistance in a certain domain within the service area
- Representative Agency
 - One to two agencies in each domain that have agreed to be the contact point for that domain. Representative agencies will not service all of the clients who need assistance in that domain; rather, they will ensure that the families are assigned to a service provider
- Volunteer Guides
 - Guides from the community or backbone organization who are trained in the CI model and assist families with navigating the CI meetings
- Families
 - Families recruited by the backbone organization (or, in some cases, other agencies) who have unmet needs

Costs:

- Backbone organization
 - Staff time – estimated at .5 FTE
 - Space rental, if applicable
 - Advertising, potentially

- Service Providers
 - Staff time – varies
 - Additional services – varies
- Representative Agencies
 - Staff time – varies
 - Additional services – varies
- Volunteer Guides
 - Training – one week-long program, plus follow-up time

Modifications for Juvenile Justice:

- Families would be recruited through the juvenile justice system
- Needs would include criminogenic needs and responsivity factors
 - Cognitive-behavioral programming for
 - Aggression
 - Problem-solving
 - Antisocial thinking
 - Strength-based programming
 - Mental health
 - Physical health
 - Education
 - Employment
 - Substance abuse
 - Mentoring
 - Family relationships
 - Housing
 - Food security
 - Transportation
 - Childcare/parenting skills

Modifications for Kansas:

- In rural areas, meetings would:
 - Be held in various locations around a region
 - Likely include fewer service providers
- Backbone agencies, representative agencies, and service providers would be partially grant-funded

Proposal:

Pilot this model in up to 10 areas across the state.

- Locate a backbone agency in each area
 - Each backbone would be provided with a \$30,000 grant to plan and execute the model
 - Expectation would be for the model to be executed within 12 months of grant distribution
- The backbone agency would be responsible for locating