

**P.A.L.S. Program Feedback**

Obtaining feedback of your program is important to learn if activities were worthwhile, to identify any problem areas, to inspire new ideas, and to reconsider any areas to avoid in the future. You will gain a better understanding of how to make P.A.L.S. better for the needs of the students, parents, teachers, and administrators of the school.

See the list below for ways to collect feedback! Choose the best method for your school program. Sample templates are included in this Section.

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| **Ways to obtain feedback:** | **Description:** |
| Pre and Post Surveys for student participants (optional) | Series of questions in a paper format provided to participants at the beginning and end of a program to note any significant changes before and after student participation. |
| Focus Groups/Think Tanks with Student Leaders and Supervisors. | Participants are asked questions in an interactive group environment to speak openly about their perceptions, opinions, beliefs, and attitudes towards the program. |
| Interviews with Student Leaders and Supervisors | 1:1 Conversations where questions are asked by the interviewer to students/staff to obtain facts, quotes, or statements. |
| Satisfaction Forms for Student Leaders and Supervisors | Satisfaction forms used to obtain feedback for participant and teacher participation. (Usually completed at the end of the program). |

Here are a series of questions to consider asking teachers, student leaders, and participants to help obtain feedback of the P.A.L.S. program!

**For participants (Pre and Post questions) (Optional):**

1. I am in grade \_\_\_
2. When I am playing with others, I am nice to them.
3. When I am playing with others, I allow everyone to take their turn
4. When I am playing with others, we find ways to work out our problems
5. During recess or lunch, I play games where I run, skip, jump or hop.
6. My favourite game is…

**For Student Leaders:**

1. Did you understand the instructions for the games? (during training and written instructions)
2. Do you think the students enjoy the activities?
3. Which games are most popular?
4. Which games are least popular?
5. Did you learn new games after the first PALS training?
6. Was it easy to teach the students new games?
7. Was it easy to get students to participate?
8. How many days/week were you a PALS leader on the playground?
9. On an average day, how many kids played games with you on the playground?
10. How often did you have to solve problems that involved conflict? (daily, 1-2xweek, 3-5x/week, other)
11. How many times did you have to ask an adult for help? (daily, 1-2x/week, 3-5x/week, other)
12. What did you learn from being involved in the PALS Program?
13. Would you recommend being a PALS leader to someone?
14. How could the program be improved?

**For Supervisors:**

1. Did the PALS leaders receive training?
2. How long was the training?
3. Did PALS Leaders learn additional games after the initial training?
4. Which games were most popular on your playground?
5. When did your school begin the PALS program?
6. How often does the program run during the week? (# of days)\_\_\_, (# of times/ per day)\_\_\_\_.
7. Have the PALS leaders displayed: conflict resolution strategies, leadership skills, communication skills, responsibility, safety knowledge, and game knowledge?
8. What are some examples of Developmental Assets and/or youth engagement strategies you used during the program?
9. What time of the year was your playground most active?
10. Did PALS increase activity levels on the playground?
11. On an average day, how many children participate in the PALS program?
    1. Primary students (Gr.1-3) \_\_\_\_\_
    2. Junior students (Gr.4-6) \_\_\_\_\_\_
12. As a result of implementing the PALS program, do you feel the incidence of inappropriate behavior decreased? (Verbal, physical, social)
13. Describe how you incorporated Developmental Assets® and/or youth engagement strategies into the P.A.L.S. Program.
14. List the challenges encountered when implementing the program.
15. How would you improve the program?