## Discovery Youth Evaluation Summary

**Children’s Discovery Museum of San Jose**  
Supported by Lucile Packard Foundation for Children’s Health

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<th>Discovery Youth Objective</th>
<th>Accomplishments</th>
<th>Challenges</th>
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| • Have 70 adolescents produce 27 video web and radio projects concerning health issues | • Innovative videos that show understanding of health issues and of video production techniques  
• 132 adolescents participated; core group of 25-30 | • Producing web and radio projects  
• Need to leverage CDM marketing and outreach to Recruiting new participants | • Invite special guests from industry to help lead web and radio production sessions | • “Rigo Goes to the Doctor” and “In Your Nose” were two video projects promoting healthy behavior |
| • Increase health knowledge through research and multimedia | • Videos shown to public at Children’s Health Fair and Safe Nights | • Health research generally not motivating enough to keep kids coming back to program  
• Staff need more training to address health issues | • Staff attend seminars on children’s health  
• Leverage LPFCH resources for health information and to make health research exciting | • Discovery Youth participants had a chance to learn about health by being responsible for educating younger children |
| • Develop self-confidence and social skills | • Diverse group of adolescents work together confidently  
• Represented CDM to the public  
• Participants socialize outside of DY program | • Maintain high level of accomplishment in year two | | • Participants are better prepared for school  
• Strong sense of community prevalent in staff and participant comments |

July 15, 2002  
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<td>• Experience positive relationship with adults</td>
<td>• Participants have great enthusiasm for working with DY staff</td>
<td>• Develop ways to measure the impact of positive adult relationship in other settings – i.e. are there changes in relationships with teachers?</td>
<td>• Build strong working relationships with new staff member</td>
<td>• Providing positive role models has been the most successful piece of the program so far</td>
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| • Lead health awareness projects for younger museum visitors | • Participants enjoyed time in the Zoom Zone and the Early Childhood Center | • Keeping health awareness interesting to participants | • Develop permanent exhibit space on museum floor to showcase periodic health lessons | • Permanent space on the floor could have videos playing in a loop to:  
  o Raise health awareness  
  o Increase awareness of Discovery Youth |

- Participants enjoyed time in the Zoom Zone and the Early Childhood Center.
- Children’s Health Fair and Safe Nights promoted health issues to thousands of local young people.
- Participants have great enthusiasm for working with DY staff.
- DY staff successfully balance roles of instructor, friend, adult.
- Develop ways to measure the impact of positive adult relationship in other settings – i.e. are there changes in relationships with teachers?
- Build strong working relationships with new staff member.
- Bring new program participants into this strong community.
- Providing positive role models has been the most successful piece of the program so far.
- Permanent space on the floor could have videos playing in a loop to:
  - Raise health awareness
  - Increase awareness of Discovery Youth

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