

# COMMUNITY PANEL CRITERIA GUIDELINES

FOR PANELISTS

YOUTH VENTURE DREAM IT. DO IT. CHALLENGE

Note your feedback for each Venture Team as they present. Rate on this scale of 1 to 4 and mark your choice on the panelist feedback form.

COMMUNITY PANEL CRITERIA GUIDELINES				
>>	1	2	3	4
<b>Youth Created, Led and Managed</b>	Appears adult led. Youth play supporting roles and do not have substantial responsibility.	Youth lead most aspects of the venture. Adults are engaged in some aspects.	Youth lead almost all aspects of the venture. Adults are involved minimally.	Young people lead all aspects of the venture – the creating, planning and execution.
<b>Involves a Strong Team</b>	Venture involves no other youth and does not benefit others from the community.	Venture is a partnership, or involves or benefits a small group in the community.	Venture involves a small group as planners and organizers, and benefits many from the community.	Venture involves a group of youth as planners, a larger body of youth as implementers, and benefits many others.
<b>Involves an Ally</b>	Venture has no Ally.	Venture has a weak Ally.	Venture has a strong Ally.	Venture has a strong Ally and consistent support.
<b>Makes a Difference in the Community</b>	Venture has little or no impact on the community, other than on the Venturers themselves.	Venture will impact a small number of people beyond the Venturers.	Venture will be a resource and source of pride for many in the community.	Venture potentially will make major positive impacts in building the community and demonstrating nationally that youth are resources.
<b>Clear, Attainable Goals</b>	Venture has no clear goals.	Venture may have some vague goals, but has little or no explanation of how they will be reached.	Venture has clear short-term goals, but has not developed longer-term goals.	Venture has clear goals for short term and ultimate long-term goals.
<b>Credible Plan and Budget</b>	Venture has no plans for future sustenance and no budget.	Venture has an outline of a plan and a vague budget.	Venture has a clear plan and budget, though both may need revisions.	Venture has a clear, focused plan and budget outlining how the venture will meet its goals.
<b>Designed to be a Lasting/Ongoing Organization</b>	Venture is structured as a one-time project, and is not likely to continue.	Venture has the potential to become ongoing, but plans are vague. The venture is not structured for the future.	Venture has good potential, a good plan, and is structured to handle future Venturer turnover.	Venture has clear plans to become ongoing, including transition plans & structured roles of responsibility for future Venturers.
<b>Relates Story of the Youth Venture Journey</b>	Youth did not include any personal or team reflection on their journey.	Youth include minimal personal or team reflection.	Youth discuss journey and reflect on their experience.	Youth fully and honestly discuss impact of the YV journey, including motivations, strengths, and concerns for the future.
<b>Energy and Skills to Succeed</b>	Youth show limited energy and commitment and are missing skills needed to succeed.	Youth show some energy and commitment, and have some abilities needed to succeed.	Most youth have high energy, a high level of commitment, and most of the abilities needed to succeed.	Youth demonstrate high energy levels, commitment, and the abilities to make the venture succeed.
<b>Ethical Standards</b>	Youth show tendencies to involve in unethical behavior.	Youth understand right from wrong, and guide their actions ethically.	Youth have pride in their strong morals and integrity.	Youth are role models in their community for ethical behavior.