

Incentives - Youth

420.1 PURPOSE AND SCOPE

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The purpose of this policy is to establish the implementation of incentives for youth to promote and support positive behavioral changes in our supervised youth population. This policy applies to all designated personnel.

420.2 DEFINITIONS

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Client Action Plan (CAP): Is a client-driven, family-centered case plan which includes goals and tasks related to the youth's assessed primary needs, formerly known as criminogenic needs.

Goals: The desired result for a youth's work on probation outlined in Positive Youth Development language that is Specific, Measurable, Achievable, Realistic and Time-sensitive (SMART) and is related to the youth's assessed primary needs. If completed, warrants significant points/incentive, especially if goal falls under a "Big Four" domain.

Incentive: Rewards given to youth for good behavior and/or successful completion of short- and/or long-term case plan goals, developmental achievements, or accomplishments. Rewards can be actual items or experiences.

Primary Needs: These refer to criminogenic needs or major risk factors associated with recidivism.

Big Four (4) Primary Needs: This refers to the following domains: 1) Self-Regulation, 2) Attitudes and Beliefs, 3) Peers, and 4) Social Connections.

Domain: The assessed primary need areas identified on the youth's San Diego Risk and Resiliency Check-Up (SDRRC)-II assessment. If completed, warrants a big-ticket incentive and/or significant points, especially within the BIG FOUR (4) primary needs areas.

Stages of Change (SOC): James Prochaska and Carlo DiClemente identified and developed their Stages of Change model. While change varies from person to person, this concept refers to the various stages one can expect to go through when modifying behavior.

Pre-contemplative: These tasks are simply to try and find any small intrinsic awareness in the youth that something might need to change. This is the lowest point value for completion.

Contemplative: These tasks are for youth who might understand there is a need for change but are not sure about how to get there. The tasks require they explore options. This should be easy and not require much effort.

Preparation: These tasks are for youth who know they need to make changes and are beginning to take steps to set up services or find help to make the changes. This requires some good effort on the youth's part.

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Action: These tasks are for youth who are working on their goals and actively engaging in services. Given these tasks are action oriented, they can earn points each time they engage in a program, services etc.

Youth Tasks: The specific work youth will do to help youth accomplish the goals related to the domains. Completion of tasks and point assignment should be broken up by SOC. As a youth progresses through their SOC on a given goal, the tasks become more valuable and more challenging, thereby earning more points and rewards.

Team Accountability Tasks: Each team member attending the case planning session is an integral part of the process, as such each member will work and be assigned tasks toward helping the youth achieve their goals and tasks. Team Accountability Tasks capture each team member's contribution to the youth's case plan. Team members include but are not limited to the probation officer, family members, natural supports, tribal representatives, educators, and providers.

420.3 POLICY

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In support of creating positive opportunities, the Youth Development and Community Support Services (YDCSS) Incentive Program will motivate, promote, and reinforce long-term positive behavior change by supporting youth in the juvenile justice system to be successful.

420.4 REFERENCES

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See the Incentives Procedure for additional guidance.