





The program's indoor and outdoor environment are set up to facilitate youth development, play, and learning, as well as general program success.

Please check here:	ı					Rating Key:
I am a:	ı					1: Needs Improvement
Youth Parent/Guardian/Family member	ı					2: Some Progress Made/Approaching Standard
•	í					3: Satisfactory/Meets Standard
Program Staff Member	í					4: Excellent/Exceeds Standard
School Staff Member	İ					N/A or N/R: Not Applicable or
Program Partner	Ī					Not Rated
Standards/Elements			Rat	ina		Examples/Rationale
otaniaa ao/Elomonto	1	2	3	<u>9</u> 4	N/A-N/R	Zampioo/Nationalo
Indoor Environment:		<u> </u>	•	<u> </u>	1.47.1.41.	
1) The indoor space is welcoming and <u>vouth-ce</u>	enter	<u>'ed</u> .				
a. The space is clean and organized.						
b. The space is well-lit.						
 c. Equipment is appropriate for the size of the youth in the program. 						
d. The space reflects the interests of the youth. (Note: This may not be possible, depending on the degree of control the program has over this.)						
e. The space displays the work of the youth. (Note: This may not be possible, depending on the degree of control the program has over this.)						

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Indoor and Outdoor Environment



		Youth can safely access materials, such as books and games, independently.						
2)	The	ere is adequate indoor space for activities	5.					
		Space is large enough to accommodate all youth and activities.						
	 	There are appropriate spaces for the different kinds of activities offered, and single multipurpose rooms are divided into defined spaces. For example, there is a large space for sports or dance, a quiet and well-lit space for homework, and relaxing soft space.						
3)	The	ere is adequate space for storage.						
	a.	Storage space is lockable.						
		There is space for program materials and equipment.						
		There is space for staff to store personal tems.						
		There is space for youth to leave jackets and packpacks.						
4)	The	ere is a written contingency plan.						
	pla sta	e administration has a written contingency n to implement as many of these ndards as possible, in the case that the ogram is temporarily displaced.						
Outdoor Environment:								
1)	You	ith spend enough program time outdoors	S					
	30	uth have an opportunity to spend at least minutes outdoors for every 3-hour block of e. (Note: Exceptions may be necessary						

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Indoor and Outdoor Environment



	or or w si	ue to the weather, the special health needs an individual youth, or circumstances that take the program unable to provide safe utdoor space. Programs should find other ays to access the outdoors in these tuations. For example, the program may rovide safe group transport to, and upervision at, a local public park.)						
2)	Th	ere is a variety of outdoor spaces, equipn	nent,	and	mate	rials	5.	
	a.	There is access to a variety of outdoor spaces. For example, there is access to open space to run and protected space for quiet play and socializing.						
	b.	There is access to a variety of outdoor equipment and materials.						
	C.	Small and large equipment and/or materials for outdoor play are age appropriate and developmentally appropriate.						
3)	St	orage for outdoor equipment and material	s is c	conv	enier	t foi	children	and youth.
	a.	Youth can access equipment and materials easily.						
		Storage for outside equipment and materials is close to the outdoor play area or readily accessible.						
4)	St	aff are actively engaged with children play	ing o	outdo	oors.			
	a.	There are both <u>staff-directed</u> and <u>youth-directed</u> outdoor activities.						
	b.	Staff encourage youth engagement outdoors using a variety of strategies, including <u>peer</u> <u>support</u> and non-verbal communication such as with objects, actions, and pictures.						

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Indoor and Outdoor Environment



C.	Staff maintain <u>adequate supervision</u> of youth while outdoors.									
5) Th	5) The program enhances an appreciation for nature and the outdoors.									
a.	There are opportunities for children and youth to discover nature.									
b.	The program links outdoor play to experiential learning. For example, programs may incorporate gardening, nature journaling, and outdoor STEAM (Science, Technology, Engineering, Arts and Math) activities.									
C.	Staff occasionally move traditional indoor activities outside, weather-permitting. Examples are snack, arts and crafts, and reading/stories.									
d.	The program brings the outdoors indoors, especially when outdoor play is impossible. Examples are bringing in a bird's nest or shells, tending to a plant, and opening windows.									