Polk County Youth Activity Interest Survey Report 2017

Report compiled by Polk County's Drug, Alcohol and Problem Gambling Prevention Program

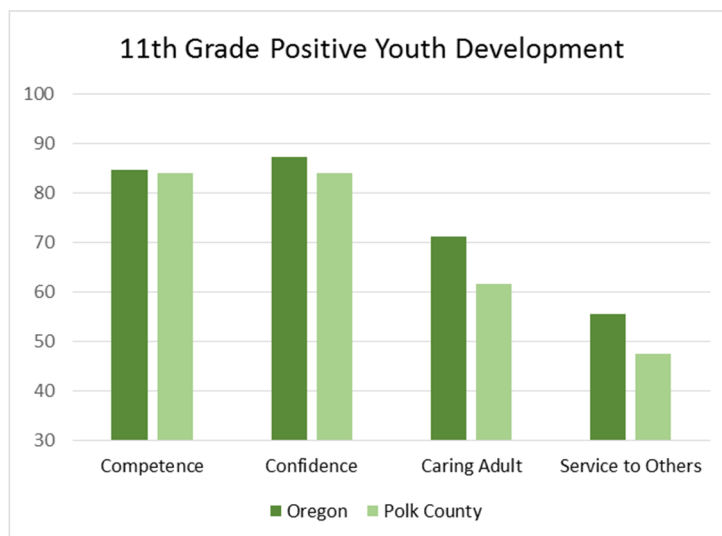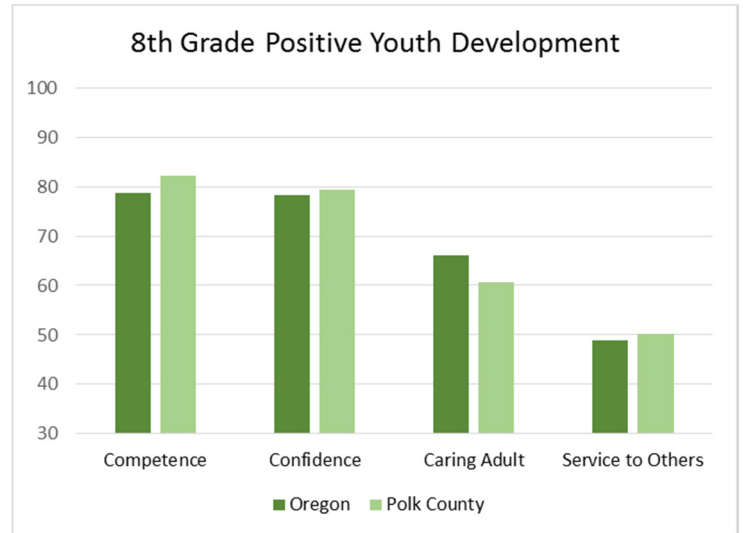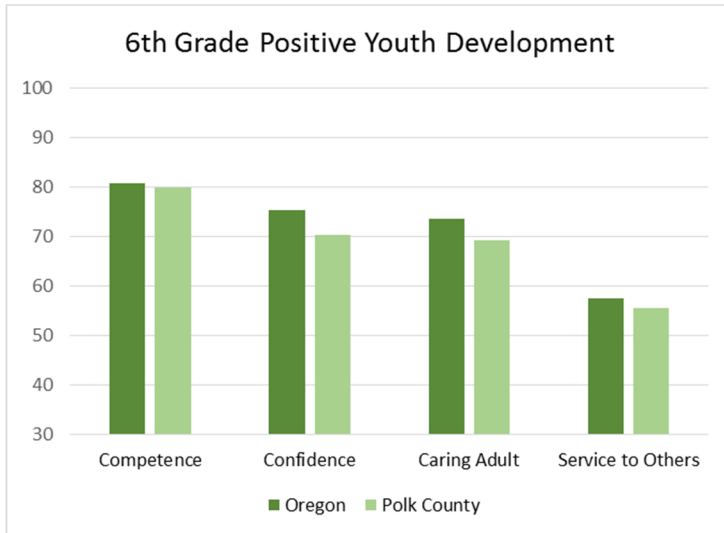# Table of Contents

History and Purpose

Report last updated January 2018

This survey is stems from the original Polk County youth survey conducted in 2011. The need for this information to be up to date and once again applicable was evident to all those serving youth in Polk County. Simultaneously, community members were expressing interest in learning more about the challenges youth face today in regards to technology. Anecdotally, there are indications that technology is a valuable tool used by youth for their betterment and that youth struggle with maintaining a healthy relationship to technology. However, no data was available related to these concerns. Accordingly, we recreated the youth survey, using the 2011 survey as a foundation, to encapsulate both the pertinent information from the first iteration and changes in today's interests, concerns, and barriers.

This survey had three purposes. Like the original survey, the primary purpose was to learn from youth what activities they are interested in! Polk County is home to numerous organizations, schools, churches, community groups, and community members who are passionate about engaging youth and playing a role in the positive development of Polk County's young people. In order to best serve youth, we need to hear from them about what they would like to do and what they are already involved in! The second goal was to learn from youth what is needed to ensure they can take part in the activities they want to do. This included questions about marketing, scheduling, transportation, and barriers. Finally, there was a strong desire from community members to learn about how teens manage their technology use and what impact technology use is having on their lives. As a result, we asked questions about the types of technology use they engage in and what, if any impact, that is having on their school performance, relationships, sleep, and behavior.

From the perspective of the Polk County Drug and Alcohol Prevention program, improving services for youth in Polk County is important for prevention. The more that disengaged youth participate in activities they enjoy and are interested in, the less likely those youth will be to become addicted to drugs, alcohol or gambling. Activities, clubs and events provide youth with opportunities for positive development. Positive youth development is a key protective factor against addiction and mental illness. Positive youth development, specifically a non-parent caring adult, can help offset the negative impact of adverse childhood experiences, toxic stress and trauma. Positive youth development includes four components: relationship with a caring non-parent adult, service to the others, ability to solve their own problems, and confidence in their ability to try new things. In Polk County, youth are strong in the areas of competence and confidence but are low in the areas of having a non-parent caring adult and volunteering to help others and/or the community.

Positive Youth Development in Polk County

6th Grade Positive Youth Development

Legend: Oregon, Polk County

8th Grade Positive Youth Development

Legend: Oregon, Polk County

11th Grade Positive Youth Development

Legend: Oregon, Polk County

Survey Implementation

Outreach was conducted to all middle and high schools in Polk County but not all chose to participate. The survey was created in SurveyMonkey and administered to students in participating middle and high schools during the school day. Students completed the survey during the spring of 2017. In total, 1,987 students were surveyed from four different districts: Central School District, Dallas School District, Falls City School District, and Perrydale School District.

Report last updated January 2018

Demographics

All demographic questions were optional and some students opted not to answer or skipped the question altogether. Below, the percentages are based off the students who did answer. Selected demographic questions allowed students to select more than one answer. For these questions, percentages may add up to over 100%.

Age and Gender									
Age	Female		Male		Other		Decline to Answer	Total	
10 or younger	3		2		8		1	14	0.9%
11-14	325		266		22		16	629	39.4%
15-18	434		432		28		20	914	57.2%
Over 18	11		22		6		1	40	2.5%
Decline to Answer	5		18		18		349	390	--
Total	778	48.6%	740	46.2%	82	5.1%	387	--	1,987

Race/Ethnicity		
Participants could select one or more racial/ethnic identities	#	%
Asian	81	5.3%
Black/African American	86	5.6%
Caucasian/White	1063	69.1%
Hispanic/Latino	381	24.8%
Native American	200	13%
Pacific Islander	47	3.1%
Biracial or Multiracial	63	4.1%
Other	138	9%
Decline to Answer	449	--

Language(s) Spoken at Home		
Participants could select one or more languages	#	%
English	1537	95.3%
Spanish	357	22.1%
Russian	45	2.8%
Other	121	7.5%
Decline to Answer	374	--

School District Attendance		
	#	%
Central School District	723	43.6%
Dallas School District	704	42.5%
Perrydale School District	134	8.1%
Falls City School District	46	2.8%
Other	51	3.1%
Decline to Answer	329	--

Barriers

Marketing

45.5% of respondents said they wanted to participate in an activity, event, opportunity or club **but did not know of the activities, events, or opportunities that were available.**

In their own words:
"I never found out about events in the first place."
"I don't know about them until it is too late."

Top ways youth hear about opportunities			
HOW do they hear about it?		**WHO do they hear it from?**	
1.	Text Messages	1.	Friends
2.	YouTube	2.	Classmates
3.	TV	3.	Parents
4..	Snapchat	4.	Teachers
5.	Instagram	5.	Siblings
6.	School Announcements	6.	Relatives
7.	Phone Calls	7.	Coaches

Scheduling

42.3% of respondents said they wanted to participate in an activity, event, opportunity or club **but it was held at a time or day I couldn't make.**

In their own words:
"[Activities were] not at the right time of day."
"It was held at the wrong time."

Top times youth want activities							
Weekdays	#	%		Weekends	#	%	
Monday 5-8pm	701	35.3%		Fridays 5-8pm	742	37.3%	
Thursday 5-8pm	691	34.8%		Saturday 2-5pm	644	32.4%	
Wednesday 5-8pm	673	33.9%		Sunday 2-5pm	601	30.2%	
Tuesday 5-8pm	670	33.7%		Saturday 5-8pm	594	29.9%	
Wednesday 2-5pm	648	32.6%		Saturday 11am-2pm	561	28.2%	

Seasonal preferences for activities							
Summer	68.3%		Spring	54.7%		Fall	45.8%		Winter	42.9%

Cost

35.6% respondents said they wanted to participate in an activity, event, opportunity or club
but it was too expensive.

In their own words:

"Everything is way too overpriced, and from my experiences, only the richest kids get to go to most extracurricular activities"
"Activities have been too expensive for our family recently."
"I would say that it is too expensive because my mom doesn't have a lot of money so sometimes I can't or I have to get scholarships."

Location and Transportation

29.1% respondents said they wanted to participate in an activity, event, opportunity or club
but they did not have transportation to get there.

30.4% respondents said they wanted to participate in an activity, event, opportunity or club
but it was located too far away.

In their own words:
"The most common barrier is that the activity is far away and on days my mom works."
"If it is an activity out of town; transportation and gas money"
"The number one biggest problem for me is transportation. My mother doesn't have a car."

Top ways youth currently get to activities				
Youth 14 and Younger			Youth 15 and Older	
1.	Parent drives them		1.	Parent drives them
2.	Walk		2.	Friend picks them up
3.	Friend picks them up		3.	Drive
4..	Activity is held at school		4.	Walk

Other Common Themes

In their words:
"The most common barrier is I only want to go if my friends will be there too"

"Activities lacking disability inclusion"

"I have too much homework to participate in what I want to participate in"

"[I] am scared I won't be accepted or I won't know what to do."

"[I was] too nervous to push myself to participation"

"[there was] bullying, [and] unsportsman like behavior towards newcomers"

Top Activities by Category

This survey separated activities into 11 categories: Sports, Physical Activity, Outdoors, Music, Performing Arts, Arts, Science and Technology, Events, Leadership, Groups and Clubs, and Employment Opportunities. Each category had between 10 and 24 activities listed with an average of 15 activities listed per category. We asked students to tell us whether each activity was something they already do, have always wanted to do, thought sounded interesting, or were not interested in. Below are the top 5 activities youth wanted to do (combination of always wanted to do and sounded interesting) and the top five activities youth are already doing, in each category. * indicates that 25% or more students said this was something they had always wanted to do, reflecting a high level of enthusiasm for the activity.

Sports					
Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Martial Arts	848	42.7%	Basketball	551	27.7%
Tennis	796	40.1%	Soccer	391	19.7%
Swimming	761	38.3%	Baseball/Softball	380	19.1%
Bowling	695	35%	Track and Field	351	17.7%
Gymnastics	656	33%	Football	346	17.4%

Physical Activity					
Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Indoor Rock Climbing*	1065	53.6%	Running	584	29.4%
Self Defense*	1047	52.7%	Dodgeball	565	28.4%
Parkour/Obstacle Course*	947	47.7%	Weightlifting	494	24.9%
Ropes Course	767	38.6%	Kickball	461	23.2%
Dodgeball	695	35%	Cycling	307	15.5%

Outdoors					
Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Archery*	1100	55.4%	Camping	1115	56.1%
Rock Climbing*	975	49.1%	Hiking	966	48.6%
Whitewater Rafting*	968	48.7%	Fishing	951	47.9%
Skiing/Snowboarding*	963	48.5%	Hunting	487	24.5%
Kayak/Canoeing*	879	44.2%	Kayak/Canoeing	478	24.1%

Music					
Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Guitar Lessons*	842	42.4%	Singing	418	21%
Music Production/Recording	797	40.1%	Choir	304	15.3%
Piano Lessons	727	36.6%	Band/Musical Group with Friends	204	10.3%
Drumming	678	34.1%	Piano Lessons	173	8.7%
Band/Musical Group with Friends	570	28.7%	Guitar Lessons	154	7.8%

Performing Arts					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Acting/Drama	632	31.8%	Acting/Drama	273	13.7%
Comedy Improv	627	31.6%	Comedy Improv	134	6.7%
Theater Lighting and Sound	591	29.7%	Hip Hop Dance	126	6.3%
Hip Hop Dance	587	29.5%	Theater Set Design and Production	125	6.3%
Break Dance	561	28.2%	Theater Lighting and Sound AND Choreography	104	5.2%

Arts					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Film/Movie Making*	913	45.9%	Drawing	648	32.6%
Carving/Woodworking	886	44.6%	Photography	479	24.1%
Graphic Design	841	42.3%	Painting	441	22.2%
Photography*	825	41.5%	Ceramics/Pottery	289	14.5%
Ceramics/Pottery	764	38.4%	Sewing	262	13.2%

Science and Technology					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Drones*	954	48%	Animal Science	154	7.8%
App Design and Creation	906	45.6%	Coding	144	7.2%
Engineering	902	45.4%	Robotics	140	7%
Animal Science	893	44.9%	Drones	139	7%
Robotics	765	38.5%	Engineering AND Natural Science	124	6.2%

Events					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Movie in the Park*	903	45.4%	Movie Night	526	26.5%
Movie Night	873	43.9%	Sports Tournaments	486	24.5%
Game Night	868	43.7%	Movie in the Park	425	21.4%
Video/Computer Game Tournament	742	37.3%	Concerts	398	20%
Talent Show	687	34.6%	Dances	338	17%

Leadership					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Mentoring	759	38.2%	Volunteering on a Single Project	235	11.8%
Peer Helper	694	34.9%	Peer Helper	215	10.8%
Tutoring	691	34.8%	Mentoring	186	9.4%
Honor Society	667	33.7%	Volunteering on an ongoing basis	184	9.3%
Youth Leadership Team	639	32.2%	Other School Leadership Opportunities	171	8.6%

Groups and Clubs						
Top Activities Youth WANT to do	#	%	**Top Activities Youth ALREADY do**	#	%	
Cooking Club*	918	46.2%	Religious/Church Youth Group	248	12.5%	
Yearbook Club	715	36%	4H	140	7%	
Art Club	639	32.1%	FFA	122	6.1%	
Foreign Language Club	607	30.5%	Chess Club	96	4.8%	
School Newspaper	521	26.2%	Cooking Club	81	4.1%	

Employment Opportunities						
Top Activities Youth WANT to do	#	%	**Top Activities Youth ALREADY do**	#	%	
Food Service	978	49.2%	Babysitting/Childcare	540	27.2%	
Internships	818	41.2%	Farm/Ranch/Agriculture	302	15.2%	
Grocery/Convenience Store/Gas Station	810	40.8%	Food Service	144	7.2%	
Job Shadows	738	37.1%	Job Shadows	94	4.7%	
Lifeguard	715	36%	Lifeguard	60	3%	

*=25%+ of students reported having always wanted to do this activity

Employment Experience				
	Yes	%	No	%
Do you have a job?	420	23.7%	1351	76.3%
Do you want a job?	1556	89.3%	186	10.7%

Top Overall Activities

Top 20 Activities							
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**	
Archery*	1100	55.4%		Camping	1115	56.1%	
Indoor Rock Climbing*	1065	53.6%		Hiking	966	48.6%	
Self Defense*	1047	52.7%		Fishing	951	47.9%	
Food Service Employment	978	49.2%		Drawing	648	32.6%	
Rock Climbing*	975	49.1%		Running	584	29.4%	
Whitewater Rafting*	968	48.7%		Dodgeball	565	28.4%	
Skiing/Snowboarding*	963	48.5%		Basketball	551	27.7%	
Drones*	954	48%		Babysitting/Childcare	540	27.2%	
Parkour/Obstacle Course*	947	47.7%		Movie Night	526	26.5%	
Cooking Club*	918	46.2%		Weightlifting	494	24.9%	
Film/Movie Making*	913	45.9%		Hunting	487	24.5%	
App Design and Creation	906	45.6%		Sports Tournaments	486	24.5%	
Movie in the Park*	903	45.4%		Photography	479	24.1%	
Engineering	902	45.4%		Kayak/Canoeing	478	24.1%	
Animal Science	893	44.9%		Kickball	461	23.2%	
Carving/Woodworking	886	44.6%		Painting	441	22.2%	
Kayak/Canoeing*	879	44.2%		Movie in the Park	425	21.4%	
Movie Night	873	43.9%		Singing	418	21%	
Game Night	868	43.7%		Concerts	398	20%	
Martial Arts	848	42.7%		Soccer	391	19.7%	

Technology Use

The survey included questions about technology use and potential negative impacts of technology use on sleep, school, relationships, and behavior. Students were asked if they had attempted to cut back on an activity involving technology, technology or screen time in general or never attempted to cut back. Based on their response they were asked questions about the impact of the activity they had attempted to cut back on. Students who selected they had tried to cut back on screen time or technology in general and students who said they had not tried to cut back were asked questions about the impact of their technology use. If they had not tried to cut back, we did not ask if they were successful at cutting back.

Attempts to Reduce Technology Use
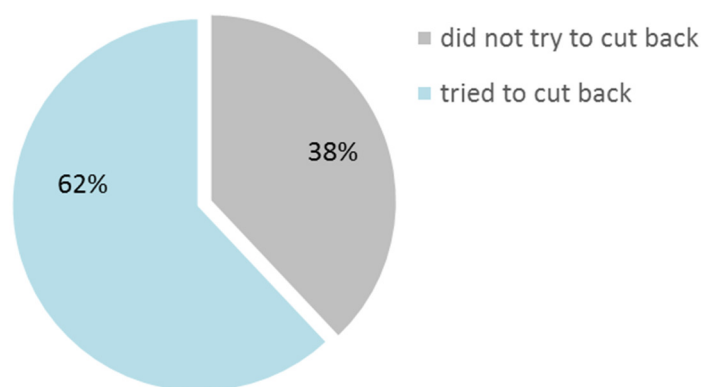
- did not try to cut back
- tried to cut back

38%
62%

Difficulty Cutting Back on Technology	
Students reporting they were UNABLE to cut back	%
Texting	34.9%
Online Gambling	27%
Social Media	26.5%
Games or Apps on Phone	26 %
TV/Netflix/Hulu/YouTube	23.1%
Screen Time or Technology in General	22.7%
Video/Computer Games	18%

Impact on Sleep	
Students reporting they frequently or occasionally lost sleep due to use*	%
Social Media	38.6%
Screen Time or Technology in General	36.3%
TV/Netflix/Hulu/YouTube	33.1%
Video/Computer Games	28.7%
Games or Apps on Phone	24.7%
Texting	22.7%
Online Gambling	22.6%

Impact on School	
Students reporting their school performance was frequently or occasionally impacted due to use*	%
Video/Computer Games	27.9%
Games or Apps on Phone	25.7%
Social Media	24.2%
Screen Time or Technology in General	23.6%
Online Gambling	20%

Impact on Behavior	
Students reporting they lie or hide their use frequently or occasionally*	%
Online Gambling	23.3%
Texting	16.3%
Games or Apps on Phone	16.2%

Impact on Relationships	
Students reporting their friends or family frequently or occasionally complained about their use*	%
Texting	29.6%
Games or Apps on Phone	28.8%
Screen Time or Technology in General	27.4%
Social Media	26.8%
Video/Computer Games	24.8%

*These percentages are based on the students who had tried to cut back on that type of technology activity, except for screen time in general which was asked to all students who said they had not tried to cut back on technology.

Time Spent Per Week on Technology Related Activities
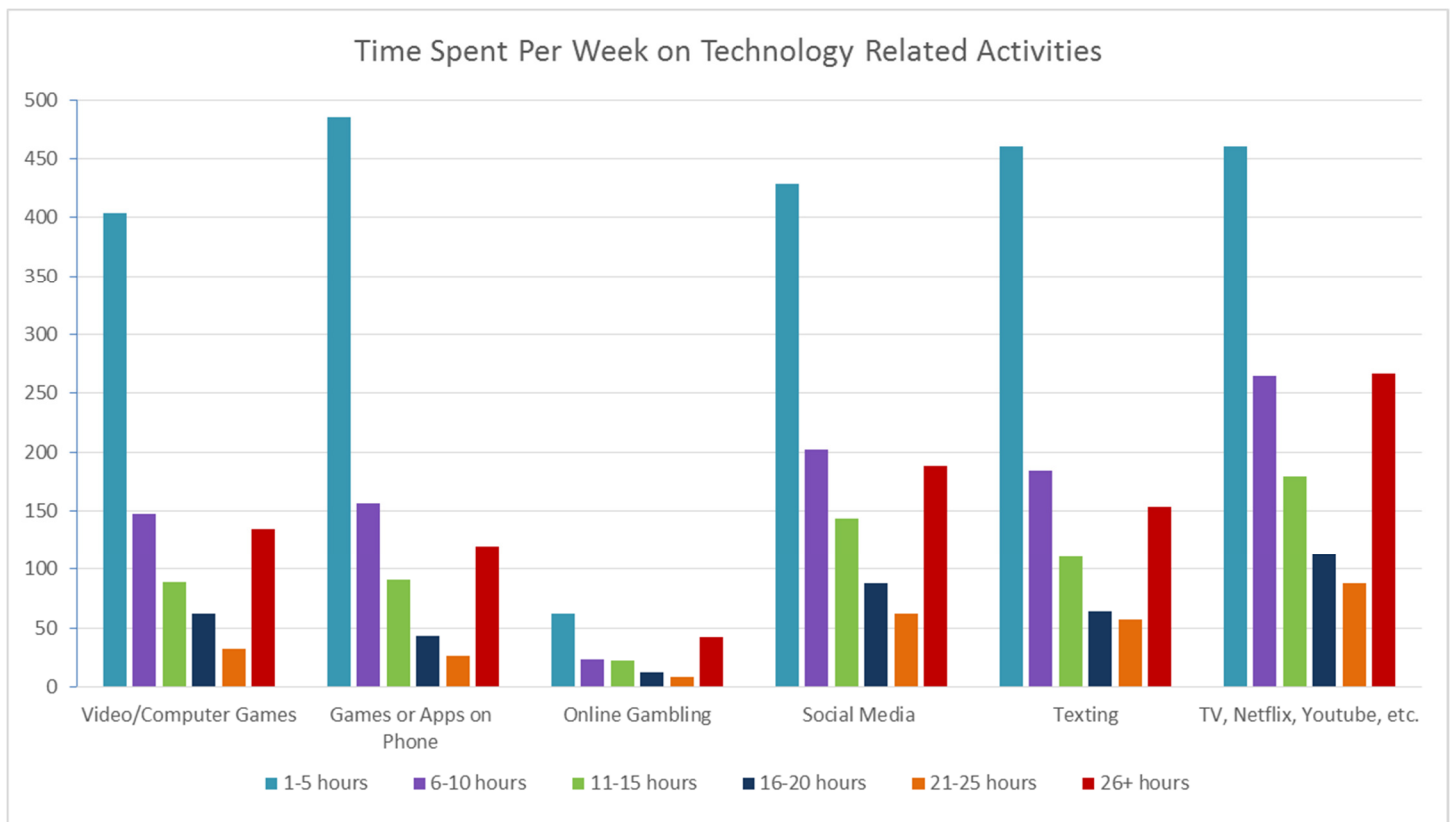
The above chart depicts a pattern for all technology related activities. With each progressing increment of time, the number of students reporting that level of use decreases. However, for each activity, in the 26+ hours per week category, we see a surprising jump given the strong downward trend. It could be that this final category reflects students have a strong interest and enjoyment of these activities and thus are choosing to spend a large proportion of their free time doing them. However, knowing that for each activity between 18%-35% of students who wanted to cut back, could not, it seems that this category may reflect students who are struggling to set boundaries around their technology use.

Top Activities by Category- Female Responses

Sports

Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Gymnastics*	380	48.8%	Volleyball	221	28.4%
Swimming AND Tennis	347	44.6%	Basketball	195	25.1%
Dance Team	323	41.5%	Baseball/Softball	152	19.5%
Martial Arts	301	38.7%	Swimming	133	17.1%
Volleyball	293	37.7%	Soccer	124	15.9%

Physical Activity

Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Indoor Rock Climbing*	461	59.3%	Running	211	27.1%
Self Defense*	446	57.3%	Yoga	165	21.2%
Yoga	359	46.1%	Kickball	148	19 %
Parkour/Obstacle Course AND Zumba	352	45.2%	Dodgeball	147	18.9%
Ropes Course	329	42.3%	Weightlifting	123	15.8%

Outdoors

Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Archery*	445	57.2%	Camping	475	61.1%
Skiing/Snowboarding*	407	52.3%	Hiking	408	52.4%
Rock Climbing*	406	52.1%	Fishing	358	46%
Whitewater Rafting*	402	51.7%	Kayak/Canoeing	190	24.4%
Backpacking*	385	49.5%	Hunting	156	20.1%

Music

Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Guitar Lessons*	398	51.2%	Singing	235	30.2%
Piano Lessons*	384	49.4%	Choir	163	21%
Music Production/Recording	370	47.6%	Piano Lessons	89	11.4%
Drumming	283	36.4%	Band/Musical Group With Friends	81	10.4%
Band/Musical Group with Friends	274	35.2%	Guitar Lessons	50	6.4%

Performing Arts					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Acting/Drama*	344	44.2%	Acting/Drama	125	16.1%
Hip Hop Dance	323	41.5%	Hip Hop Dance	75	9.6%
Ballroom Dance	319	41%	Ballet	62	8%
Theater Set Design and Production	289	37.2%	Choreography	125	7.3%
Theater Lighting and Sound AND Break Dance	286	36.8%	Theater Set Design and Production	104	6.9%

Arts					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Film/Movie Making*	422	54.2%	Drawing	328	42.2%
Photography*	383	49.2%	Photography	281	36.1%
Ceramics/Pottery*	375	48.2%	Painting	263	33.8%
Carving/Woodworking	369	47.4%	Sewing	174	22.4%
Sculpting*	361	46.4%	Ceramics/Pottery	171	22 %

Science and Technology					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Animal Science*	425	54.6%	Animal Science	68	8.7%
App Design and Creation	352	45.2%	Natural Science	42	5.4%
Drones	320	41.1%	Website Design	31	4%
Natural Science	312	40.1%	Coding	28	3.6%
Engineering	297	38.2%	Engineering AND Robotics	23	3%

Events					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Movie in the Park*	428	55%	Movie Night	257	33%
Movie Night*	403	51.8%	Movie in the Park	226	29.1%
Game Night	393	50.5%	Concerts	222	28.5%
Teen Movie Festival/Contest	359	46.1%	Dances	214	27.5%
Art Show/Contest	351	45.1%	Sports Tournaments	204	26.2%

Leadership					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Mentoring	338	49.9%	Volunteering on a Single Project	128	16.5%
Peer Helper	380	48.8%	Peer Helper	114	14.7%
Tutoring	378	48.6%	Organize Events for Peers	104	13.4%
Youth Leadership Team AND Honor Society	346	44.5%	Other School Leadership Opportunities	100	12.9%
Organize Events for Peers	333	42.8%	Volunteering on an ongoing basis	94	12.1%

Groups and Clubs

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Cooking Club*	506	65%		Religious/Church Youth Group	130	16.7%
Yearbook Club*	431	55.4%		4H	75	9.6%
Art Club	378	48.6%		FFA	56	7.2%
Foreign Language Club	339	43.6%		Cooking Club	37	4.8%
School Newspaper	286	36.8%		Art Club	31	4%

Employment Opportunities

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Food Service*	479	61.6%		Babysitting/Childcare	364	46.8%
Internships*	425	54.6%		Farm/Ranch/Agriculture	111	14.3%
Grocery/Convenience Store/Gas Station	369	47.4%		Food Service	64	8.2%
Lifeguard	368	47.3%		Job Shadows	52	6.7%
Job Shadows	358	46%		Lifeguard	21	2.7%

*=25%+ of students reported having always wanted to do this activity

Top Overall Activities

Top 10 Activities

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Cooking Club	506	65%		Camping	475	61.1%
Food Service Employment	479	61.6%		Hiking	408	52.4%
Indoor Rock Climbing	461	59.3%		Babysitting/Childcare	364	46.8%
Self Defense	446	57.3%		Fishing	358	46%
Archery	445	57.2%		Drawing	328	42.2%
Yearbook Club	431	55.4%		Photography	281	36.1%
Movie in the Park	428	55%		Painting	263	33.8%
Internships AND Animal Science	425	54.6%		Movie Night	257	33%
Film/Movie Making	422	54.2%		Singing	235	30.2%
Skiing/Snowboarding	407	52.3%		Movie in the Park	226	29.1%

Report last updated January 2018

Top Activities by Category- Male Responses

Sports					
Top Activities Youth WANT to do	#	%	**Top Activities Youth ALREADY do**	#	%
Martial Arts	345	46.6%	Football	234	31.6%
Bowling	292	39.5%	Basketball	225	30.4%
Tennis	274	37%	Soccer	164	22.2%
Golf	251	33.9%	Track and Field	156	21.1%
Swimming	249	33.7%	Baseball/Softball	147	19.9%

Physical Activity					
Top Activities Youth WANT to do	#	%	**Top Activities Youth ALREADY do**	#	%
Parkour/Obstacle Course*	418	56.5%	Dodgeball	284	38.4%
Indoor Rock Climbing*	411	55.6%	Weightlifting	263	35.6%
Self Defense*	387	52.3%	Running	241	32.6%
Dodgeball	313	42.3%	Kickball	207	28%
Kickball	299	40.4%	Ultimate Frisbee	149	20.1%

Outdoors					
Top Activities Youth WANT to do	#	%	**Top Activities Youth ALREADY do**	#	%
Archery*	436	58.9%	Camping	424	57.3%
Skiing/Snowboarding*	392	53%	Fishing	398	53.8%
Rock Climbing*	391	52.8%	Hiking	353	47.7%
Whitewater Rafting*	386	52.2%	Hunting	235	31.8%
Kayak/Canoeing*	338	45.7%	Kayak/Canoeing	195	26.4%

Music					
Top Activities Youth WANT to do	#	%	**Top Activities Youth ALREADY do**	#	%
Guitar Lessons	282	38.1%	Singing	93	12.6%
Music Production/Recording	265	35.8%	Band/Musical Group With Friends	70	9.5%
Drumming	260	35.1%	Choir	67	9.1%
Piano Lessons	205	27.7%	Guitar Lessons	65	8.8%
Band/Musical Group with Friends	185	25%	School Band	49	6.6%

Performing Arts						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Comedy Improv	238	32.2%		Acting/Drama	73	9.9%
Theater Lighting and Sound	190	25.7%		Comedy Improv	53	7.2%
Acting/Drama	178	24.1%		Theater Set Design and Production	30	4.1%
Break Dance	165	22.3%		Theater Lighting and Sound AND Hip Hop Dance	26	3.5%
Theater Set Design and Production	157	21.2%		Break Dance	24	3.2%

Arts						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Carving/Woodworking	358	48.4%		Drawing	183	24.7%
Film/Movie Making	339	45.8%		Carving/Woodworking	121	16.4%
Graphic Design	333	45%		Photography	111	15%
Photography	294	39.7%		Painting	95	12.8%
Ceramics/Pottery	255	34.5%		Graphic Design	60	8.1 %

Science and Technology						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Drones*	473	63.9%		Drones AND Coding	73	9.9%
Engineering*	448	60.5%		Robotics	68	9.2%
App Design and Creation*	391	52.8%		Building Computers	63	8.5%
Robotics*	382	51.6%		Engineering	62	8.4%
Building Computers*	377	51%		Computer Programming	58	7.8%

Events						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Video/Computer Game Tournaments*	388	52.4%		Sports Tournaments	202	27.3%
Game Night	348	47%		Movie Night	169	22.8%
Movie Night	344	46.5%		Game Night	124	16.8%
Movie in the Park	339	45.8%		Movie in the Park	118	16%
Sports Tournaments	232	31.4%		Video/Computer Game Tournaments	114	15.4%

Leadership						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Mentoring	265	35.8%		Volunteering on a Single Project	73	9.9%
Honor Society	222	30%		Peer Helper	69	9.3%
Peer Helper	216	29.2%		Mentoring	64	8.7%
Tutoring	211	28.5%		Volunteering on an ongoing basis	63	8.5%
Other School Leadership Opportunities	210	28.4%		Honor Society	52	7%

Groups and Clubs						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Cooking Club	292	39.5%		Religious/Church Youth Group	90	12.2%
Yearbook Club	200	27%		Chess Club AND FFA	54	7.3%
Science Club	199	26.9%		Boy Scouts	52	7%
Chess Club	179	24.2%		4H	46	6.2%
Foreign Language Club	176	23.8%		Magic The Gathering Club	34	4.6%

Employment Opportunities						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Food Service	370	50%		Farm/Ranch/Agriculture	136	18.4%
Grocery/Convenience Store/Gas Station	346	46.8%		Babysitting/Childcare	104	14.1%
Internships	308	41.6%		Food Service	54	7.3%
Job Shadows	368	39.2%		Job Shadows	27	3.7%
Lifeguard	258	34.9%		Lifeguard AND Internships	18	2.4%

*=25%+ of students reported having always wanted to do this activity

Top Overall Activities

Top 10 Activities						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Drones	473	63.9%		Camping	424	57.3%
Engineering	448	60.5%		Fishing	398	53.8%
Archery	436	58.9%		Hiking	358	47.7%
Parkour/Obstacle Course	418	56.5%		Dodgeball	284	38.4%
Indoor Rock Climbing	411	55.6%		Weightlifting	263	35.6%
Skiing/Snowboarding	392	53%		Running	241	32.6%
Rock Climbing AND App Design and Creation	391	52.8%		Hunting	235	31.8%
Video/Computer Game Tournaments	388	52.4%		Football	234	31.6%
Self Defense	387	52.3%		Basketball	225	30.4%
Whitewater Rafting	386	52.2%		Kickball	207	28%

Dallas Responses

Demographics

Sample Size	
Dallas High School and LaCreole Middle School Enrollment	1540
Survey Responses from Dallas School District Students	693
Percent of Dallas High and LaCreole Middle School Students Surveyed	45%

Age	#	%
10 or Younger	4	0.6%
11-14	132	19.8%
15-18	501	75.2%
Over 18	29	4.4%
Decline to Answer	27	--
Total	693	100%

Gender	#	%
Female	303	45.1%
Male	327	48.7%
Other	42	6.3%
Decline to Answer	21	--
Total	693	100%

Race/Ethnicity		
Participants could select one or more racial/ethnic identities	#	%
Asian	43	6.8%
Black/African American	38	6%
Caucasian/White	527	82.7%
Hispanic/Latino	83	13%
Native American	96	15.1%
Pacific Islander	28	4%
Biracial or Multiracial	29	4.6%
Other	48	7.5%
Decline to Answer	56	--

Language(s) Spoken at Home		
Participants could select one or more languages	#	%
English	664	99.3%
Spanish	71	10.6%
Russian	21	3.1%
Other	55	8.2%
Decline to Answer	24	--

Top 5 by Category

Sports

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Martial Arts	295	42.6%		Basketball	123	17.8%
Tennis	265	38.2%		Track and Field	113	16.3%
Bowling	247	35.6%		Baseball/Softball	107	15.4%
Swimming	240	34.6%		Football	100	14.4%
Lacrosse	232	33.5%		Soccer	86	12.4%

Physical Activity

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Indoor Rock Climbing*	399	57.6%		Weightlifting	187	27%
Self Defense*	385	55.6%		Dodgeball	182	26.3%
Parkour/Obstacle Course	325	46.9%		Running	175	25.3%
Ropes Course	268	38.7%		Kickball	105	15.2%
Crossfit	260	37.5%		5k Fun Run AND Cycling	95	13.7%

Outdoors

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Archery*	391	56.4%		Camping	422	60.9%
Whitewater Rafting*	362	52.2%		Hiking	363	52.4%
Rock Climbing*	355	51.2%		Fishing	355	51.2%
Skiing/Snowboarding*	348	50.2%		Kayak/Canoeing	214	30.9%
Backpacking	317	45.7%		Hunting	184	26.5%

Music

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Guitar Lessons	300	43.3%		Singing	135	19.5%
Music Production/Recording	271	39.1%		Choir	89	12.8%
Piano Lessons	258	37.2%		Band/Musical Group with Friends	65	9.4%
Drumming	237	34.2%		Piano Lessons	62	9%
Band/Musical Group with Friends	207	29.9%		Guitar Lessons	53	7.7%

Performing Arts

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Comedy Improv	241	34.8%		Acting/Drama	119	17.2%
Theater Lighting and Sound	204	29.4%		Comedy Improv	52	7.5%
Break Dance AND Ballroom Dance	198	28.6%		Hip Hop Dance	50	7.2%
Theater Set Design and Production	197	28.4%		Theater Set Design and Production	46	6.6%
Acting/Drama	193	27.9%		Theater Lighting and Sound	45	6.5%

Arts					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Film/Movie Making*	332	47.9%	Drawing	209	30.2%
Carving/Woodworking	315	45.5%	Photography	178	25.7%
Photography*	303	43.7%	Ceramics/Pottery	155	22.4%
Graphic Design	299	43.2%	Painting	150	21.7%
Ceramics/Pottery	290	41.9%	Carving/Woodworking	105	15.2%

Science and Technology					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Drones	328	47.3%	Coding	59	8.5%
Animal Science	321	46.3%	Building Computers	58	8.4%
Engineering	308	44.4%	Robotics	55	7.9%
App Design and Creation	293	42.3%	Animal Science	53	7.7%
Natural Science	271	39.1%	Drones	52	7.5%

Events					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Movie in the Park*	407	58.7%	Movie Night	174	25.1%
Game Night	355	51.2%	Sports Tournaments	171	24.7%
Movie Night*	351	50.7%	Concerts	142	20.5%
Video/Computer Game Tournament AND Talent Show	294	42.4%	Dances	137	19.8%
Teen Movie Festival/Contest	269	38.8%	Game Night	104	15%

Leadership					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Mentoring	291	35.8%	Honor Society	94	13.6%
Tutoring	269	30%	Volunteering on single project	89	12.8%
Peer Helper	266	29.2%	Peer Helper	87	12.6%
Honor Society	249	28.5%	Mentoring	82	11.8%
Other School Leadership Opportunities	223	28.4%	Volunteering on an ongoing basis	81	11.7%

Groups and Clubs					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Cooking Club	346	49.9%	Religious/Church Youth Group	114	16.5%
Yearbook Club	244	35.2%	4H	60	8.7%
Foreign Language Club	213	30.7%	FFA	48	6.9%
Art Club	209	30.2%	Cooking Club	33	4.8%
School Newspaper AND Creative Writing	182	26.3%	Boy Scouts AND Foreign Language Club	29	4.2%

Employment Opportunities						
Top Activities Youth WANT to do	#	%	**Top Activities Youth ALREADY do**	#	%	
Food Service	384	55.4%	Babysitting/Childcare	220	31.8%	
Internships*	355	51.2%	Farm/Ranch/Agriculture	107	15.4%	
Grocery/Convenience Store/Gas Station	348	50.2%	Food Service	66	9.5%	
Job Shadows	341	49.2%	Job Shadows	63	9.1%	
Lifeguard AND Retail	286	41.3%	Lifeguard	22	3.2%	

*=25%+ of students reported having always wanted to do this activity

| Employment Experience				
	Yes	%	No	%
Do you have a job?	173	25.2%	514	74.8%
Do you want a job?	615	90.6%	64	9.4%

Top Overall Activities

Top 10 Activities					
Top Activities Youth WANT to do	#	%	**Top Activities Youth ALREADY do**	#	%
Movie in the Park	407	58.7%	Camping	422	60.9%
Indoor Rock Climbing	399	57.6%	Hiking	363	52.4%
Archery	391	56.4%	Fishing	355	51.2%
Food Service Employment	384	55.4%	Babysitting/Childcare	220	31.8%
Whitewater Rafting	362	52.2%	Kayak/Canoeing	214	30.9%
Rock Climbing AND Game Night AND Internships	355	51.2%	Drawing	209	30.2%
Movie Night	351	50.7%	Weightlifting	187	27%
Skiing/Snowboarding AND Grocery/Convenience Store/Gas Station Employment	348	50.2%	Hunting	184	26.5%
Cooking Club	346	49.9%	Dodgeball	182	26.3%
Job Shadows	341	49.2%	Photography	178	26.5%

Technology Use

Attempts to Reduce Technology Use
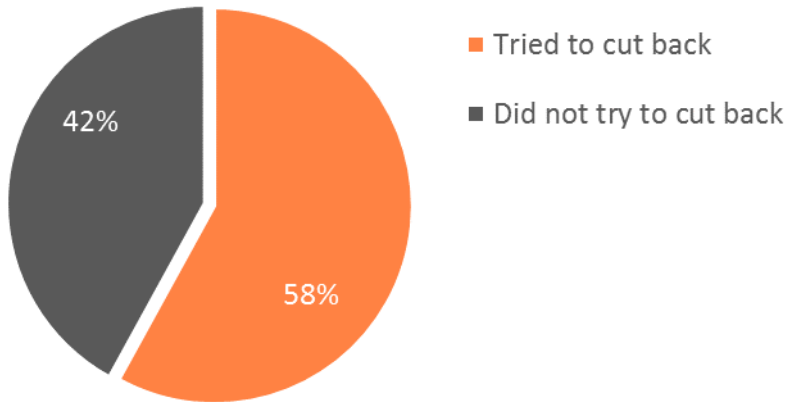
- Tried to cut back
- Did not try to cut back

42%

58%

Difficulty Cutting Back on Technology	
Students reporting they were UNABLE to cut back	%
Texting	42.1%
Online Gambling	33.3%
TV/Netflix/Hulu	22%
Games or Apps on Phone	21.1%
Social Media	18.9%
Screen Time or Technology in General	18.4%
Video/Computer Games	15.3%

Impact on Sleep	
Students reporting they frequently or occasionally lost sleep due to use*	%
TV/Netflix/Hulu	44.9%
Screen Time or Technology in General	35.5%
Social Media	30.9%
Video/Computer Games	28.8%
Games or Apps on Phone	26.3%

Impact on School	
Students reporting their school performance was frequently or occasionally impacted due to use*	%
Video/Computer Games	28.3%
Games or Apps on Phone	26.3%
Screen Time or Technology in General	22.6%
Social Media	21.4%
TV/Netflix/Hulu	20%

Impact on Relationships	
Students reporting their friends or family frequently or occasionally complained about their use*	%
TV/Netflix/Hulu	26%
Screen Time or Technology in General	25.7%
Games or Apps on Phone	21.1%
Video/Computer Games	20%

Impact on Behavior	
Students reporting they lie or hide their use frequently or occasionally*	%
Games or Apps on Phone	31.6%
Online Gambling	28.6%
Texting	16.7%

*These percentages are based on the students who had tried to cut back on that type of technology activity, except for screen time in general which was asked to all students who said they had not tried to cut back on technology.

Report last updated January 2018

Central Responses

Demographics

Sample Size	
Central High School and Talmadge Middle School Enrollment	1694
Survey Responses from Central School District Students	696
Percent of Central High and Talmadge Middle School Students Surveyed	41%

Age		
	#	%
10 or Younger	2	0.3%
11-14	358	52.8%
15-18	315	46.5%
Over 18	3	0.4%
Decline to Answer	18	--
Total	696	100%

Gender		
	#	%
Female	345	51.7%
Male	308	46.2%
Other	14	2.1%
Decline to Answer	29	--
Total	696	100%

Race/Ethnicity		
Participants could select one or more racial/ethnic identities	#	%
Asian	29	4.5%
Black/African American	33	5.1%
Caucasian/White	362	55.7%
Hispanic/Latino	263	40.5%
Native American	75	11.5%
Pacific Islander	9	1.4%
Biracial or Multiracial	23	3.5%
Other	50	7.7%
Decline to Answer	46	--

Language(s) Spoken at Home		
Participants could select one or more languages	#	%
English	645	94.2%
Spanish	249	36.4%
Russian	12	1.8%
Other	38	5.5%
Decline to Answer	11	--

Report last updated January 2018

Top 5 by Category

Sports

Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Martial Arts	307	44.1%	Basketball	211	30.3%
Swimming	295	42.4%	Soccer	175	25.1%
Tennis	293	42.1%	Swimming	154	22.1%
Bowling	256	36.8%	Baseball/Softball	132	19%
Gymnastics	231	33.2%	Football	125	18%

Physical Activity

Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Indoor Rock Climbing*	392	56.3%	Running	249	35.8%
Self Defense*	380	54.6%	Dodgeball	217	31.2%
Parkour/Obstacle Course*	362	52 %	Kickball	199	28.6%
Ropes Course	281	40.4%	Weightlifting	172	24.7%
Dodgeball	272	39.1%	Ultimate Frisbee	165	23.7%

Outdoors

Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Archery*	404	58.1%	Camping	397	57%
Rock Climbing*	371	53.3%	Hiking	334	48%
Skiing/Snowboarding*	364	52.3%	Fishing	326	46.8%
Whitewater Rafting*	352	50.6%	Hunting	149	21.4%
Kayak/Canoeing*	343	49.3%	Kayak/Canoeing	148	21.3%

Music

Top Activities Youth WANT to do	#	%	Top Activities Youth ALREADY do	#	%
Music Production/Recording	315	45.3%	Singing	169	24.3%
Guitar Lessons*	311	44.7%	Choir	138	19.8%
Piano Lessons	282	40.5%	Band/Musical Group with Friends	82	11.8%
Drumming	259	37.2%	School Band	57	8.2%
Band/Musical Group with Friends	207	29.7%	Guitar Lessons	54	7.7%

Report last updated January 2018

Performing Arts						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Acting/Drama	284	40.8%		Acting/Drama	69	9.9%
Theater Lighting and Sound	256	36.8%		Hip Hop Dance	50	7.2%
Hip Hop Dance	227	32.6%		Comedy Improv AND Ballet	40	5.8%
Comedy Improv	226	32.5%		Theater Set Design and Production	38	5.5%
Theater Set Design and Production	223	32%		Choreography	37	5.3%

Arts						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Film/Movie Making*	364	52.3%		Drawing	254	36.5%
Carving/Woodworking*	348	50%		Photography	173	24.9%
Graphic Design	339	48.7%		Painting	169	24.3%
Photography*	320	46%		Sewing	101	14.5%
Ceramics/Pottery	286	41.1%		Creative Writing/Poetry	90	12.9%

Science and Technology						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
App Design and Creation*	395	56.8%		Animal Science AND Natural Science	44	6.3%
Drones*	394	56.6%		Drones AND Coding	42	6%
Animal Science	377	54.2%		Engineering AND Robotics	41	5.9%
Engineering*	372	53.5%		Website Design	40	5.8%
Robotics*	352	50.6%		Computer Programming	37	5.3%

Events						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Movie Night	312	44.8%		Movie in the Park	256	36.8%
Game Night	303	43.5%		Movie Night	219	31.5%
Movie in the Park	272	39.1%		Sports Tournaments	205	29.5%
Video/Computer Game Tournament	264	37.9%		Concerts	172	24.7%
Teen Movie Festival/Contest	258	37.1%		Game Night	143	20.6%

Leadership						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Mentoring	306	44%		Volunteering on single project	90	12.9%
Peer Helper	278	39.9%		Peer Helper	78	11.2%
Honor Society	277	39.8%		Organizing Events for Peers	59	8.5%
Youth Leadership Team	276	39.7%		Volunteering on an ongoing basis	58	8.3%
Other School Leadership Opportunities	270	38.8%		Mentoring	57	8.2%

Groups and Clubs						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Cooking Club*	367	52.7%		Religious/Church Youth Group	80	11.5%
Yearbook Club*	329	47.3%		Chess Club	54	7.8%
Art Club	279	40.1%		4H	34	4.9%
Foreign Language Club	253	36.4%		Cooking Club	32	4.6%
School Newspaper	214	30.8%		FFA	28	4%

Employment Opportunities						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Food Service*	406	58.3%		Babysitting/Childcare	211	30.3%
Grocery/Convenience Store/Gas Station	331	47.6%		Farm/Ranch/Agriculture	117	16.8%
Internships	323	46.4%		Food Service	46	6.6%
Lifeguard	295	42.4%		Youth Garden	17	2.4%
Babysitting/Childcare	273	39.2%		Job Shadows	14	2%

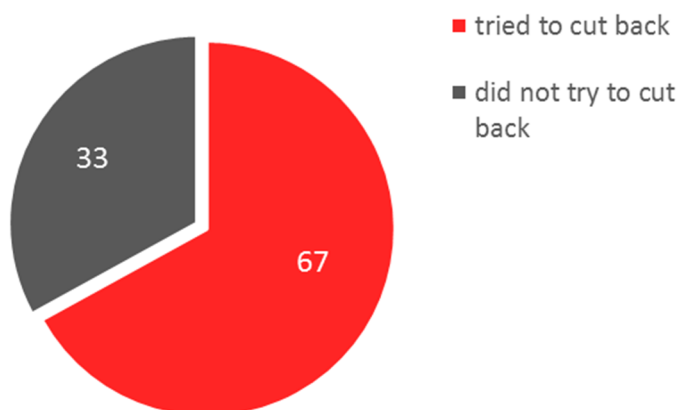*=25%+ of students reported having always wanted to do this activity

Employment Experience				
	Yes	%	No	%
Do you have a job?	133	19.3%	558	80.8%
Do you want a job?	615	90.2%	67	9.8%

Top Overall Activities

Top 10 Activities						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Food Service Employment	406	58.3%		Camping	397	57%
Archery	404	58.1%		Hiking	334	48%
App Design and Creation	395	56.8%		Fishing	326	46.8%
Drones	394	56.6%		Movie in the Park	256	36.8%
Indoor Rock Climbing	392	56.3%		Drawing	254	36.5%
Self Defense	380	54.6%		Running	249	35.8%
Animal Science	377	54.2%		Movie Night	219	31.5%
Engineering	372	53.5%		Dodgeball	217	31.2%
Rock Climbing	371	53.3%		Babysitting/Childcare AND Basketball	211	30.3%
Cooking Club	367	52.7%		Sports Tournaments	205	29.5%

Technology Use

Attempts to Reduce Technology Use

■ tried to cut back

■ did not try to cut back

Difficulty Cutting Back on Technology	
Students reporting they were UNABLE to cut back	%
Texting	29.4%
Social Media	26.6%
TV/Netflix/Hulu	26.5%
Screen Time or Technology in General	25.6%
Online Gambling	25%
Games or Apps on Phone	23.1%
Video/Computer Games	20.5%

Impact on Sleep	
Students reporting they frequently or occasionally lost sleep due to use*	%
Social Media	43.8%
Screen Time or Technology in General	35.4%
Texting	33.3%
Video/Computer Games	31.5%
TV/Netflix/Hulu	30.9%
Online Gambling	28.6%

Impact on School	
Students reporting their school performance was frequently or occasionally impacted due to use*	%
Social Media	25.9%
Video/Computer Games AND Games or Apps on Phone	25%
Screen Time or Technology in General	24%
Texting	22.2%

Impact on Relationships	
Students reporting their friends or family frequently or occasionally complained about their use*	%
Texting	50%
Social Media	31%
Video/Computer Games	30.7%
Screen Time or Technology in General	28.6%
Games or Apps on Phone	27.5%
Online Gambling	21.4%

Impact on Behavior	
Students reporting they lie or hide their use frequently or occasionally*	%
Texting	16.7%
TV/Netflix/Hulu	16.4%
Online Gambling	14.3%

*These percentages are based on the students who had tried to cut back on that type of technology activity, except for screen time in general which was asked to all students who said they had not tried to cut back on technology.

Report last updated January 2018

Falls City Responses

Demographics

Sample Size	
Falls City Middle School Enrollment	50
Survey Responses from Falls City Middle School Students	44
Percent of Falls City Middle School Students Surveyed	88%

Age		
	#	%
10 or Younger	2	4.4%
11-14	42	93.3%
15-18	0	0%
Over 18	1	2.2%
Decline to Answer	1	--
Total	46	100%

Gender		
	#	%
Female	24	54.5%
Male	17	38.6%
Other	3	6.8%
Decline to Answer	2	--
Total	46	100%

Race/Ethnicity		
Participants could select one or more racial/ethnic identities	#	%
Asian	0	0%
Black/African American	1	2.4%
Caucasian/White	32	78%
Hispanic/Latino	3	7.3%
Native American	5	12.2%
Pacific Islander	1	2.4%
Biracial or Multiracial	1	2.4%
Other	6	14.6%
Decline to Answer	5	--

Language(s) Spoken at Home		
Participants could select one or more languages	#	%
English	42	95.5%
Spanish	4	9.1%
Russian	3	6.8%
Other	7	15.9%
Decline to Answer	2	--

Top 5 by Category

Sports						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Gymnastics*	27	58.7%		Basketball	27	58.7%
Baseball/Softball AND Cross Country	20	43.5%		Track and Field	23	50%
Swimming AND Football	19	41.3%		Volleyball	18	39.1%
Tennis AND Martial Arts	18	39.1%		Swimming	15	32.6%
Soccer	16	34.8%		Bowling	14	30.4%

Physical Activity						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Parkour/Obstacle Course*	27	58.7%		Dodgeball AND Kickball	19	41.3%
Indoor Rock Climbing*	25	54.4%		Running	18	39.1%
Weightlifting* AND Self Defense	22	47.8%		Cycling	12	26.1%
Ropes Course	21	45.7%		Self Defense	9	19.6%
Dodgeball	17	37%		Ultimate Frisbee	8	17.4%

Outdoors						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Archery*	32	69.6%		Camping	26	56.5%
Skiing/Snowboarding*	27	58.7%		Hiking	21	45.7%
Rock Climbing*	25	54.4%		Fishing	19	41.3%
Hunting* AND Kayak/Canoeing	22	47.8%		Skateboarding	16	34.8%
Whitewater Rafting*	21	45.7%		Hunting	15	32.6%

Music						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Guitar Lessons*	24	52.2%		School Band	9	19.6%
Drumming* AND Music Production/Recording	21	45.7%		Singing	8	17.4%
Band/Musical Group with Friends	20	43.5%		Guitar Lessons	6	13 %
Piano Lessons	19	41.3%		Drumming	5	10.9%
Singing	15	32.6%		Piano Lessons	4	8.7%

Performing Arts						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Acting/Drama	24	52.2%		Acting/Drama AND Comedy Improv	5	10.9%
Break Dance*	18	39.1%				
Hip Hop Dance	17	37%		Hip Hop Dance AND Tap Dance	4	8.7%
Comedy Improv	16	34.8%				
Theater Lighting and Sound	14	30.4%				

Arts						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Carving/Woodworking*	26	56.5%		Drawing	22	47.8%
Film/Movie Making AND Graphic Design	21	45.7%		Photography	14	30.4%
Painting	20	43.5%		Painting	13	28.3%
Photography*	19	41.3%		Sewing	10	21.7%
Sculpting	18	39.1%		Scrapbooking	9	19.6%

Science and Technology						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Robotics	21	45.7%		Engineering	9	19.6%
App Design and Creation	20	43.5%		Drones AND Coding AND Website Design	8	17.4%
Animal Science	18	39.1%				
Drones AND Engineering	17	37%		App Design and Creation AND Robotics AND Natural Science	7	15.2%
Natural Science AND Building Computers	15	32.6%				

Events						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Game Night	25	54.4%		Movie Night	16	34.8%
Movie in the Park	24	52.2%		Game Night	9	19.6%
Movie Night	20	43.5%		Sports Tournaments	8	17.4%
Open Mic AND Sports Tournaments	19	41.3%		Concerts	7	15.2%
Teen Movie Festival/Contest AND Video/Computer Game Tournament	18	39.1%		Movie in the Park AND Talent Show	6	13%

Leadership						
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Youth Leadership Team AND Organize Events for Peers AND Student Government	21	45.7%		Peer Helper AND Volunteering on a Single Project AND Volunteering on an Ongoing Basis	6	13%
Mentoring	20	43.5%				
Other School Leadership Opportunities AND Tutoring	19	41.3%		Organizing Events for Peers AND Honor Society	5	10.9%
Honor Society AND Peer Helper	18	39.1%				

Groups and Clubs							
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Cooking Club	25	54.4%		Religious/Church Youth Group	9	19.6%
Yearbook Club	22	47.8%		4H	7	15.2%
Art Club	19	41.3%		Art Club AND Chess Club And Creative Writing Club AND Girl Scouts	4	8.7%
4H	17	37%				
School Newspaper	16	34.8%				

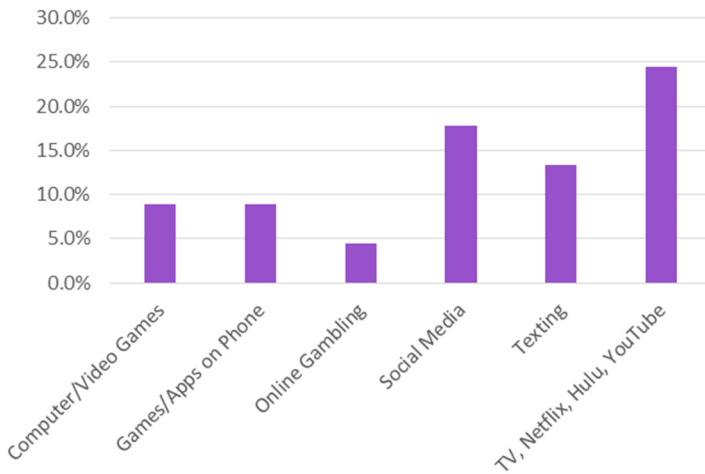| Employment Opportunities							
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Food Service	20	43.5%		Babysitting/Childcare	14	30.4%
Babysitting/Childcare*	17	37%		Farm/Ranch/Agriculture	10	21.7%
Farm/Ranch/Agriculture AND Lifeguard	14	30.4%		Internships	6	13%
Student Run Business	13	28.3%		Food Service AND Student Run Business	5	10.9%
Job Shadows	12	26.1%		Youth Garden	4	8.7%

*=25%+ of students reported having always wanted to do this activity

Employment Experience				
	Yes	%	No	%
Do you have a job?	10	21.7%	36	78.3%
Do you want a job?	42	93.3%	3	6.7%

Top Overall Activities

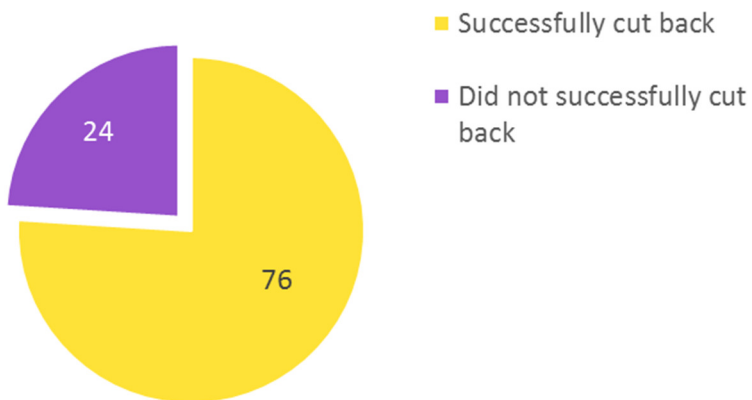| Top 10 Activities							
Top Activities Youth WANT to do	#	%		**Top Activities Youth ALREADY do**	#	%
Archery	32	69.6%		Basketball	27	58.7%
Gymnastics AND Parkour/Obstacle Course AND Skiing/Snowboarding	27	58.7%		Camping	26	56.5%
				Track and Field	23	50%
Carving/Woodworking	26	56.5%		Drawing	22	47.8%
Indoor Rock Climbing AND Rock Climbing AND Game Night AND Cooking Club	25	54.4%		Hiking	21	45.7%
				Fishing AND Dodgeball AND Kickball	19	41.3%
Guitar Lessons AND Acting/Drama AND Movie in the Park	24	52.2%		Running AND Volleyball	18	39.1%
				Skateboarding AND Movie Night	16	34.8%

Technology Use

Percent of students reporting 30+ hours per week spent on technology activities

Attempts to Reduce Technology Use
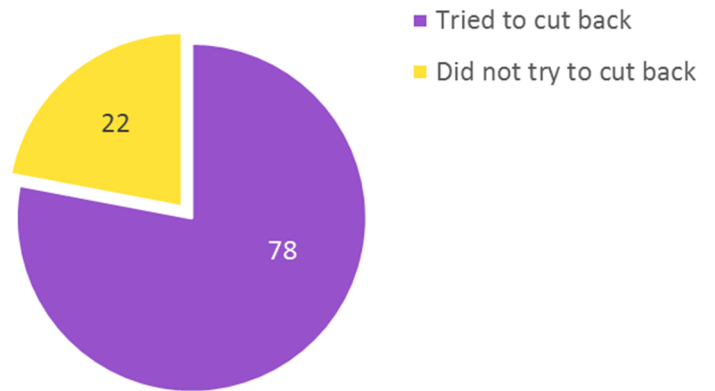
- Tried to cut back
- Did not try to cut back

22

78

Success at Reducing Technology Use

- Successfully cut back
- Did not successfully cut back

24

76

Impact of Technology Use	
Students reporting they frequently or occasionally experiencing negative impacts in the following categories	%
School Performance	33.3%
Sleep	34.8%
Relationships	23.9%
Behavior (lying or hiding use)	13.6%

Perrydale Responses

Demographics

Sample Size	
Perrydale Middle and High School Enrollment	167
Survey Responses from Perrydale Middle and High School Students	131
Percent of Perrydale Middle and High School Students Surveyed	78%

Age		
	#	%
11-14	51	39.8%
15-18	76	59.4%
Over 18	1	0.8%
Decline to Answer	3	--
Total	131	100%

Gender		
	#	%
Female	74	57.4%
Male	55	42.6%
Other	0	0%
Decline to Answer	2	--
Total	131	100%

Race/Ethnicity		
Participants could select one or more racial/ethnic identities	#	%
Asian	2	1.6%
Black/African American	2	1.6%
Caucasian/White	101	78.3%
Hispanic/Latino	10	7.8%
Native American	13	10.1%
Pacific Islander	2	1.6%
Biracial or Multiracial	5	3.9%
Other	9	7%
Decline to Answer	2	--

Language(s) Spoken at Home		
Participants could select one or more languages	#	%
English	124	95.4%
Spanish	12	9.2%
Russian	3	2.3%
Other	1	0.8%
Decline to Answer	1	--

Top 5 by Category

Sports					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Swimming	58	44.3%	Basketball	61	46.6%
Tennis	56	42.8%	Baseball/Softball	59	45%
Gymnastics	51	38.9%	Volleyball	46	35.1%
Martial Arts	50	38.2%	Football	28	21.4%
Bowling	46	35.1%	Track and Field	22	16.8%

Physical Activity					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Indoor Rock Climbing*	74	56.5%	Kickball	40	30.5%
Self Defense*	72	55 %	Dodgeball	37	28.2%
Parkour/Obstacle Course	66	50.4%	Weightlifting	36	27.5%
Ropes Course	54	41.2%	Running	26	19.9%
Yoga	53	40.5%	Cycling	17	13%

Outdoors					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Archery*	75	57.3%	Camping	87	66.4%
Whitewater Rafting* AND Rock Climbing*	65	49.6%	Fishing	75	57.3%
Backpacking*	64	48.9%	Hiking	72	55%
Skiing/Snowboarding*	61	46.6%	Hunting	49	37.4%
Kayak/Canoeing*	56	42.8%	Kayak/Canoeing	34	26%

Music					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Guitar Lessons*	58	44.3%	Singing	29	22.1%
Piano Lessons	48	36.6%	Choir	16	12.2%
Drumming	43	32.8%	Piano Lessons	15	11.5%
Music Production/Recording	42	32.1%	Band/Musical Group with Friends	11	8.4%
Band/Musical Group with Friends	30	22.9%	Guitar Lessons	9	6.9%

Performing Arts					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Hip Hop Dance	45	34.4%	Acting/Drama	24	18.3%
Comedy Improv	40	30.5%	Ballet AND Comedy Improv	7	5.3%
Break Dance	37	28.2%	Theater Set Design and Production AND Theater Lighting and Sound	5	3.8%
Ballroom Dance	34	26%			
Choreography	32	24.4%			

Arts					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Carving/Woodworking AND Film/Movie Making	67	51.2%	Drawing AND Photography	42	32.1%
Ceramics/Pottery	61	46.6%	Painting	36	27.5%
Photography	58	44.3%	Creative Writing/Poetry	22	16.8%
Graphic Design	57	43.5%	Carving/Woodworking	21	16 %
Sculpting	52	39.7%	Sewing	20	15.3%

Science and Technology					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Drones* AND Engineering	65	49.6%	Animal Science	23	17.6%
App Design and Creation	61	46.6%	Natural Science	8	6.1%
Website Design	57	43.5%	Coding AND Drones	6	4.6%
Animal Science AND Robotics	52	39.7%	Website Design AND Building Computers	5	3.8%
Coding	41	31.3%	Robotics	4	3.1%

Events					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Movie Night*	76	58%	Sports Tournaments	34	26%
Movie in the Park*	75	57.3%	Dances AND Movie Night	32	24.4%
Game Night	65	49.6%	Game Night	27	20.6%
Concerts	55	42%	Concerts	23	17.6%
Video/Computer Game Tournament*	51	38.9%	Talent Show	17	13%

Leadership					
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Mentoring	54	41.2%	Student Government AND Youth Leadership Team	27	20.6%
Tutoring	47	35.9%	Other School Leadership Opportunities	25	19.1%
Peer Helper AND Honor Society	40	30.5%	Organizing Events for Peers	23	17.6%
Volunteering on a Single Project	39	29.8%	Volunteering on a Single Project	18	13.7%
Organize Events for Peers	36	27.5%	Honor Society AND Volunteering on an Ongoing Basis	15	11.5%

Groups and Clubs						
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Cooking Club*	75	57.3%	FFA	33	25.2%
Foreign Language Club	46	35.1%	4H	26	19.9%
Art Club	42	32.1%	Religious/Church Youth Group	19	14.5%
Creative Writing Club AND School Newspaper	41	31.3%	Chess Club AND Yearbook Club	11	8.4%
FFA	39	29.8%	Boy Scouts AND Magic: The Gathering Club	5	3.8%

Employment Opportunities						
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Food Service AND Internships	62	47.3%	Babysitting/Childcare	38	29%
Job Shadows	57	43.5%	Farm/Ranch/Agriculture	32	24.4%
Grocery/Convenience Store/Gas Station	53	40.5%	Food Service	10	7.6%
Lifeguard	52	39.7%			
Retail	47	35.9%	Lifeguard	5	3.8%

*=25%+ of students reported having always wanted to do this activity

Employment Experience				
	Yes	%	No	%
Do you have a job?	40	31%	89	69%
Do you want a job?	114	89.8%	13	10.2%

Top Overall Activities

Top 10 Activities						
Top Activities Youth WANT to do	**#**	**%**	**Top Activities Youth ALREADY do**	**#**	**%**
Movie Night	76	58%	Camping	87	66.4%
Archery AND Movie in the Park AND Cooking Club	75	57.3%	Fishing	75	57.3%
Indoor Rock Climbing	74	56.5%	Hiking	72	55%
Self Defense	72	55%	Basketball	61	46.6%
Carving/Woodworking AND Film/Movie Making	67	51.2%	Baseball/Softball	59	45%
Parkour/Obstacle Courses	66	50.4%	Hunting	49	37.4%
Whitewater Rafting AND Rock Climbing AND Drones AND Engineering AND Game Night	65	49.6%	Volleyball	46	35.1%
			Photography AND Drawing	42	32.1%
Backpacking	64	48.9%	Kickball	40	30.5%
			Babysitting/Childcare	38	29%

Technology Use

Attempts to Reduce Technology Use
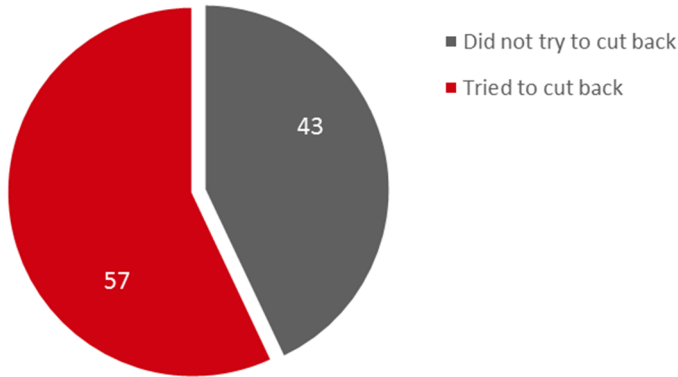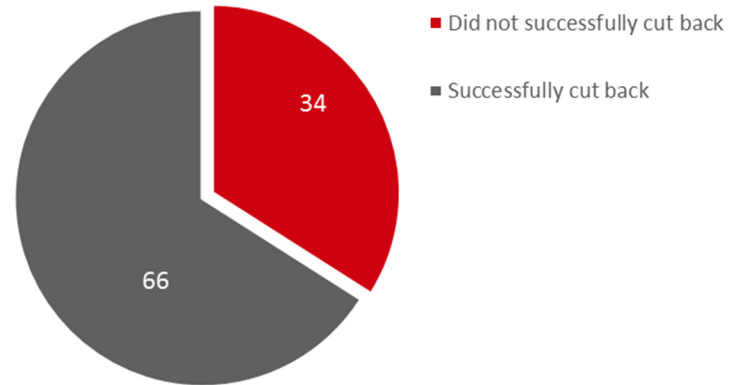
- Did not try to cut back
- Tried to cut back

43

57

Success at Reducing Technology Use

- Did not successfully cut back
- Successfully cut back

34

66

Impact of Technology Use	
Students reporting they frequently or occasionally experiencing negative impacts in the following categories	%
Sleep	33.9%
Relationships	26.6%
School Performance	7.8%
Behavior (lying or hiding use)	4.8%

Time Spent per Week on Technology Related Activities

- 1-5 hours
- 6-15 hours
- 16-25 hours
- 26+ hours

38
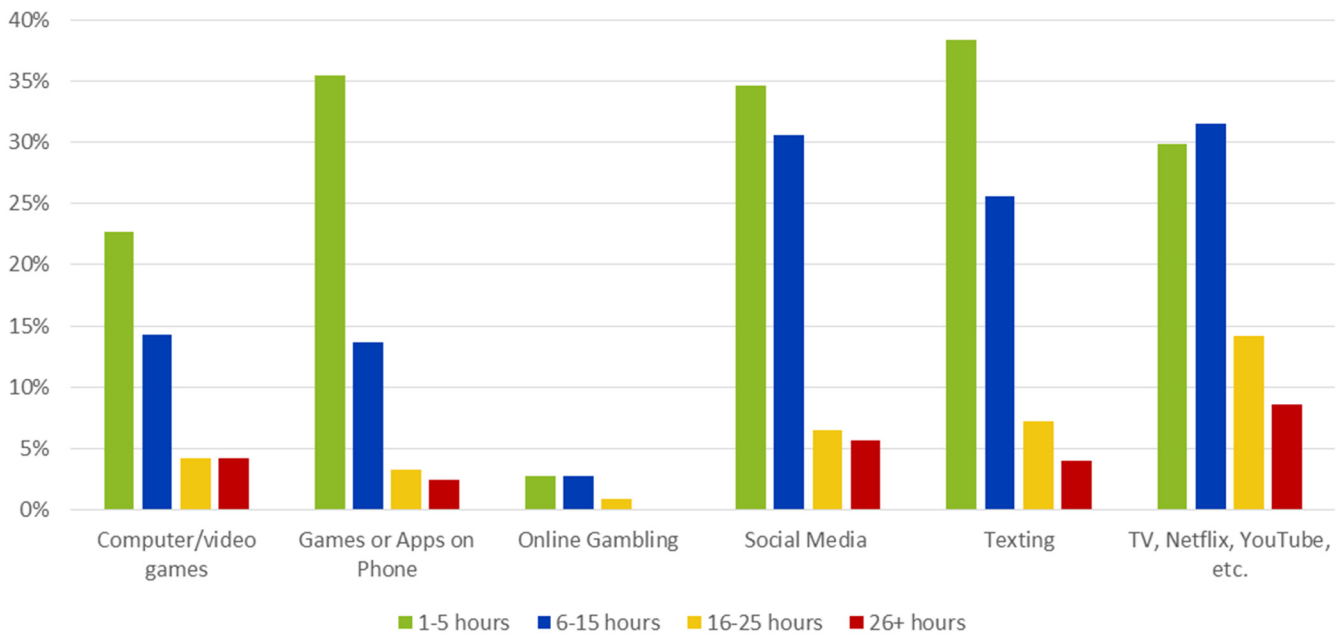
Students with Low Grades

Age		
	#	%
10 or Younger	6	3.7%
11-14	64	39.8%
15-18	87	54%
Over 18	4	2.5%
Decline to Answer	16	--
Total	177	100%

Gender		
	#	%
Female	60	36.6%
Male	92	56.1%
Other	12	7.3%
Decline to Answer	13	--
Total	177	100%

Race/Ethnicity		
Participants could select one or more racial/ethnic identities	#	%
Asian	5	3.2%
Black/African American	14	9.1%
Caucasian/White	82	53.2%
Hispanic/Latino	49	31.8%
Native American	34	22.1%
Pacific Islander	3	1.9%
Biracial or Multiracial	8	5.2%
Other	19	12.3%
Decline to Answer	23	--

Language(s) Spoken at Home		
Participants could select one or more languages	#	%
English	152	91.6%
Spanish	48	28.9%
Russian	7	4.2%
Other	10	6%
Decline to Answer	11	--

Key Considerations for Students with Low Grades

- Overall, these students reported less interest and enthusiasm in getting involved in activities and were currently less involved in activities on average.

- These students wanted more activities, events, or opportunities to be offered during 2pm-5pm.

- They reported fewer people consistently informing them about activities and were less likely to hear about opportunities from their parents. However, friends, classmates and teachers all still ranked highly in terms of who tells them about opportunities, activities or events.

- They are less likely to learn about events from school announcements or school posters.

- These students were more likely to report cost, location, transportation, equipment, language, discrimination as barriers they experienced than students averaging C's or higher.

- These students were substantially more likely to report that technology use is negatively impacting their school performance.

- They were also more likely to report that technology use is negatively impacting their sleep and relationships.

Top 5 by Category

Sports

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Martial Arts	70	39.6%		Basketball	51	28.8%
Swimming	68	38.4%		Soccer	39	22%
Bowling AND Tennis	57	32.2%		Football	35	19.8%
Football	51	28.8%		Swimming	29	16.4%
Soccer	49	27.7%		Bowling	28	15.8%

Physical Activity

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Self Defense	85	48%		Dodgeball	53	29.9%
Indoor Rock Climbing*	83	46.9%		Running	46	26%
Parkour/Obstacle Course	75	42.4%		Kickball	45	25.4%
Dodgeball	65	36.7%		Weightlifting	39	22%
Ropes Course	63	35.6%		Ultimate Frisbee	26	14.7%

Outdoors

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Archery*	99	55.9%		Camping	96	54.2%
Skiing/Snowboarding*	83	46.9%		Fishing	80	45.2%
Whitewater Rafting	78	44.1%		Hiking	71	40.1%
Hunting*	76	42.9%		Hunting	45	25.4%
Rock Climbing*	75	42.4%		Skateboarding	42	23.7%

Music

Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Guitar Lessons* AND Music Production/Recording	66	37.3%		Singing	24	13.6%
				Choir	18	10.2%
Piano Lessons	59	33.3%		Drumming	11	6.2%
Drumming	52	29.4%		Guitar Lessons AND Music Production/Recording	10	5.7%
Band/Musical Group with Friends	50	28.3%				
Music Composition	45	25.4%		Band/Musical Group with Friends AND Music Composition	9	5.1%

Performing Arts						
Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Acting/Drama	51	28.8%		Acting/Drama	16	9%
Break Dance	48	27.1%		Hip Hop Dance	15	8.5%
Hip Hop Dance AND Theater Set Design	47	26.6%		Comedy Improv	14	7.9%
Theater Lighting and Sound	45	25.4%		Belly Dance	12	6.8%
Comedy Improv	43	24.3%		Break Dance	10	5.7%

Arts						
Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Carving/Woodworking	84	47.5%		Drawing	56	31.6%
Film/Movie Making	83	46.9%		Photography	33	18.6%
Photography	78	44.1%		Painting	32	18.1%
Graphic Design	71	40.1%		Carving/Woodworking	28	15.8%
Painting	59	33.3%		Beading/Jewelry Making	23	13%

Science and Technology						
Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Drones* AND Engineering* AND Robotics	78	44.1%		Drones	19	10.7%
				Building Computers	15	8.5%
App Design and Creation	75	42.4%		App Design and Creation AND Animal Science AND Computer Programming AND Engineering AND Robotics	14	7.9%
Computer Programming	71	40.1%				
Coding	70	39.6%				
Building Computers	69	39%				

Events						
Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Movie in the Park*	83	46.9%		Movie Night	42	23.7%
Movie Night	75	42.4%		Movie in the Park	33	18.6%
Game Night	71	40.1%		Sports Tournaments	32	18.1%
Video/Computer Game Tournament	65	36.7%		Game Night	31	17.5%
Dances	53	29.9%		Concerts	27	15.3%

Leadership						
Top Activities Youth WANT to do	#	%		Top Activities Youth ALREADY do	#	%
Mentoring	52	29.4%		Youth Leadership Team	9	5.1%
Peer Helper	45	25.4%		Volunteering on a Single Project	8	4.5%
Organize Events for Peers AND Youth Leadership Team	39	22%		Organizing Events for Peers AND Peer Helper AND Mentoring	7	4%
Honor Society AND Other School Leadership Opportunities	35	19.8%		Other School Leadership Opportunities AND Honor Society	6	3.4%
Tutoring AND Marketing Events for Peers	34	19.2%				

Groups and Clubs						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Cooking Club*	77	43.5%		Religious/Church Youth Group	13	7.3%
Yearbook Club	58	32.8%		4H AND Cooking Club AND FFA	12	6.8%
Art Club	52	29.4%		Art Club	11	6.2%
Foreign Language Club	50	28.3%		Chess Club	8	4.5%
4H	36	20.3%		Boy Scouts	7	4%

Employment Opportunities						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Food Service	80	45.2%		Babysitting/Childcare	33	18.6%
Farm/Ranch/Agriculture	70	39.6%		Farm/Ranch/Agriculture	20	11.3%
Grocery/Convenience Store/Gas Station AND Babysitting/Childcare AND Lifeguard	64	36.2%		Food Service	13	7.3%
				Youth Garden	8	4.5%
Internships	48	27.1%		Grocery/Convenience Store/Gas Station	7	4%
Job Shadows	46	26%				

*=25%+ of students reported having always wanted to do this activity

Employment Experience				
	Yes	%	No	%
Do you have a job?	32	18.3%	143	81.7%
Do you want a job?	152	87.4%	22	12.6%

Top Activities Overall

Top 10 Activities						
Top Activities Youth WANT to do	**#**	**%**		**Top Activities Youth ALREADY do**	**#**	**%**
Archery	99	55.9%		Camping	96	54.2%
Self Defense	85	48%		Fishing	80	45.2%
Carving/Woodworking	84	47.5%		Hiking	71	40.1%
Indoor Rock Climbing AND Movie in the Park AND Film/Movie Making AND Skiing/Snowboarding	83	46.9%		Drawing	56	31.6%
Food Service Employment	80	56.3%		Dodgeball	53	29.9%
Drones AND Engineering AND Photography AND Robotics AND Whitewater Rafting	78	44.1%		Basketball	51	28.8%
Cooking Club	77	43.5%		Running	46	26%
Hunting	76	42.9%		Kickball AND Hunting	45	25.4%
Rock Climbing AND Movie Night AND Parkour/Obstacle Course AND App Design and Creation	75	42.4%		Movie Night	42	23.7%
				Weightlifting AND Soccer	39	22%

Technology Use

Students who reported spending 26+ hours per week on these activities
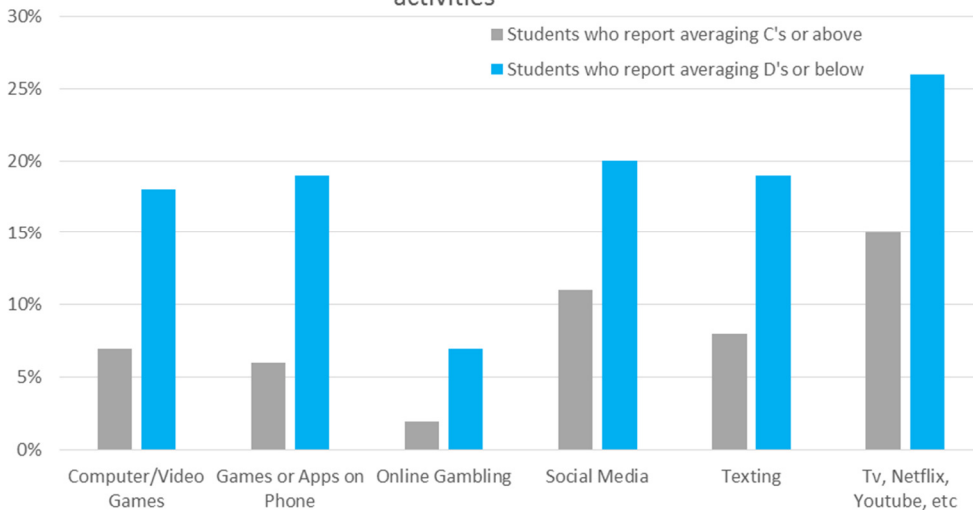
Legend:
- Students who report averaging C's or above
- Students who report averaging D's or below

Categories: Computer/Video Games, Games or Apps on Phone, Online Gambling, Social Media, Texting, Tv, Netflix, Youtube, etc

Impact on Behavior

Students reporting they lie or hide their use frequently or occasionally*	%
Texting	33.3%
Social Media	22.7%
Games or Apps on Phone	12.5%

Impact on Sleep

Students reporting they frequently or occasionally lost sleep due to use*	%
Social Media	57.2%
TV/Netflix/Hulu/Etc.	50%
Screen Time or Technology in General	49.5%
Games or Apps on Phone	37.5%
Video/Computer Games	34.8%

Impact on School

Students reporting their school performance was frequently or occasionally impacted *	%
Social Media	85.7%
Video/Computer Games	69.6%
Screen Time or Technology in General	56.7%
Games or Apps on Phone	37.5%
TV/Netflix/Hulu/Etc.	28.6%
Online Gambling	25%

### Impact on Relationships

Students reporting their friends or family frequently or occasionally complained about their use*	%
Games or Apps on Phone	62.5%
Screen Time or Technology in General	31.3%
Social Media	27.3%
Video/Computer Games	26.1%

Attempts to Reduce Technology Use

Legend:
- did not try to cut back
- tried to cut back

54 / 46

Difficulty Cutting Back on Technology

Students reporting being UNABLE to cut back	%
Games or Apps on Phone	50%
Social Media	36.4%
Screen Time or Technology in General	35.3%
Online Gambling	25%
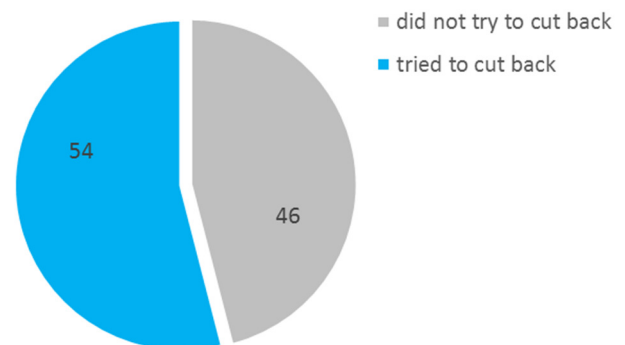
*These percentages are based on the students who had tried to cut back on that type of technology activity, except for screen time in general which was asked to all students who said they had not tried to cut back on technology.

43

Final Thoughts

- This survey collected a lot of data from youth and this report is a summary of that information. If you have questions about the survey, results, or a specific question regarding youth interests and activities, please contact Beth Freelander at freelander.elizabeth@co.polk.or.us

- The Polk County Drug and Alcohol Prevention Program is happy to partner or collaborate with agencies seeking to offer programming that is of high interest to youth or on reducing barriers to participating for youth.

- Though this report gives great depth of information on current trends in youth interests, offering the "right" activities should remain only part of the focus. Youth need a variety of supports to get them involved in activities no matter how excited they might be about a particular activity. Some youth need reassurance, some need more intensive outreach, some may need a scholarship or reduced fee and others may simply need a ride. These all reflect clear barriers to whatever activity youth want to participate in and the youth that would benefit most from more participation, tend to need the most support in order to get involved.

- In general, youth and youth serving agencies alike could benefit from increased communication between youth serving organizations regarding scheduling, marketing and activities offered.

- Technology can be a useful tool for reaching youth and for youth to find out about opportunities that interest them but youth also need assistance in setting boundaries around technology use. Youth would likely benefit from conversations about potential negative side effects of technology use and how to avoid them.

- This report can be found at http://www.co.polk.or.us/fco/drug-alcohol-and-problem-gambling-prevention

Report last updated January 2018