



2024-945A
12/16/24



ONOP GNV: Best Practices and Next Steps

THE POWER OF INTEGRATING ARTS AND
WELL-BEING ACTIVITIES TO ADDRESS YOUTH
GUN VIOLENCE

Agenda

- One Nation One Project: Arts and Well-being Initiative Overview
- Bloomberg Data Track Process & ONOP GNV
- ONOP GNV Data Report
- Best Practices
- Considerations for Government and Community Programming
- Next Steps



What is One Nation One Project?

- ONOP partnered with the National League of Cities to initiate a national cohort of 9 cities to address community issues worsened after the COVID-19 pandemic using the arts and culture.
 - Local artists, municipal officials, and community health leaders working together to create large-scale art projects to initiate sustainable change
- Gainesville was 1 of 9 cities selected to participate.



ONOP GNV Project Goals

1. Increased arts and cultural programs for youth (ages 5-24)
2. Increased engagement of youth impacted by gun violence and at high risk for gun violence in arts/cultural programs
3. Improved mental health and well-being for youth in these programs
4. Increased multi-sector collaboration in our community
5. Evaluate the impact
6. Create sustainable models

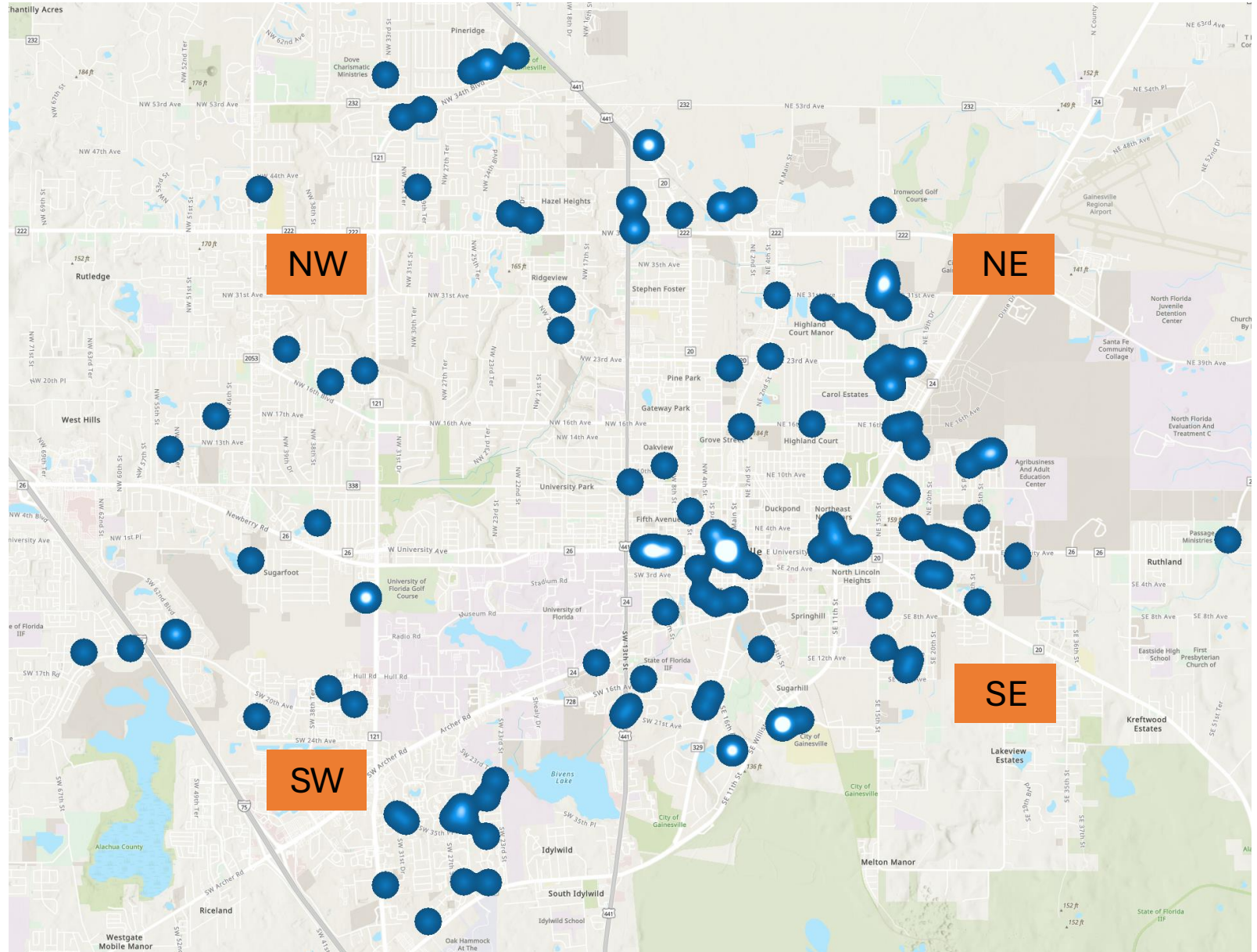


Our Why

City of Gainesville

EMS Calls for
Shooting-Related
Incidents

2018-2024

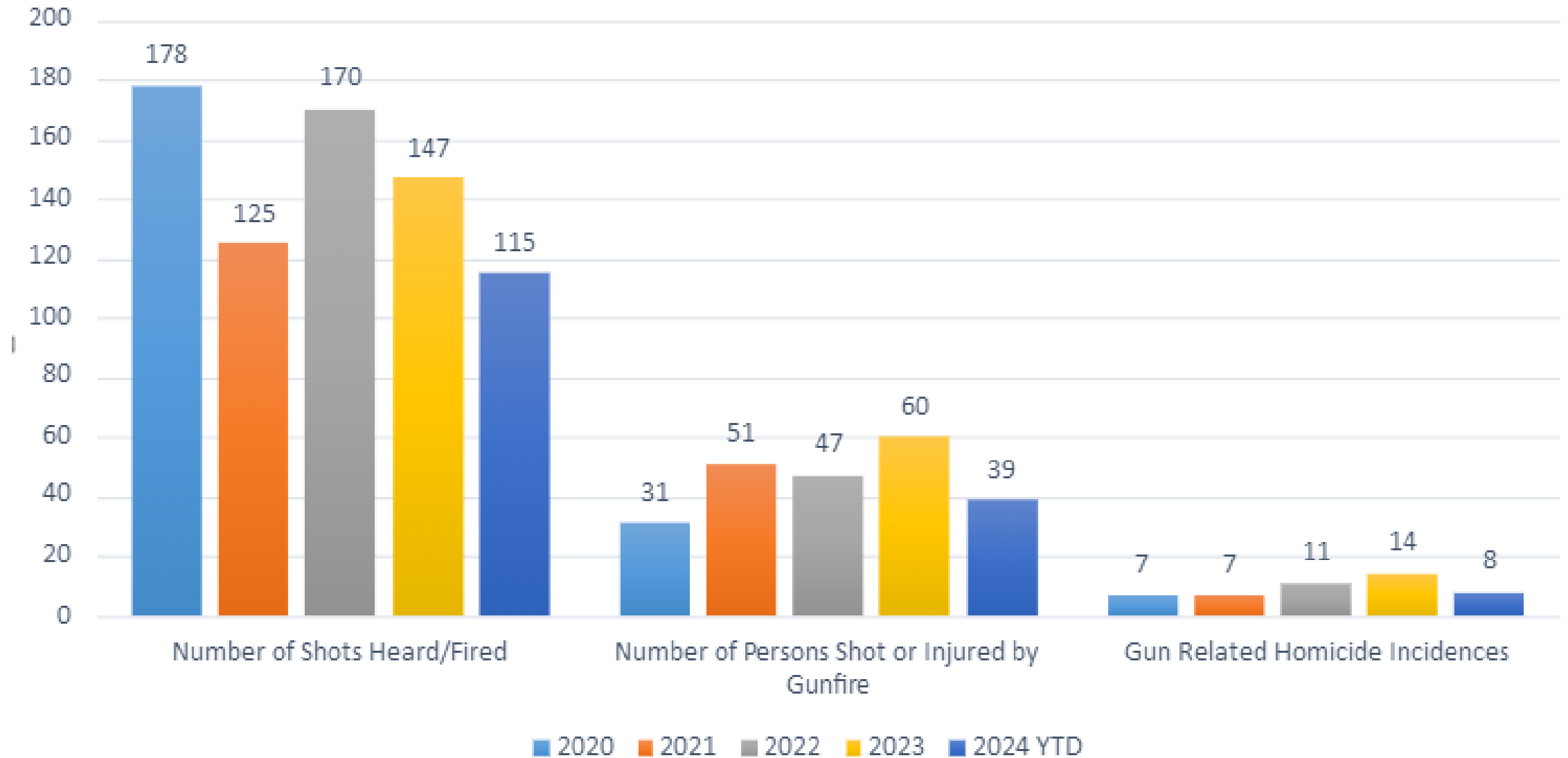


National Crisis

Firearm Violence was Declared a Public Health Crisis by the Surgeon General in 2024

- Firearms are the leading cause of death for children (ages 1 – 19) from 2002 - 2022 (Dept. Of Health and Human Services)
- “Children and adolescents exposed to violence are at risk for *poor long-term behavioral and mental health outcomes*, such as depression, anxiety, and post-traumatic stress disorder, regardless of whether they are victims, direct witnesses, or hear about the crime.” (2030 Healthy People Report)

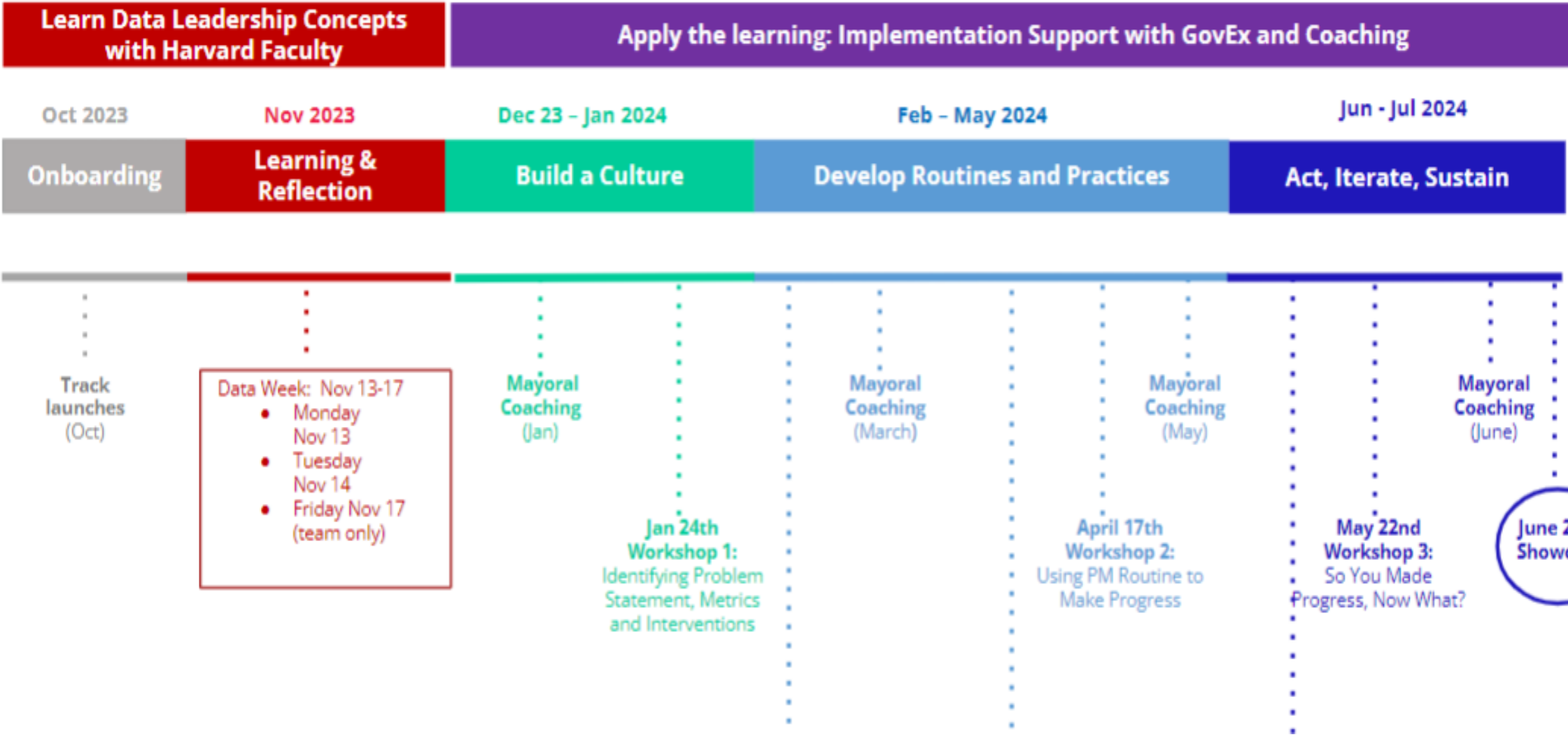
Gun Related Statistics 2020 -2024

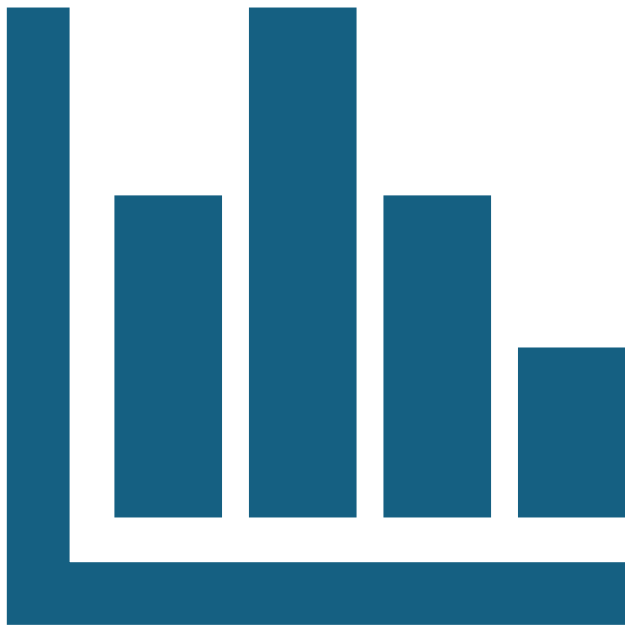


Bloomberg Harvard Cities Leadership Initiative: Data Track

- Initiated by Mayor Harvey Ward
- Lead by a multi-department team of City leaders alongside Bloomberg data coaches to strengthen evaluation metrics and performance routines with City processes to sustain ONOP GNV.
- October 2023 – July 2024

Program Timeline & Points of Engagement





ONOP GNV Data Report

Phase One: Summer 2023

Phase 1: Community Listening



57 > 650+

events in
Gainesville

community
members engaged

Community Listening

Our **202** surveyed participants were:

- 88% youth (under 25 years old)
- 46% male, 42% were female, 7% non-binary, and 4% transgender
- 48% black or African American, White/European American (11%), Hispanic (11%), or Asian (11%)
- Represented of **ALL 16 zip codes** across Alachua County

Partners

- Alachua County Public Schools
- Alachua County Victim's Services and Rape Crisis Center
- Meridian Behavioral Healthcare
- ONOP National
- SPARC325
- UF Center for Arts, Migration & Entrepreneurship
- UF College of the Arts
- UF Health Shands Arts in Medicine

Awardees

20 summer youth arts and well-being programs

Phase 1: Community Listening

Phase I Trends – Community and Youth Voices

ARTS

- Culturally representative arts
- Focus on visual arts, performance, and music
- Arts programs in under-resourced areas
- Underrepresented arts programs for youth

WELL-BEING

- Prioritize high risk youth
- Promoting feelings of safety at multiple levels
- Skills-building programs for youth
- Incorporation of additional valued activities

Youth Steering Committee

12 Gainesville youth engaged to discuss the **WHO's**, **HOW's** and **WHAT's** of solving youth gun violence

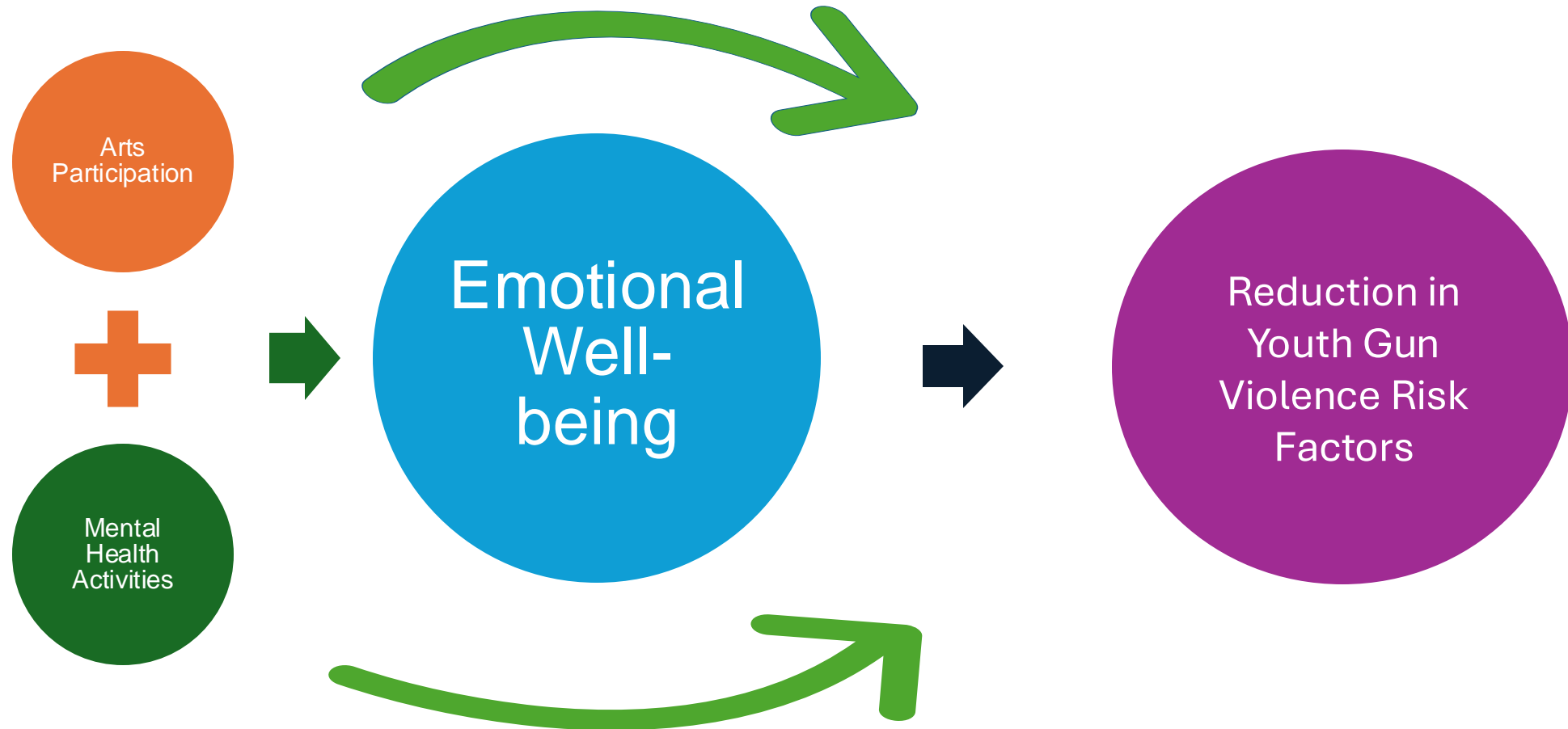
Our Outreach

73 additional artists, organizations, and partners engaged

Phase Two: January – August 2024

Organization/Program	Arts Activities	Wellbeing Activities
Aces in Motion – Healing Through Music and Sport	Songwriting, painting	Group counseling
BLSSD Future – Everybody in a Jam!	Dance	Counseling presentations
Community Impact Corporation – UF Life	Performing arts: Dance, drumming, acting, stepping, singing; Photography, media production	Botvin Life Skills Training with Meridian Healthcare: self-esteem and confidence, resist peer pressure, improve stress management, cope with anxiety, increase knowledge of the consequences of substance use
Dream on Purpose – Filming with a Purpose	Filmmaking, drawing, graphic design	Weekly group discussions with a licensed mental health therapist; Additional 1-1 support was available; Journaling; Emotional literacy and expression; Coping skills
Hippodrome Theatre – Lend Me Your Ears	Theatre, Script writing, visual art/self-portraits, poetry	Group emotional awareness sessions with River Phoenix, Well-ness check-ins with facilitator
Willie Mae Stokes Community Center – Who's in the Box?	Dramatic Theatre	Conflict resolution skills, mental health professional onsite for event
Alachua County Public Schools	Band performances, choir	Team building, positive peer relationship development
UF Center for Arts, Migration and Entrepreneurship	Theatre, poetry, storytelling, digital arts, music, dance, African music festival	Communication, resilience, positive social relationships, healing from trauma
UF Shands Arts in Medicine	HeART wall mosaics, visual art, music, spoken word, songwriting, theatre, writing, poetry	Coping skills

Evaluating Our Program: Theory of Change



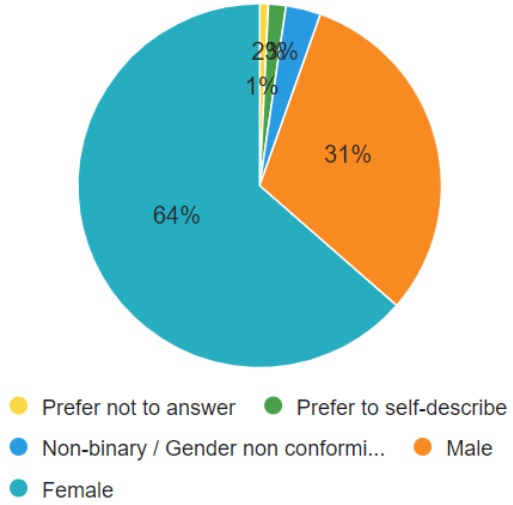
Metrics & Design



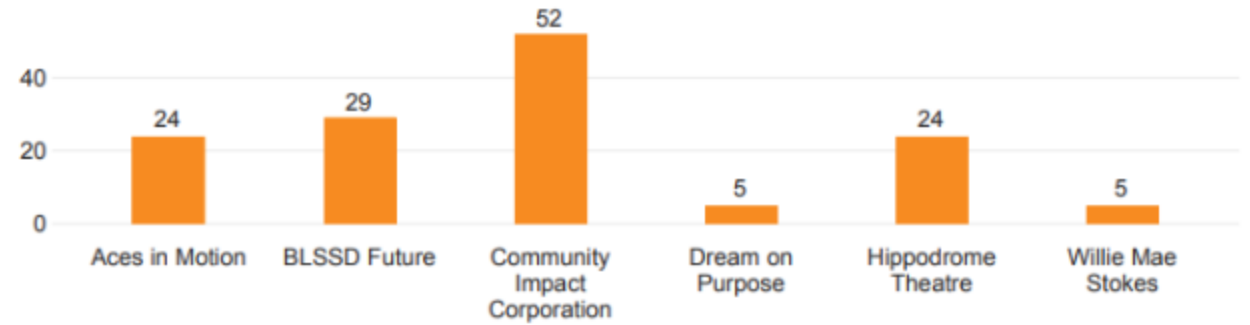
- Same survey given at 3 time points
- Arts Participation
- Well-being Activities Participation
- Assess Baseline Familial Socio-Economic Risk Factors
 - Basic Needs
 - Housing and Job Stability
 - Educational Attainment
 - Family Activities
- Assess change over time
 - Mental Health Risk Factors
 - Emotional Well-being in the last 7 days
 - Socioemotional Functioning
 - Gun Violence Risk Factors
 - Attitudes Towards Guns
 - Exposure to Guns
- Post – Program Evaluations: Successes and Barriers

Demographics

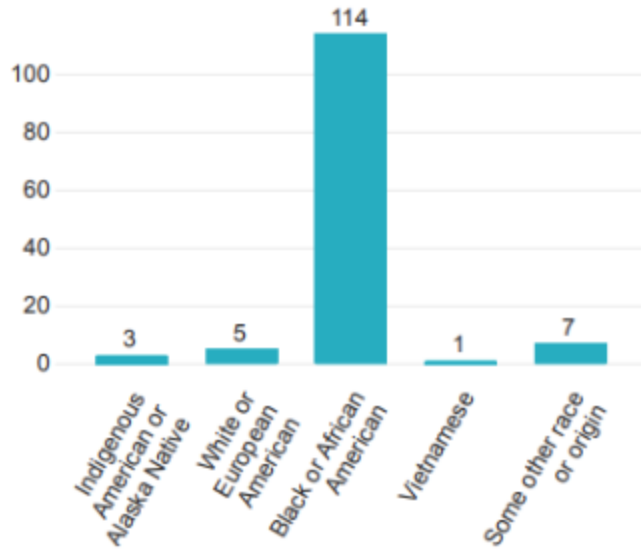
Self-Reported Gender



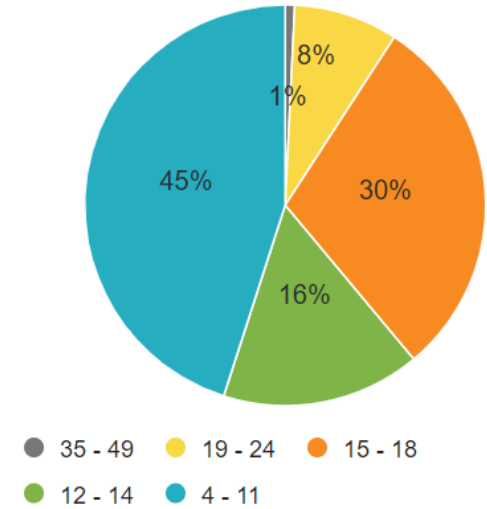
Program Participants = 139 Total



Race/Origin



Participant Age

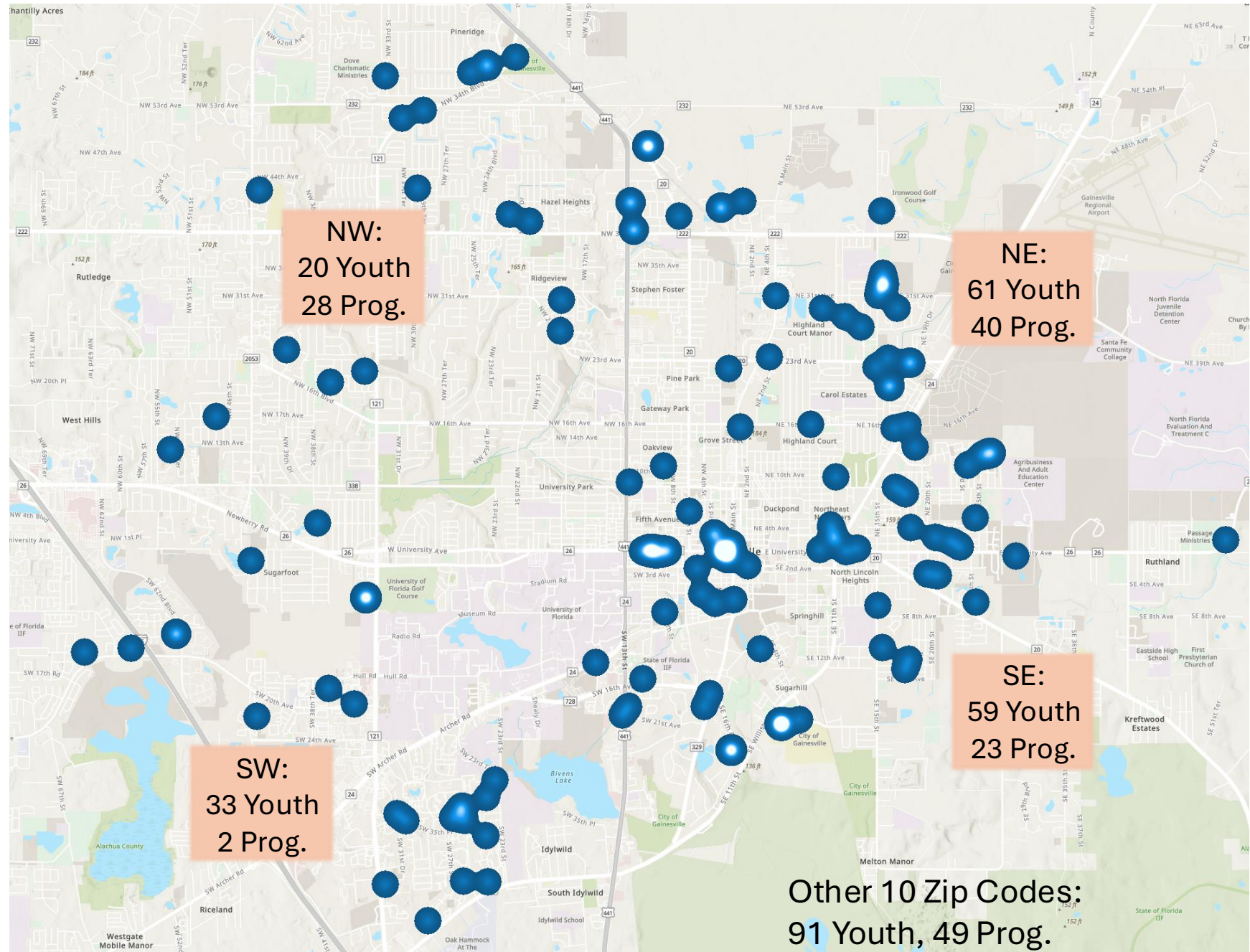


Participant and Program Mapping By Risks

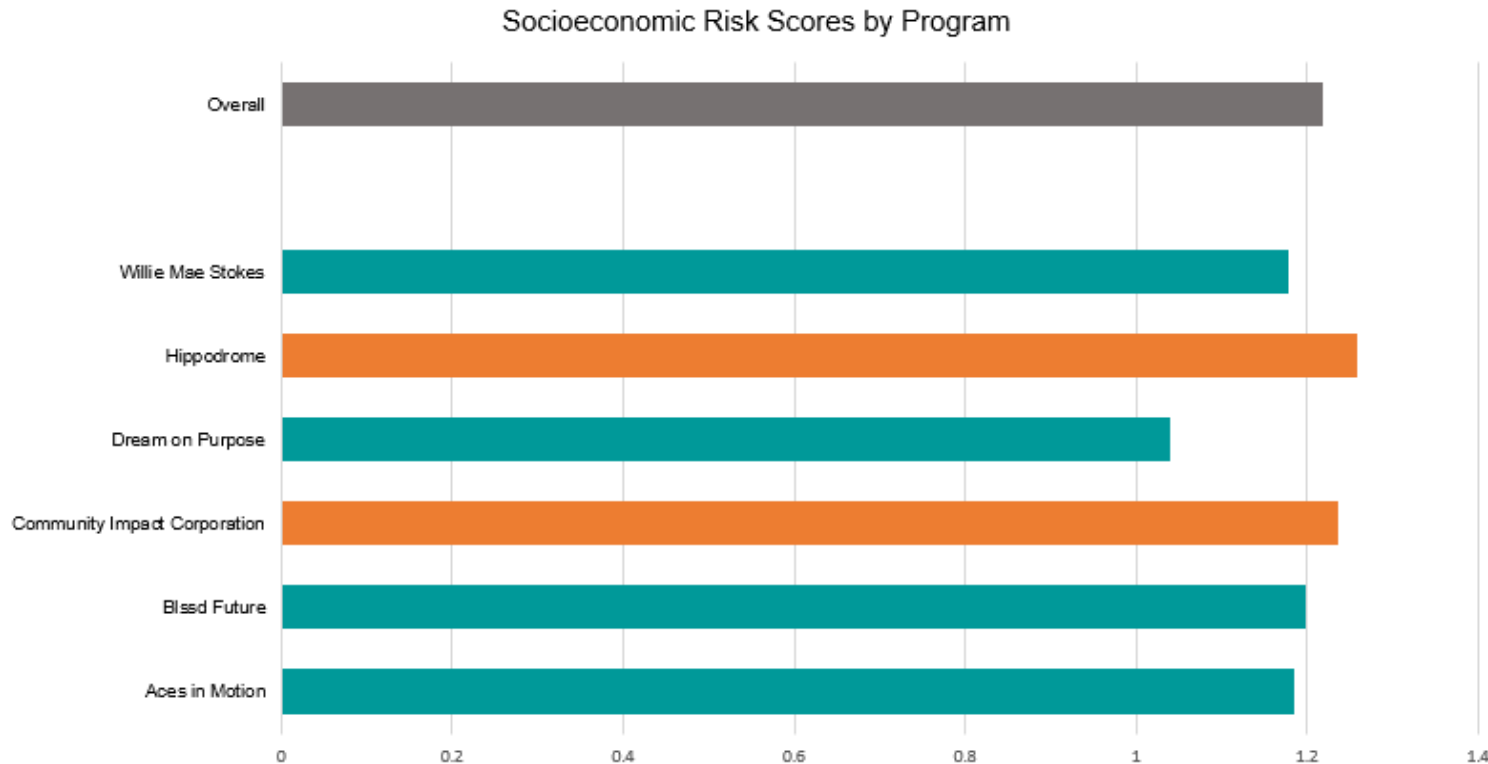
City of Gainesville

EMS Calls for Shooting-Related Incidents

2018-2024



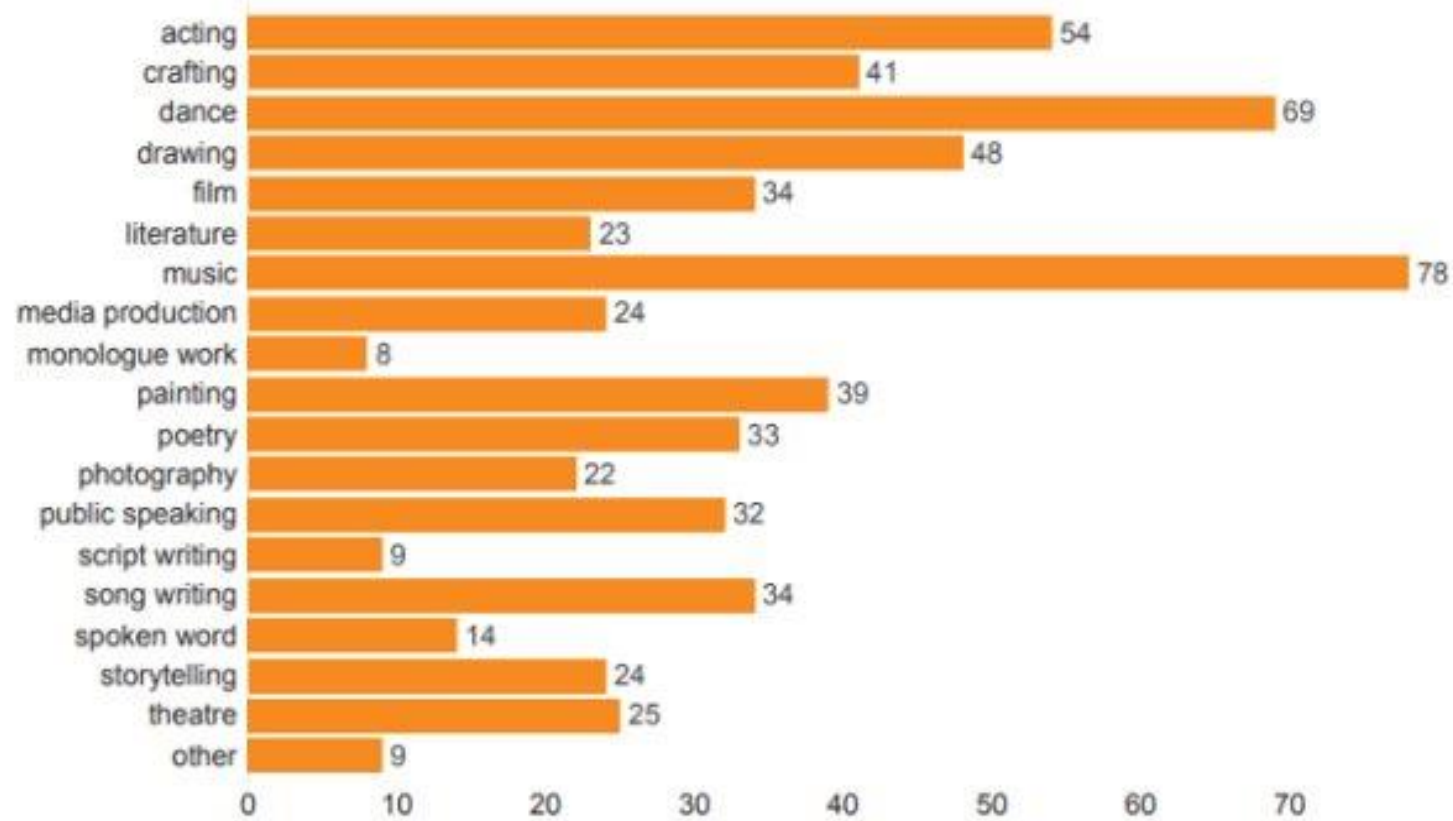
Socioeconomic Baseline Risk Factors



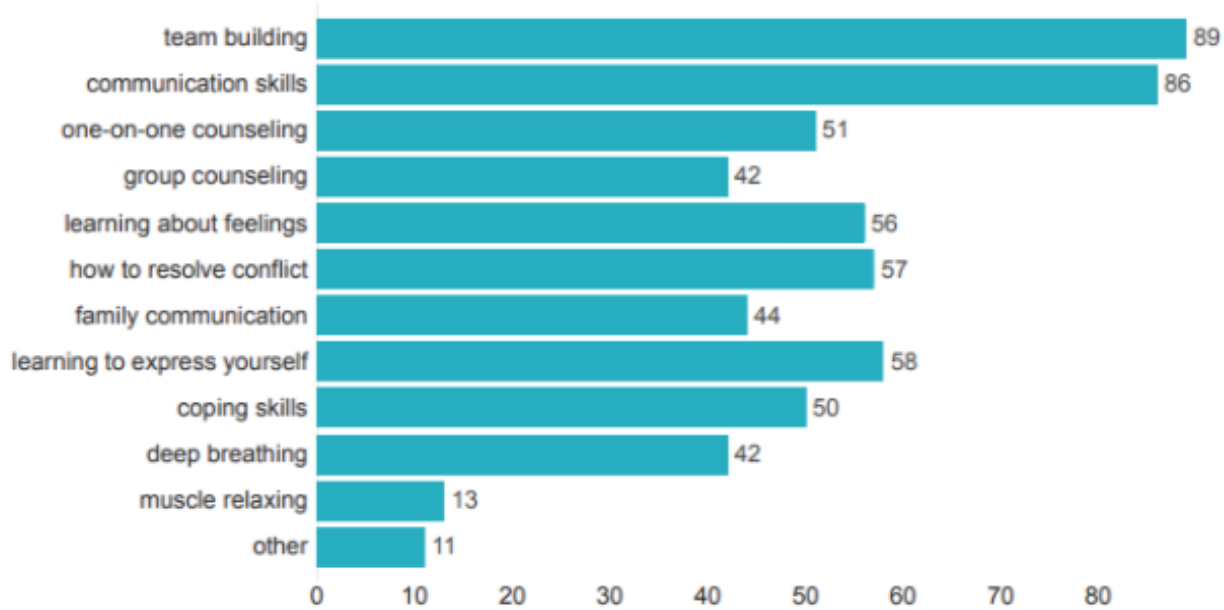
- Stability of home life
 - Parental education
 - Parent changing job
 - Moved where they lived
 - Family activities
- Access to Basic Needs
 - Food
 - Housing
 - Medical care

Most Participated in Arts/Cultural Activities

Arts and Culture Activites

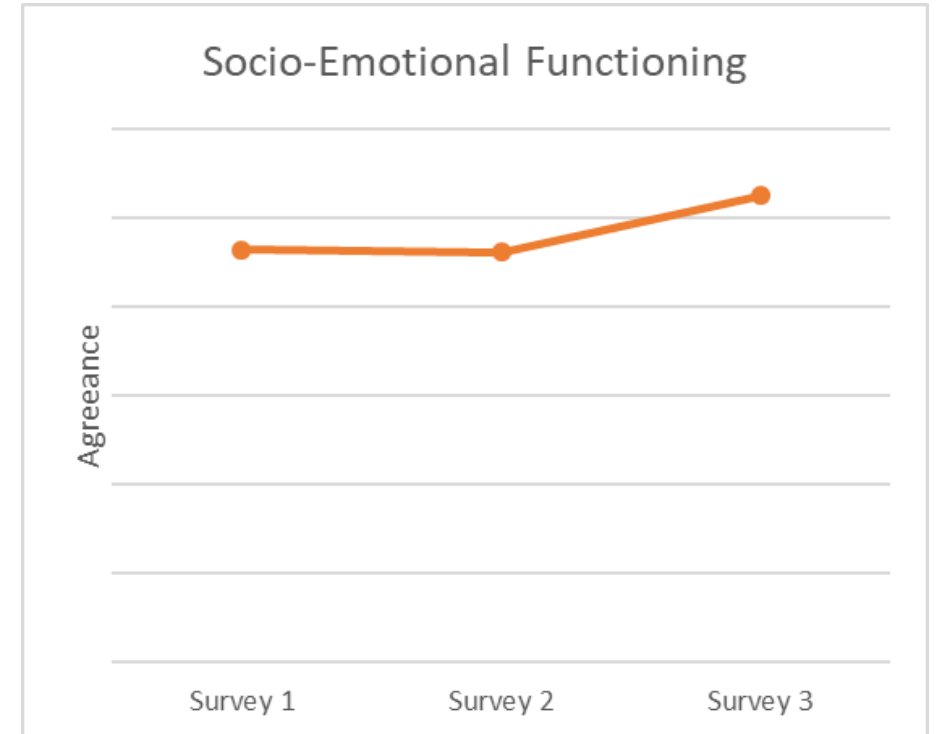
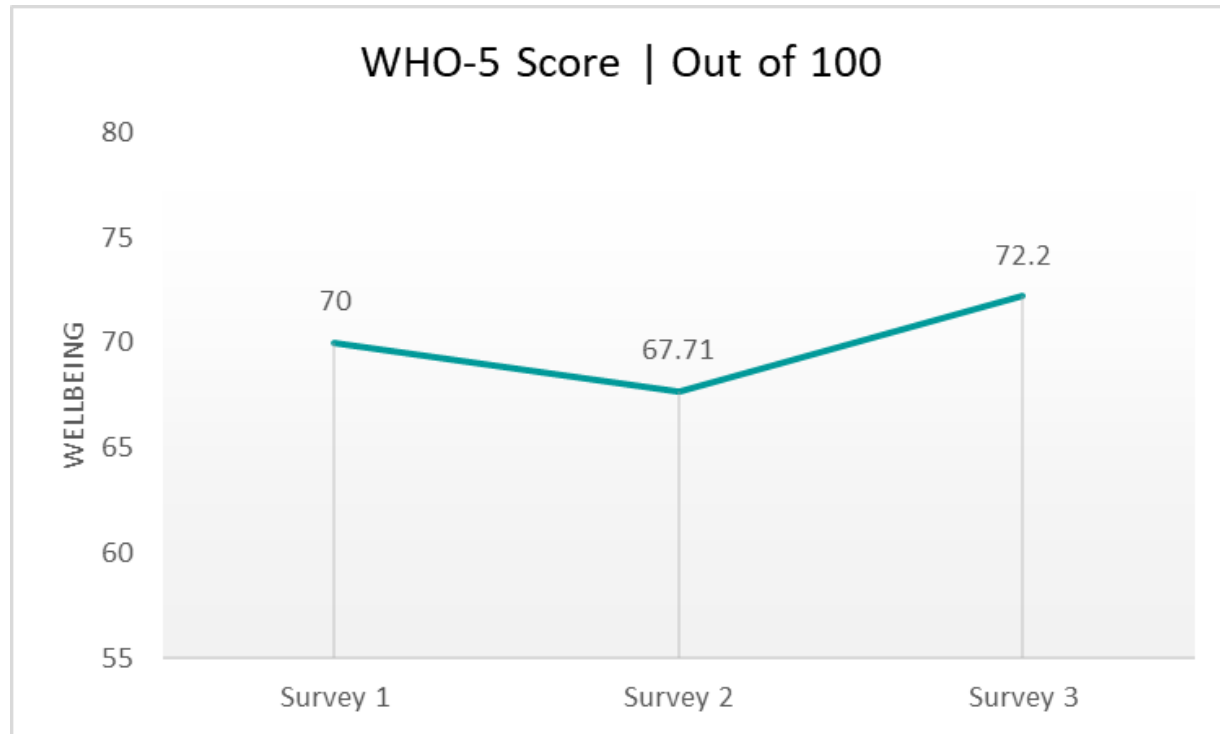


Mental Health, Wellness, and Emotional Well-Being Activities



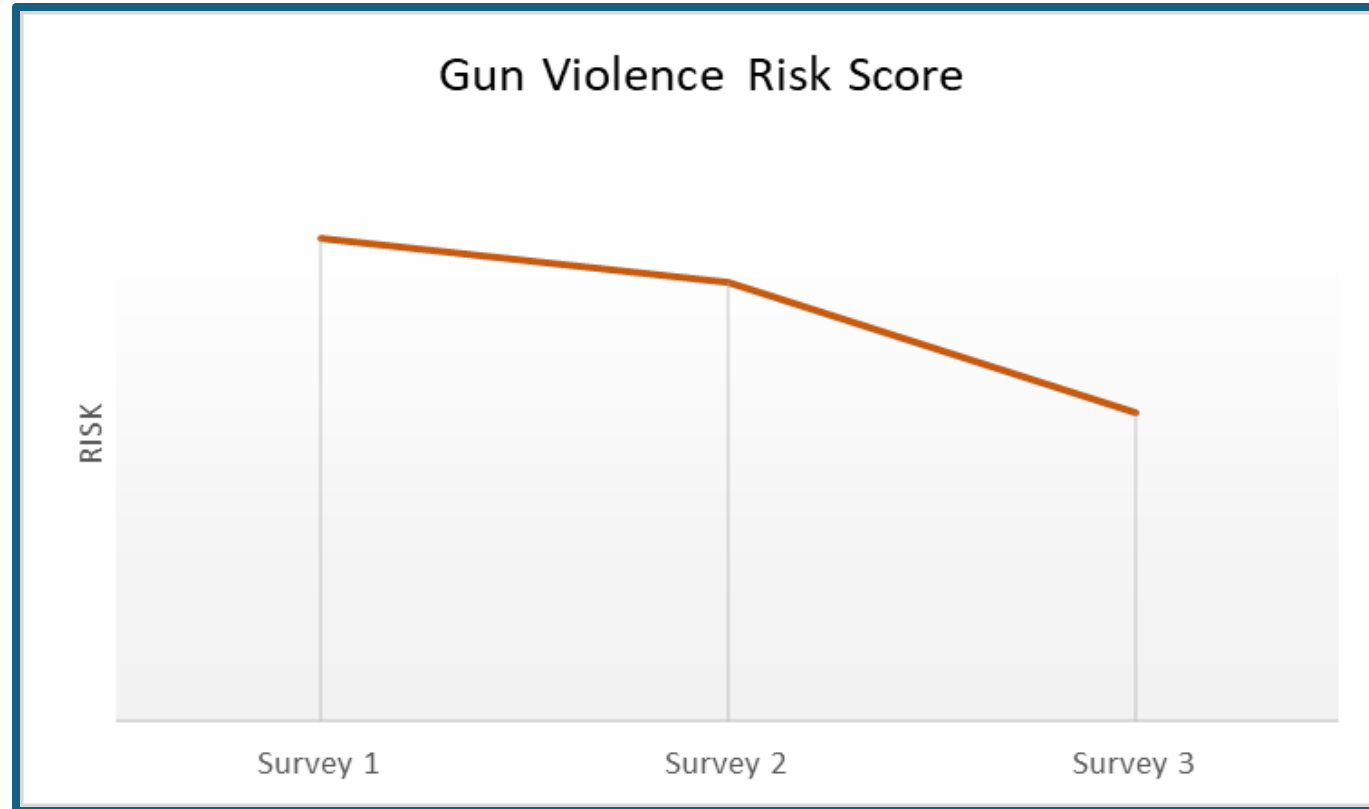
Most Participated in Well-being Activities

Mental Health and Well-being Trends



Youth participants' current emotional well-being, and overall socio-emotional functioning improved over time while in our programs

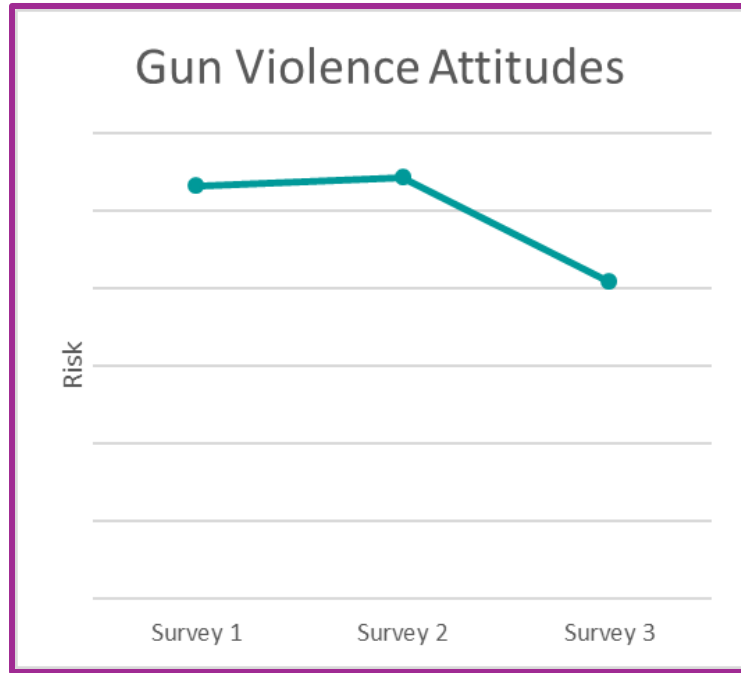
Gun Violence Risk Factors



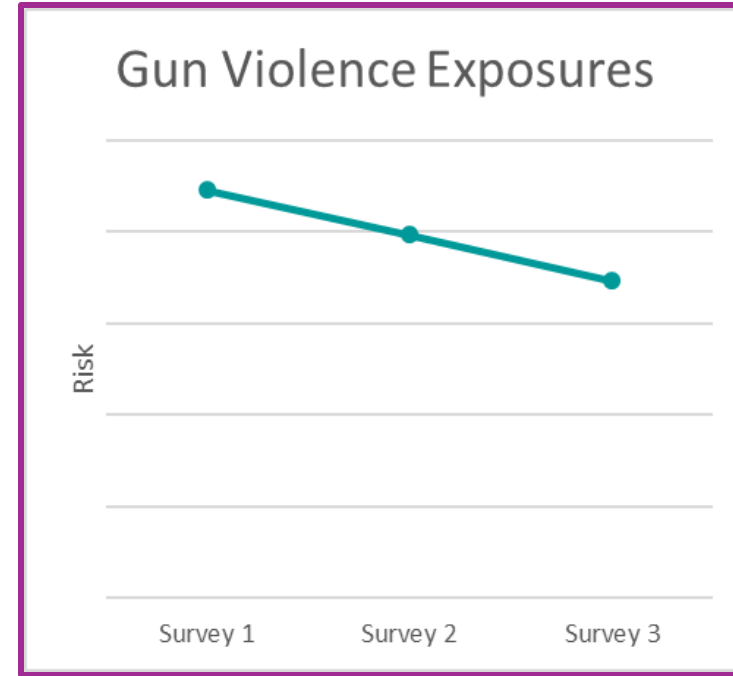
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- Gun Violence Risk Factors showed a **statistically significant decrease** in youth who participated in our programs.

Gun Violence Risk Factors



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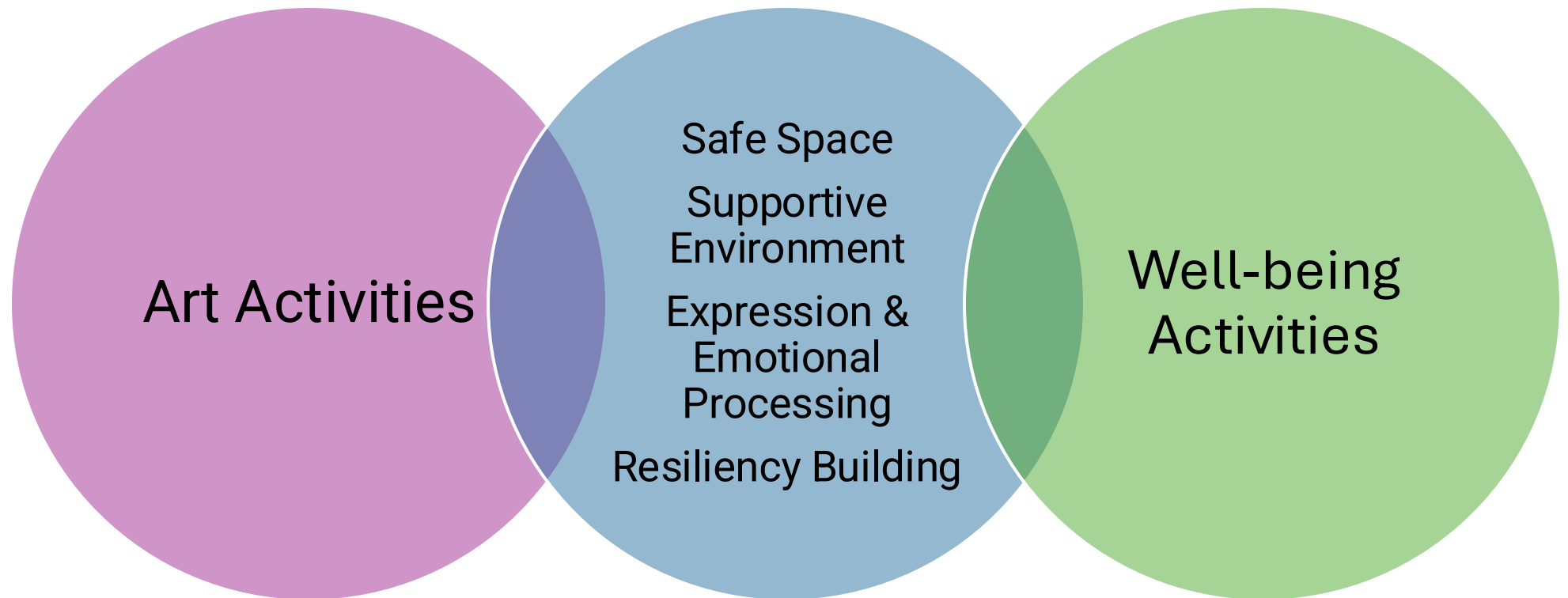


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- Youth Attitudes toward Gun Violence **Improved** (reported less agreement with risky attitudes toward guns)
- Youth Exposure to Gun Violence and Unsafe Conditions **Decreased**

Why Did We Find These Results?

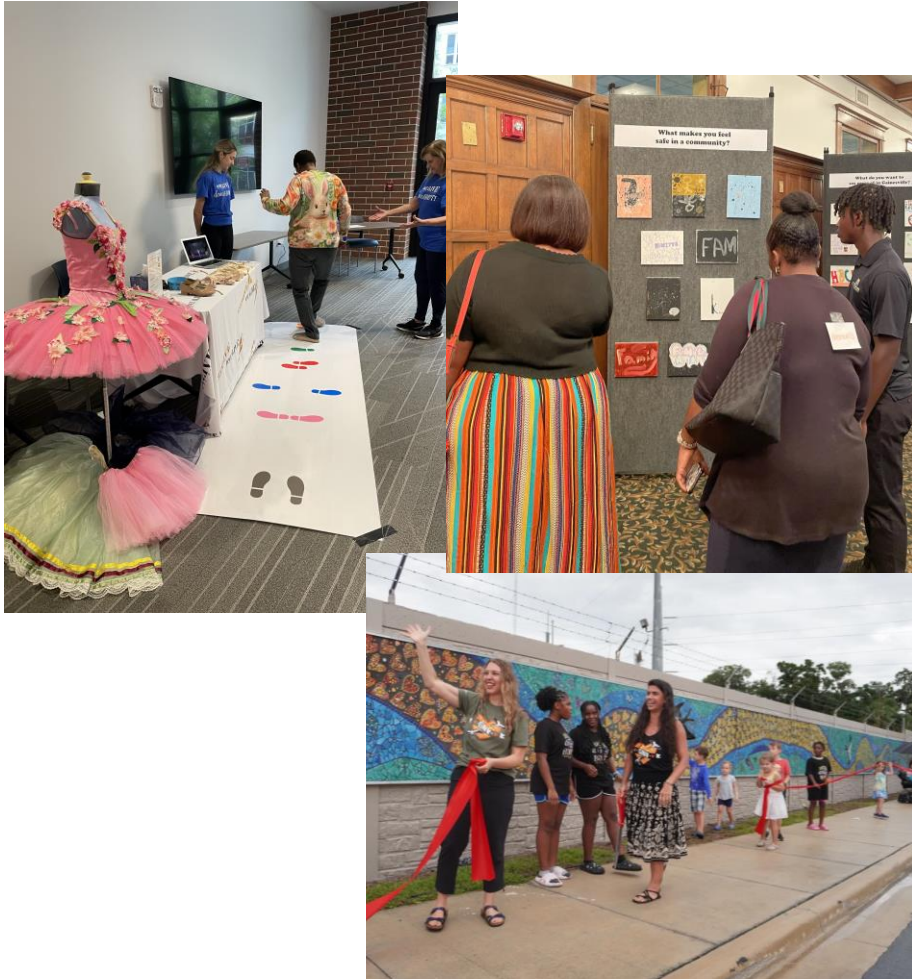
- Integrated Well-being with Art Activities
- Compound Benefits & Effects
- Youth Driven
- Intentional Engagement



Best Practices



Building Collaboration Across Sectors



- **Invite expertise from within**
 - Start with a core team of internal inter-disciplinary individuals
- **Build external partner teams across sectors**
 - Art: Local artists, based within communities you plan to reach
 - Mental Health/Well-Being: Representative and experienced in youth, trauma and community-based programming
 - Youth Serving Organizations: schools, non-profit organizations embedded within communities with higher risks
 - Public Safety: Information sharing, data, intervention planning
- **Ask who has been historically excluded?**
 - Youth Voice: Particularly individuals with lived experience and with high risk factors for gun violence
- **Build in contingencies**
 - Include multiple representatives from each sector
 - Formal partner agreements
- **Engage and connect partners early in the planning**

Cross Sector Collaborations

- 29 youth arts and well-being programs funded
- 85 additional artists, organizations, and partners engaged
 - Public Schools
 - University of Florida College of Arts
 - University of Florida Health – Center for Arts in Medicine
 - Mental Health
 - County Victim Services
 - Public Safety



Recruiting Your Intended Audience:

Engaging Youth At High Risk



Identify High Risk Areas: Locate programming where it is accessible



Collaborate: Work with youth-serving, faith, and community-based organizations with existing relationships and expertise, start early



Marketing: Social Media (IG & FB), Email



Engagement: Recruit at specific community events, community flyers, use trusted messengers in high-risk areas (calls, texts), partner sharing



Anticipate Barriers: Transportation, hours (time and frequency), attendance requirements

Selecting Your Arts Activities

Methods:

- Ask Youth: Exploratory data collection
- Engage local community artists
- Embed arts activities into existing programs that engage youth at high-risk
- Allow youth to create their own projects: music, monologues, dance, movies/videos
- Showcase and celebrate youth creations

What we learned that youth want:

- Culturally representative (minorities), diverse, and inclusive art
- Visual arts, performance, music
- Under-represented forms of art/culture

Selecting Well-being Activities and Metrics

Methods:

- Ask youth: Exploratory data collection
- Integrate well-being activities into normal program routines
- Engage culturally representative and community-based mental health professionals
- Select empirically validated measures: WHO-5
- Include multiple measures: current well-being score and overall socio-emotional functioning

What we learned that youth want:

- To feel safe (personal, family, community)
- Skill building activities: conflict resolution, socio-emotional skill building, building positive peer relationships

Assessing Impact: Gun Violence Outcome Measures

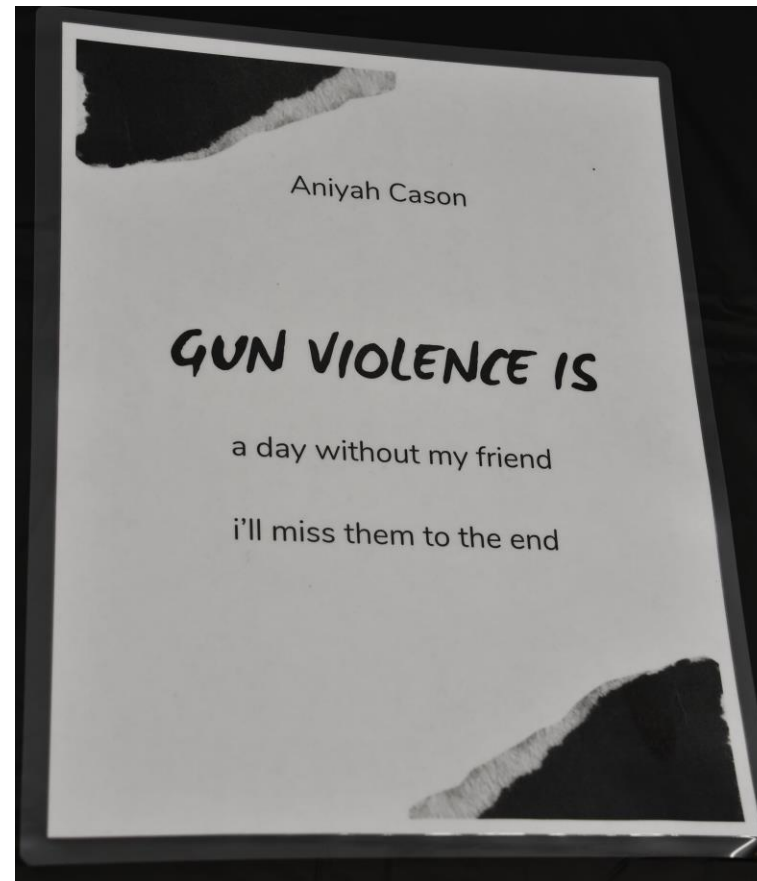
Methods:

- Ask youth: data collection with youth (surveys and steering committee)
- Trauma Considerations: Trusted facilitator, paired with well-being activities, allowed safe space to process
- Assessing Gun Violence Risks: asked youth about their attitudes toward guns, feelings of safety and violence, community exposure

Assumptions:

- Attitudes toward guns, history of violence, and prior exposure are correlated with risks of future gun violence
- Youth with lived experience and prior impact are best able to inform discussions and strategies

Engage Intentionally





“WE HAVE A POWERFUL POTENTIAL IN OUR YOUTH, AND WE MUST HAVE THE COURAGE TO CHANGE OLD IDEAS AND PRACTICES SO THAT WE MAY DIRECT THEIR POWER TOWARD GOOD ENDS.”

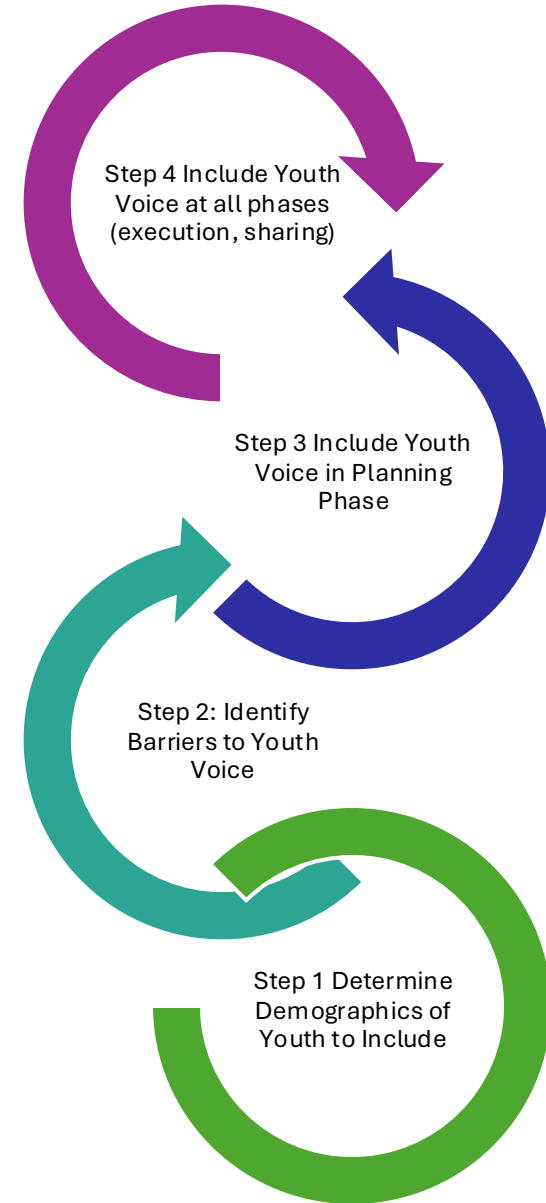
MARY MCLEOD BETHUNE

Elevating Youth Voices: Digging a Little Deeper

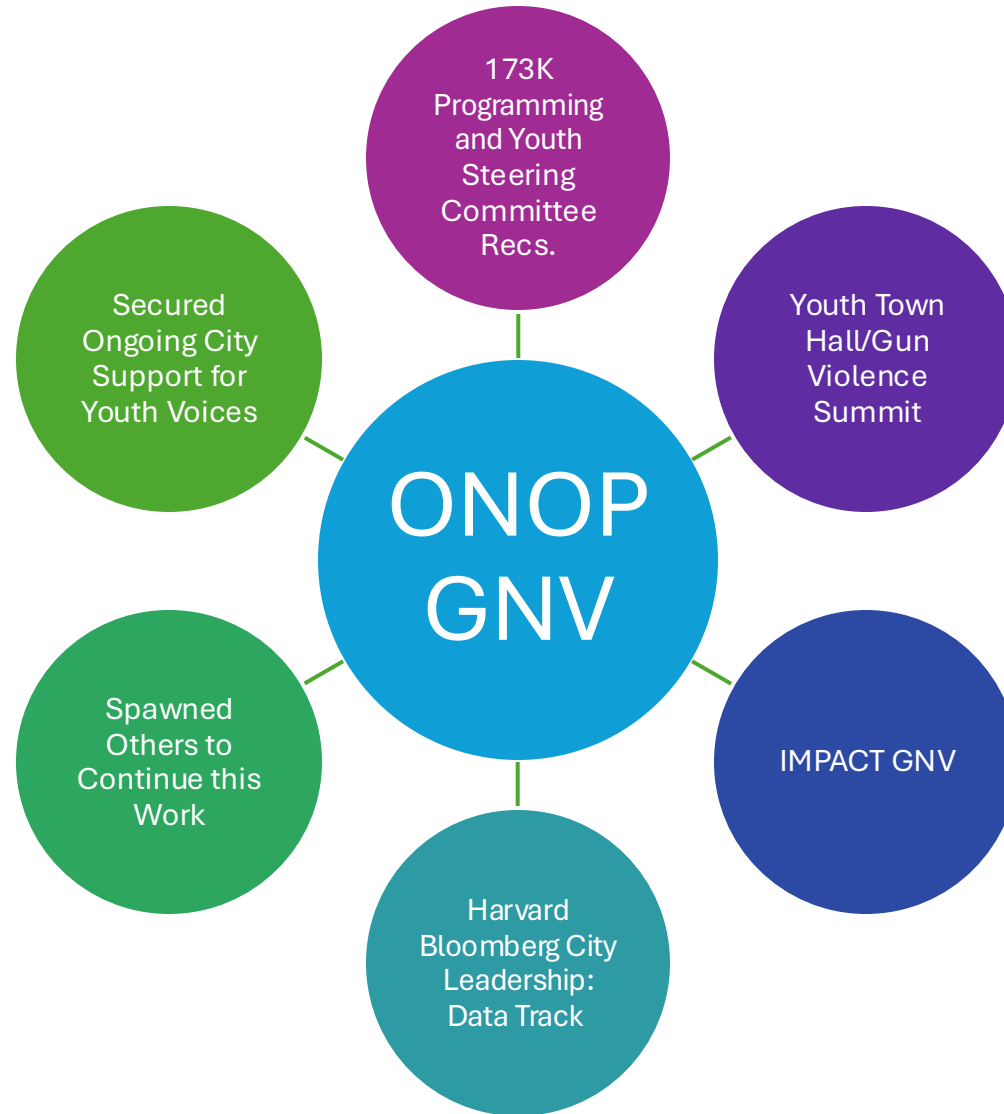
Strategies to Include Youth Voice



- Data Collection
 - Marketing and Branding
 - Youth Representatives at Programs and Events
 - Consider having a Youth Steering Committee
 - Let Youth Tell Their Story
 - Connect Youth to the Bigger Picture
-
- Advocate for Youth Voice at all levels
 - Internal and External communication



Our Impact



Considerations for Government and Community Programming



- Impact takes time:
 - Ongoing and recurring programming is desired by youth: trust & relationships
 - Youth satisfaction and data responses improve over time
 - Mental health and well-being may initially dip before improving
- Interdepartmental teams for complex projects
- Administrative support and staffing
- Ongoing funding for arts and wellbeing initiatives
- Data collection and analysis tools/support

Next Steps

- Best practices guide for online and print publication
- ONOP GNV final data report for publication
- Further data analysis of project findings
- Allocation of unused ONOP ARPA funding



Thank you!

- Cherie Kelly, M.A.
 - Youth Services and Educational Programs Manager, Department of Parks, Recreation and Cultural Affairs
- Brandy Stone, MPH, CPH
 - Director of Community Health Initiatives, Gainesville Fire Rescue
- Brittany Coleman, MA
 - Gun Violence Intervention Program Manager, Gainesville Fire Rescue