

Project Name: *Making Connections*

EXAMPLE ONE

Making Connections will help Addiction Counsellors from region X recognize the relationship between problem gambling and mental illness by providing them with relevant, informative fact sheets.

Activities (Describe the activities of the project, including the timeframe for completing each activity and any relevant details such as how many workshops delivered, flyers given out, etc.):

- **By Dec. 1:** Develop a problem gambling/mental health fact sheet for Addiction counselors in X region.
- **By Jan. 15:** Distribute the fact sheet to all Addiction counsellors in X region.
- **By Feb. 28:** Call (or email) each recipient and ask what was learned from the fact sheet.

Outcome #1:

- Addiction counsellors understand the relationship between problem gambling and mental illness.

Measurements to Determine Success of Outcome:

- # and % of Addiction counsellors who can state at least one specific piece of information they learned from the fact sheet.
- # and % of Addiction counsellors who have referred at least one client to a problem gambling resource since reading the fact sheet.

Project Name: *Gambling Age*

EXAMPLE TWO

In an effort to identify X demographic's (e.g. seniors) needs in relation to problem gambling, our group/agency/organization will create community dialogue, compile and analyze related data, and create an action plan based on the results.

Activities (Describe the activities of the project, including the timeframe for completing each activity and any relevant details such as how many workshops delivered, flyers given out, etc.):

- **By Oct. 31:** Facilitate three separate focus groups to determine the target population's needs.
- **By Nov. 30:** Administer an anonymous questionnaire to six local community groups.
- **By Jan. 31:** Summarize and analyze the data from both the focus groups and the questionnaire.
- **By Mar. 14:** Develop an action plan based on the feedback provided.

Outcome #1:

- Our group/agency/organization has increased its knowledge of our target population's needs in relation to problem gambling.

Measurements to Determine Success of Outcome #1:

- Our group/agency/organization can identify at least five issues related to our target population and problem gambling in our community.
- An action plan informed by community dialogue is in place.
- # and % of individuals or organizations responsible for specific parts of the action plan who have a written plan for how to fulfill their responsibilities.

Outcome #2:

- Members of our target population understand and think critically about gambling as an issue relevant to their demographic.

Measurement to Determine Success of Outcome #2:

- Follow-up surveys show that at least X% of focus-group participants discussed gambling issues with their immediate families or peers since attending the focus group.

Project Name: *Game Off Gambling*

EXAMPLE THREE

Game Off Gambling is an activity-based problem gambling workshop for X target population (e.g. African Nova Scotian youth).

Activities (Describe the activities of the project, including the timeframe for completing each activity and any relevant details such as how many workshops delivered, flyers given out, etc.):

- **By Dec. 1:** Develop a focused activity-based workshop on problem gambling for our target population.
- **By Jan. 1:** Organize and advertise the workshop.
- **By Jan. 31:** Facilitate the workshop.
- **On workshop date:** Administer pre and post questionnaires to measure participants' knowledge about problem gambling warning signs and resources.

Outcome #1:

- Participants from our target population understand the warning signs of problem gambling.

Measurements to Determine Success of Outcome #1:

- Participants' scores improve by X% on section of pre and post questionnaires related to the warning signs of problem gambling.
- % of participants who can identify two warning signs of problem gambling.

Outcome #2:

- Participants from our target population know where to seek help if they, if loved ones, or if friends have issues related to problem gambling.

Measurement to Determine Success of Outcome #2:

- # and % of participants who can identify three resources related to problem gambling.