



EXAMPLE OF HOW TO WRITE PART 4 COMMUNITY PROJECTS II APPLICATION: *up to \$10,000*

Project Name: *Making Connections*

Making Connections will train family members of people affected by gambling harm to recognize the signs, to approach loved ones in a neutral and appropriate manner, and to seek outside help when necessary.

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. 1/10:** Research best practices in family intervention related to problem gambling
- **By Feb. 15/11:** Write a literature review that will form the basis of a toolkit and will be available to other organizations
- **By Sept. 30/11:** Develop educational materials and presentations for the training program
- **By Oct. 31/11:** Hire and train leaders to run the training program
- **By Dec. 15/11:** Advertise the program and recruit participants
- **By Mar. 31/12:** Run a trial version of the program, administer evaluations
- **By June 30/12:** Follow up with participants to determine their success in discussing problem gambling with family members
- **By July 31/12:** Revise the program as necessary
- **By Dec. 30/12:** Run six versions of the program, modifying as required
- **By Mar. 31/13:** Develop and finalize the program manual to be used by community organizations

Outcome #1:

- **Short-term:** Participants understand the warning signs of problem gambling.

Measurements to Determine Success of Outcome:

- Participants' scores improve by X% on the 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:

- **Intermediate-Term:** Participants are able to approach family members about problem-gambling behaviour.

Measurements to Determine Success of Outcome:

- # and % of participants who feel confident about approaching family members about their problem gambling behaviour.
- # and % of participants who correctly identify five ways to approach family members about their problem gambling behaviour.

Outcome #3:

- **Long-Term:** Individuals at risk of or experiencing problem gambling seek help.

Measurements to Determine Success of Outcome:

- # and % of participants who approached their family members about problem gambling within two months after completion of the program.
- # and % of participants whose family members sought help for their problem gambling.

