Five Parts of Community Assessment

Community Description
Identify who you are serving-population levels, describe the demographics of the community; this will help clearly define and name your community.

Assessment of Community Needs
The need is identified as the gap between what is and what should be.

Community Resources
Things that can be used to help close the gap between what is and what should be, and should include naturally occurring resources.

Community History
How was the community formed? What traditions and norms exist due to the community's history?

Problem Statement
Drawing the conclusion-identify pressing issues, using clear, concise problem statements with consensus on the problems, how it is framed , and clarity for the next steps in planning.

The assessment help you stay focused; helps keep you efficient, and saves time and money.

Six Characteristics of Effective Problem Statements

1. Names one problem at a time
2. Avoids blame
3. Avoids naming specific solutions
4. Defines the problem in terms of behaviors and conditions
5. measureable-allows you to take action
6. Reflects community concerns

If there is an "and" in the problem statement, you have too many problems.

Create your logic model by clearly stating the problem and identifying the root cause.

When should root causes make it to your logic model?
1. Data
2. Prevention Science-body of research, knowledgeable, experiences
3. Current events or political opportunity
4. Community expectations or demands

But why here? Describe the local conditions
1. Be specific (not another risk factor-if you use the word "lack" it's a risk factor)
2. Identifiable
3. Actionable

There are two ways to critique your logic model

1. Line Logic-credible connection between each element
2. Completeness Check-are all pieces present? Are there any missing risk factors or important local conditions?

Objectives/Outputs
1. Provide information
2. Enhance skills
3. Provide support
4. Enhance access or decrease barriers
5. Change consequences, (incentives/disincentives)
6. Physical design
7. Change or modify policy or systems.