

Activity Log (AL)

(Submit one form per group for each mentoring session—HARD COPY AND ONLINE)

Date ____/____/____ Site code: _____ Mentor code: _____ Group code: _____ Session length (min): _____

IMPLEMENTATION EVALUATION: Use checklist to document which CLP components you implemented.

Components	Adherence: Did you implement this component? (✓)	Exposure: How many minutes did you spend on this?	Quality: How well did you implement it? (1 = low quality, 3 = high quality)	Responsiveness: How engaged were the mentees? (1 = low engagement, 3 = high engagement)
Active listening				
3-2-1 discussion				
ICED				
LCJ activity: _____				

FOCUS CODE: Indicate approximate time spent on each. Do not include any intervals less than 15 minutes.

Example: If you played cards for 30 minutes while you talked about school, put check marks (✓) under 15 min for *Indoor games* and 15 min for *Academics* = total of 30 minutes. Then, circle who initiated the conversation/activity.

The mentoring activities below can contribute to improvements in mentees' connectedness, self-esteem, and social skills.		15 min	30 min	45 min	60 min	Whose idea was it?
1	Casual conversation (Discussed sports, weekend activities, holiday plans, fun things to do in the community, neighborhood, etc.)					1 = mentor 2 = mentee 3 = both
2	Conversation on social issues (Discussed current events in the news, poverty, neighborhood events, religion, cultural issues, etc.)					1 = mentor 2 = mentee 3 = both
3	Conversation about relationships Identify who using check marks (✓): ☐ Family ☐ Teachers ☐ Friends ☐ Romantic Friend					1 = mentor 2 = mentee 3 = both
4	Listening and learning (Discussed mentee's hobbies and interests, feelings, or mentee talked most of the time while mentor listened.)					1 = mentor 2 = mentee 3 = both
5	Sports, athletic activity, or outdoor game (activity) (Played basketball, soccer, catch, volleyball, tennis, etc.)					1 = mentor 2 = mentee 3 = both
6	Creative activities (activity) (Engaged in drawing, arts and crafts, reading and writing for fun, photography, crafts, art projects, etc.)					1 = mentor 2 = mentee 3 = both
7	Indoor games (activity) (Board games, playing cards, chess, Uno, checkers, computer games, puzzles, etc.)					1 = mentor 2 = mentee 3 = both
8	Academics (Discussed grades, school, testing, etc.)					1 = mentor 2 = mentee 3 = both
9	Tutoring/homework (activity) Helped with homework, did tutoring, helped with reading, library, academic computer work)					1 = mentor 2 = mentee 3 = both
10	Behavior (Discussed youth's behaviors related to problems with peers, teachers, adults, specifically misbehavior)					1 = mentor 2 = mentee 3 = both
11	Attendance and "stay-in-school" discussion					1 = mentor 2 = mentee 3 = both
12	Future (Discussed college, careers, jobs, goals, dreams, etc.)					1 = mentor 2 = mentee 3 = both

Office use only:

Session number: _____