




Getting the Measure of Child Wellbeing with Rumble's Quest

A Tool for Schools and Their Communities

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Griffith Criminology Institute



ACKNOWLEDGEMENT OF COUNTRY

Griffith University acknowledges the Traditional Custodians of the land on which we are meeting and pays respect to the Elders, past and present, and extends that respect to all Aboriginal and Torres Strait Islander people.



CREATE 2020
WEBINAR
SERIES

DATE	PRESENTATION TOPIC
June 17 th	The power of a critical friend - Collective Change Facilitation
1st July	Coalition Wellbeing Survey – The value of measuring the wellbeing of community partnerships
22 nd July	Getting the measure of child with Rumble's Quest: A tool for schools and communities
29 th July	The power of wellbeing data for community coalition: Deciding Together risk and protective factor methodology
19th August	The capabilities and uses of Parent's Voice - incorporating PEEM, the Parent Empowerment and Efficacy Measure
9th September TBC	Demonstration of the power and use of the new Economic Support and Reporting Tool (ESRT)
30th September TBC	Strengthening Family-School-Community Relationships – An online Professional Learning Program designed to strengthen Principal's leadership in forging school-family-community connections to improve student wellbeing and learning outcomes

Today's Outline

- CREATE project background
- Development of Rumble's Quest Child Wellbeing Measure
- System Demonstration
- Q & A



*Real***Well**

Measuring and supporting
child wellbeing



The CREATE Project

- The CREATE Project (*Create-ing Pathways to child wellbeing in disadvantaged communities*) aims to build prevention science methods and measures **WITHIN** *the routine practices of large scale community service and school systems* in two states of Australia, Queensland and New South Wales.
- The focus is the wellbeing of children aged 0-12 years, particularly *primary school-aged children 6-12 years*.
- CREATE uses a population health methodology similar to Communities That Care – including *the development of community-level child risk and protective factor profiles*.
- This new methodology is the focus of the presentation on July 29

Our goal:
*work WITHIN
existing delivery
systems*

Make good
prevention delivery systems *better*
by constructing and testing a
Prevention Translation and Support System

Do this for

- Communities for Children (CfC) regions in Australia
- Australian State Education Departments
- NGO community services

Two major
components of the
Griffith Prevention
Translation &
Support System

1. Systems and processes established by Collective Impact Facilitators for:

- implementing the CREATE community prevention model
- achieving the core conditions of collective impact

2. An interactive web-based set of electronic resources:

- *Tools for CfC community coalition members* to strengthen their collective capacity to undertake key activities fundamental to each stage of the CREATE Change Engine
- *data collection tools for collaborative goal setting* and tracking collective outcomes and progress (coalition function, child and family outcomes **including Rumble's Quest**, and economic analysis)

A large, vibrant red speech bubble is the central focus of the image. Inside the bubble, the text "The CREATE model" is written in a clean, white, sans-serif font. The bubble is positioned slightly to the right of the center. The background is white and features several thin, light gray curved lines that sweep across the frame, some solid and some dashed, creating a sense of motion and depth. A dark gray shadow is cast by the bottom-left edge of the red bubble, giving it a three-dimensional appearance.

The CREATE model

The CREATE Change Cycle



Better lives for children in disadvantaged communities

Collaborative:

development is multifaceted, demanding that system silos be transcended through a comprehensive and integrated approach based on good governance

Relationships-driven:

program delivery requires community engagement and trust built on connections between organisations and relationships between people

Early in the pathway:

primary prevention by getting in early before problems emerge or become entrenched, with targeted programs embedded in a universal framework

Accountable:

a clear focus on measurable outcomes and shared responsibility for clearly articulated goals

T raining focused:

empowerment of the workforce through continuous skills development and building the efficacy of parents to achieve their own goals for their children

Evidence-based:

programs and services have clear evidence for their effectiveness and are able to be implemented with integrity

**GOOD
GOVERNANCE**

EMPOWERMENT

Stronger Developmental System

CREATE Project Goal

DEVELOP SUPPORT SYSTEM

- Including resources for measuring child wellbeing





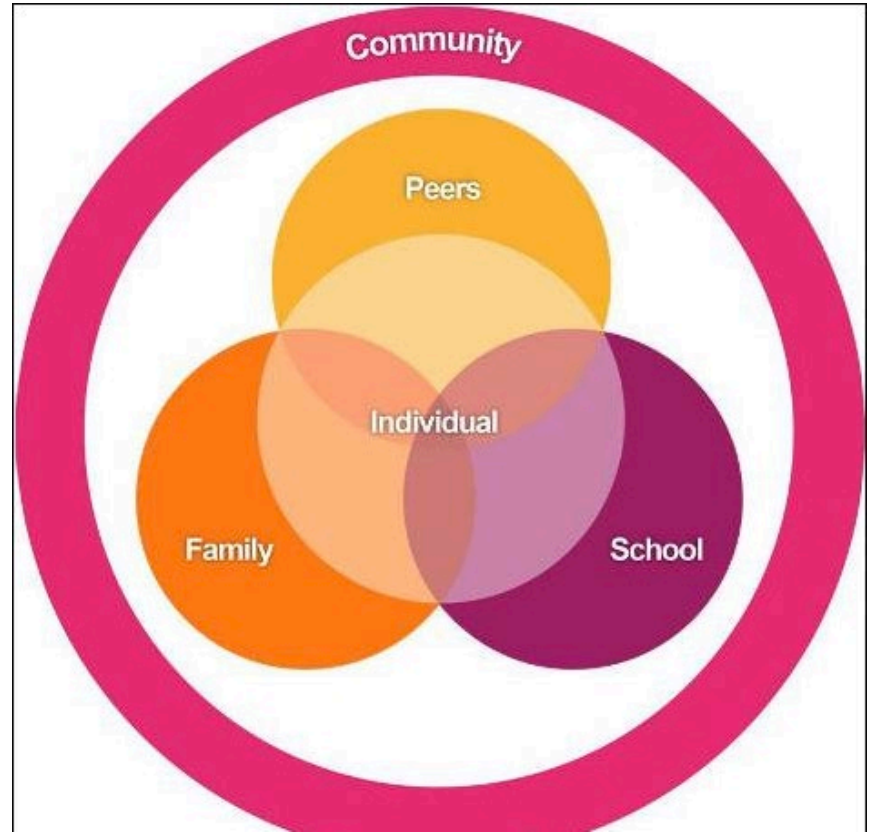
Children experience poor wellbeing through emotional, psychological, behavioural, or mental health problems.

These statistics are even higher within our most **vulnerable groups of children.**



Assess to Address

- Practical child wellbeing assessment tool
- to
- facilitate systematic collection of data across the community
- to
- guide action strategies tailored to community





An interactive
measure of social
and emotional
wellbeing for
primary school
aged children

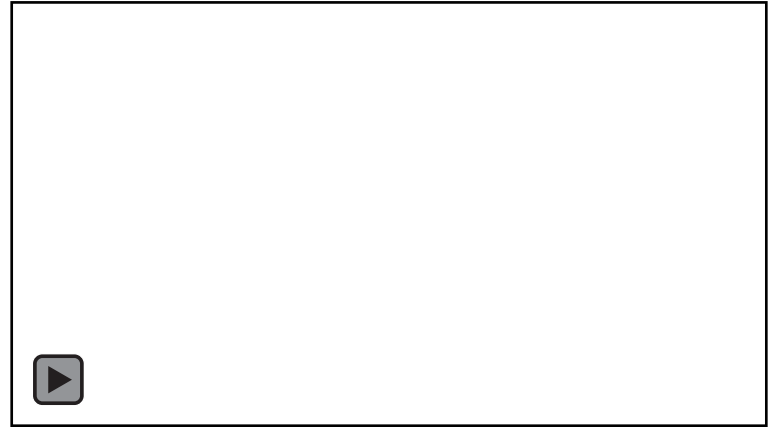
<https://www.realwell.org.au>

Reliable
Data-for-action
Engaging
Easy
Feasible
Empowering
Multi-dimensional
Age-appropriate
Sensitive-to-change

Child Voice

Valid

Game technology promotes engagement



RUMBLE'S QUEST DEVELOPMENT TIMELINE

Before CREATE Project	During CREATE Project		
2007-2013	2014-2015	2016 - 2017	2018 - 2020
<ul style="list-style-type: none"> • Need established • Review research literature • Develop Conceptual Framework • Develop Survey Questions • Establish criteria for practical resource • Decision to develop as computer game • Software development: PROTOTYPE Game = Clowning Around • Psychometric research studies <ul style="list-style-type: none"> - Validity and Reliability established - Factor structure established • Use in 2007-2012 as Pathways to Prevention Project outcomes evaluation tool (proof of concept). 	<ul style="list-style-type: none"> • Software development: <ul style="list-style-type: none"> - Re-program game design = RUMBLE'S QUEST - Management Dashboard - User Guides - Support resources - Coding for Automated Report Generation 	<ul style="list-style-type: none"> • Ongoing implementation studies • Factor structure confirmed • Norming sample (n >10,000) 	<ul style="list-style-type: none"> • Available for use by schools in CfC regions (and beyond) • Online licence acquisition

Rumble's Quest Wellbeing Scores

57 items

Total Score: General wellbeing dimension

+ Four Subscales:

- Attachment to school
- Self-regulation
- Social confidence
- Supportive relationships



Do people treat you in

EXECUTIVE FUNCTION INDICATOR SCORES

- Working Memory
 - Inhibitory Control
 - Cognitive Flexibility
 - Attention Control
 - Focused Attention
-





Advancing child wellbeing
using science to equip and
empower organisations
dedicated to the service of
children and families



Realwell.org.au



Comprehensive
Statistical Report



Encrypt & Transmit
Data to Secure Server



Online Technical
Support



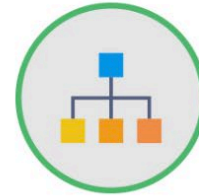
Administration Dashboard
& Online Tutorials



Account
Registration



Organisation
Level Aggregate
Reporting



Wellbeing
Measure



Background
Materials



Go to website

Rumbles Quest Manager Login

Email

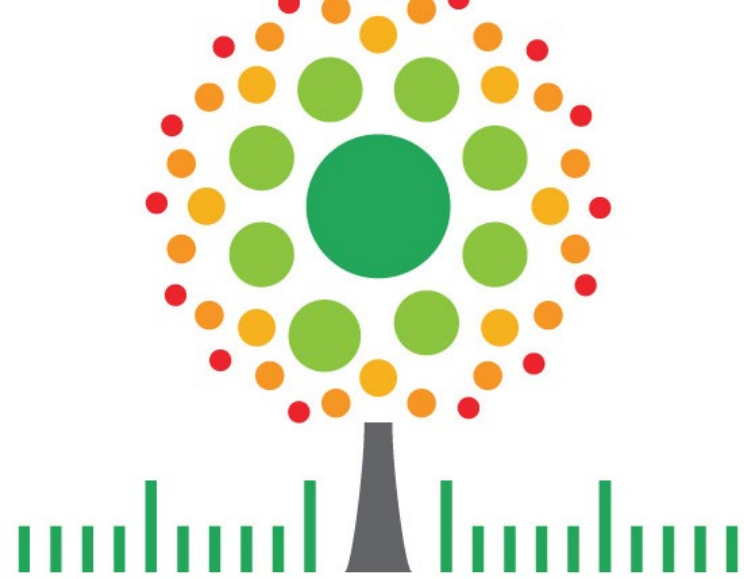
Password

Login

Forgot password? [Reset Password](#)

Q & A

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