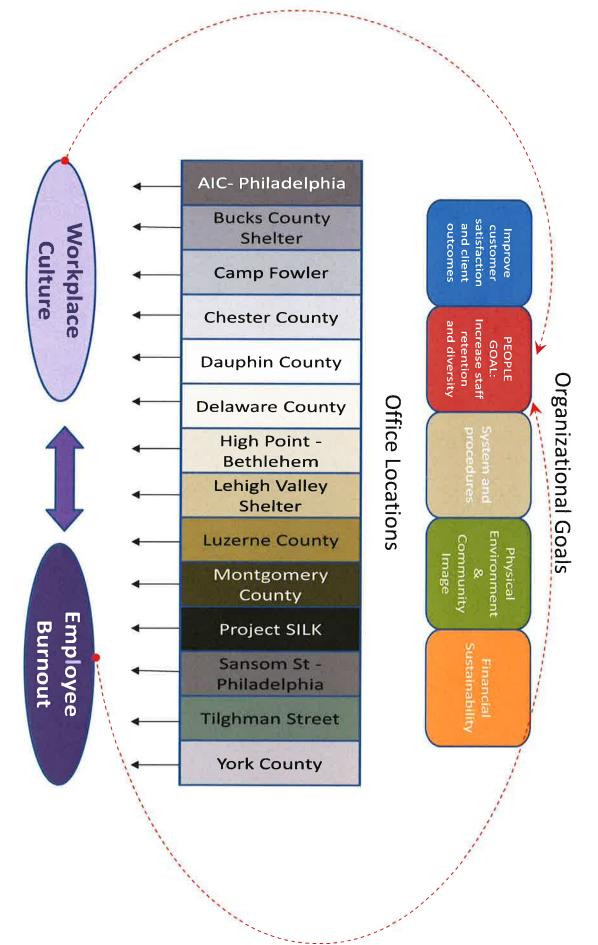
Appendix

# Valley Youth House



mission and vision.

### Workplace Culture Questionnaire

Please answer the questions by marking the alternative that best coincides with your feeling about your own working environment. When answering the questions, please consider only your primary workplace. (NOTE: Workplace is defined as the office setting that you are primarily linked to)

Adı	ministrative Staff Superv	isory Staff [	Direc	t Service staff	
Off	ice Location:				
1	My workplace has a clear division of	Yes, I agree entirely	Yes, I agree to some degree	No, I do not agree entirely	No, I do not agree at all
2	responsibilities. There are no perceptions of	П			
2	discrimination, bias or prejudice.				$\Box$
3	There are no cases of harassment or				
4	bullying. All genders have the same opportunities for career and				
5	professional development.  I feel I am paid fairly and in line with my experience and education.				
6	My nearest superior is accessible to				
7	me when I need them.  I get the information I need to fulfill				
8	my duties.  I feel I am involved in the decisions				
9	made at my workplace. I am committed and invested in my				
9	clients, coworkers and workplace.				
10	We do enough to change things that				
11	need improving.  We have a clear plan of action for my				
12	program. We regularly discuss the program's				
	future course.				
13 14	I enjoy being in my work place. We follow up and evaluate results in a way that improves the overall work		H		
15	of the program.  We collaborate well within my				
16	program/office, I feel my office/program is a part of				
17	Valley Youth House as a whole.  I believe in the mission and vision of	П	П	П	
17	Valley Youth House.		_		
18 19	We can freely state our opinions. I am satisfied with the way I am		H		
19	treated.	اسا		_	
20	I consciously try to treat others with				
21	respect. The environment of my workplace unholds Valley Youth House's				

22	I have had meetings with my closest superior about my personal and		Yes	No	
23	professional development.  I regularly attend and participate in staff meetings.				
24	How do you experience your work?	Always true	Often true	Sometimes true	Never true
	Too much to do.				
	Too little influence.				
	Too little help/support from superiors.				
	Too little help/support from coworkers.				
	Psychologically exhausting (burnout)				
25	What do you feel are two words or phr environment? (Positive or negative)	ases that would b	est define your p	particular workin	g
			ž		
Bur	nout:				
	a scale from 0 to 10, where 0 is no rate your present level of burnou		d 10 is always	present, how	would

1D	Concept	Definition	Coding
1	Areas of Improvement	A classification of qualitative	Negative Culture
		responses suggesting areas that can	
		be improved	
2	Bias	Perceived favoritism toward	Negative Culture
		another individual, idea or process	
3	Burnout	A state of emotional impairment in	Negative Culture
		the worker causing decreased	
		efficiency and awareness	
4	Busy	A state of constant movement	Negative Culture
		within the workplace	5
5	Collaborative	The state of working together	Positive Culture
		toward a common goal	
6	Communication	The art of relaying thoughts, ideas	Positive Culture
		and processes to other individuals	
7	Company Disconnected	A classification of qualitative	Negative Culture
		responses suggesting the company	
		not aligned with its members	
8	Culture	A set of values, behaviors and ideas	Positive Culture
		that define a workplace	
9	Discrimination	Unjust treatment of an individual	Negative Culture
3		based on a quality they represent	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
10	Discrimination/Bias/Prejudice	A classification of qualitative	Negative Culture
10	Discrimination, bias, rejudice	responses suggesting unfair	Tregative culture
		treatment of an individual	
11	Disconnected	The state of one's values not being	Negative Culture
<b>T</b> T	Disconnected	aligned with the company	regative culture
12	Diverse	Demonstrating variety in one's	Positive Culture
12	Diverse	practices	1 ositive caltare
13	Exhaustion	A feeling of tiredness or being	Negative Culture
13	Extraustion	worn-out	Negative Culture
1.1	Cusualla		Positive Culture
14	Growth	A state of positive development in	Positive Culture
		an object or individual	Danishua Cultuura
15	Hard Working	A classification of qualitative	Positive Culture
		responses representing devoting a	
	<u> </u>	great deal of energy toward a task	
16	Lacking	Being of insufficient quality or	Negative Culture
		quantity	2 11 2 1
17	Mission Driven	A classification of qualitative	Positive Culture
		responses suggesting that the	
		company's purpose guides one's	
		attitudes and behaviors; a core	
		value of Valley Youth House	
18	Negative Culture	Absence of positive engaging	Negative Culture
		qualities within a workplace	
19	Outstanding Team Members	A classification of qualitative	Positive Culture
		responses suggesting appreciation	

		toward coworkers; a core value of	
		Valley Youth House	
20	Positive Culture	A classification of qualitative	Positive Culture
		responses suggesting the presence	
		of engaging or adaptive practices in	
		the workplace	
21	Pay	The act of compensating the	Positive Culture
		employee with money	
22	Resources	The tools and information needed	Positive Culture
		to perform a job	
23	Responses About People	A main classification of qualitative	N/A
		responses solicited in the research	
24	Responses About Work We Do	A main classification of qualitative	N/A
		responses solicited in the research	
25	Responses About Workplace	A main classification of qualitative	N/A
		responses solicited in the research	
26	Rewarding	A feeling of satisfaction derived	Positive Culture
		from the work one performs	
27	Stressful	A feeling associated with burnout	Negative Culture
		caused by work or factors within	
		the work environment	
28	Supervisor	An individual who oversees the	Positive Culture
		work performed by an employee	
29	Supportive	The process by which the employer	Positive Culture
		possesses empathy and	
		consideration toward the feelings	
		and needs of its employees	
30	Unrealistic	Based in irrational thoughts and	Negative Culture
		requests	
31	Unsupportive	The process by which the employer	Negative Culture
		lacks empathy or consideration	
		toward the feelings and needs of its	
		employees	
32	Workload	The demands placed upon an	Negative Culture
		employee	
33	Youth Driven	A classification of qualitative	Positive Culture
		responses suggesting that the youth	
		being served by the organization	
		guides one's attitudes and behavior	

Figure 3.4 What do you feel are two words or phrases that would best define your particular working environment?

Positive – (Mont, D)		
Pleasant – (HP, D)		
Okay – (Sans, D)		
Nice facility - (HP, A)		
Inventive – (Sans, A)	Rewarding - (AIC, D) (HP, D) (Ch, A)	(HP, S)
Informative – (Y, D)	Mission Driven – (HP, S)	Teamwork- (Ch, D) (HP, A) (HP, D) (HP, D)
Inclusive - (SILK, D) (HP, D) (HP, D)	Interesting - (HP, D)	Responsive - (Bucks, S)
Growing - (Fowl, D) (Y, D)	Important – (HP, S)	Great Supervisor – (HP, D)
Good – (Mont, D)	Humbling – (Til, D)	D) (HP, D) (HP, D) (Dau, D) (HP, D)
Fun - (AIC, D) (HP, D)	High Demand - (Fowl, D)	ramily – (Bucks, S)
Friendly – (Y, A) (HP, S) (Luz, S)	Fulfilling – (LVS, D) (HP, D)	Cooperative - (HP, A)
*Ever Changing - (Bucks, S) (Sans, D) (LVS, D) (LVS, D)	Eventful – (LVS, D)	community – (Y, D)
Diverse - (SILK, D) (LVS, D)	Enjoyable – (HP, D)	(HP, S) (HP, A) (AIC, D)
Comfortable - (HP, D) (Sans, D)	Competitive - (HP, S)	Collaborative – (Bucks, D) (Sans, A) (HP, D)
Changeable – (Bucks, S)	Challenging – (Ch, A)	Accessible – (HP, D)
Positive Culture	Mission Driven	<b>Outstanding Team Members</b>
	We Do	
Responses About Workplace	Responses about the Work	Responses About People

		"Be the change" – (AIC, D)	Appreciated – (Dau, A)	Passionate - (HP, A)	Empathy – (HP, D)	Dedicated – (HP, A) (Sans, D)	Care (Toward youth) – (Dau, S)	Youth Driven	Self-Sufficient – (Y, D)	Resourceful – (Til, D)	Knowledgeable – (HP, D)	Self-Sufficient – (Y, D)	Resourceful – (Til, D)	Independent – (Sans, S) (HP, D)	Hard working - (HP, A) (Til, S)	Determined – (HP, D)	Autonomous – (Til, D)	Focused – (AIC, D)	Hard Working
Unrealistic – (HP, D) (Dau, D)	Unbalanced - (DelCo, D)	Not enough time - (Mont, D) (HP, A)  Too much to do - (Mont, D) (HP, A)	Lack of evenly divided work - (DelCo, S)	Lack of adequate resources – (HP, S) (HP, D)	Demanding – (Dau, D)	Deadlines – (Hr, A) (Hr, A)	"Billable time all the time" – (HP, D)	Workload											
Needs work - (Ch, D)	Separated – (HP, D)	"Good direct environment until the program director comes" $-$ (Y, D)	"Falling apart" – (HP, S)	Disconnected – (HP, D)	Confusing – (AIC, D) (HP, D)	Business Environment – (HP, D)	Aloof – (Luz, D)	Company Disconnected	G A	Transitioning – (HP. S)	Supportive - (HP, D) (HP, S) (Bucks, S) (HP, S) (HP, D) (HP, D) (LVS, D)	Strong - (Ch, D)	Social at times – (HP, D)	Small - (Lu, D) (Ch, D)	Shapeshifting – (AIC, A)	Safe – (HP, D) (Luz, S) (HP, D) (Sans, A)	Relaxed - (AIC, D) (AIC, D)	Quiet - (Luz, D) (HP, D)	Private – (HP, S)

	No staff growth- (AIC, D)	
	Feelings of job insecurity – (HP, D)	
	Tiring – (HP, D)	
Not sure – (Luz, D)	Stressful – (HP, D) (HP, S) (HP, S) (HP, S) (AIC, D) (HP, A) (LVS, S) (Sans, S) (Til, S) (LVS, D) (Dau, D)	
Uneasy – (HP, S)	Strenuous – (Mont, A)	
Toxic - (HP, S)	Physically demanding – (HP, D)	
"Super politically correct" – (HP, D)	Overloaded – (Y,S) (HP, D) (Dau, S)(HP, D)	
Segregated - (HP, A)	Not enjoyable – (DelCo, D)	Underpaid - (HP, D) (HP, D) (Dau, A)
No cultural competency – (AIC, D)	Mentally exhausting – (Til, D) (HP, D)	Unappreciative – (HP, A)
Negative – (AIC, D) (HP, S)	(Luz, A) (HP, A) (HP, D)	No youth growth – (AIC, D)
Intersectional – (Sans, A)	Overwhelmed - (HP, S) (HP, D) (HP, S) (HP, A)	S) (Luz, D)
Inconsistent – (Luz, D)	Growing pains – (HP, S)	Lack of Communication - (Sans, S) (Y, A) (AIC,
Hostile – (DelCo, D)	Burnout – (Sans, D)	"Everyone's planning their escape" – (AIC, S) Incompetent – (AIC, D)
Discouraging – (HP, D)	Frustrating – (HP, D)	Dismissive (of clients' needs) – (HP, D)
Demeaning – (HP, D)	Emotionally Exhausting - (Til, D)	"Clique-y" – (HP, A)
Admin favored – (HP, S)	Emotionally demanding – (HP, D)	Bad Attitudes - (AIC, S)
Discrimination, Bias, Prejudice	Burnout/Exhaustion	Areas of Improvement
Uncertain – (HP, S)		
Odd – (Til, D)	Unrealistic Workload – (Sans, S)	
No Leadership - (HP, S)	*Unrealistic Expectations - (Ch, D) (Sans, D)	

24/7 – (HP, D)	Hertin - (HP D)	Rushed – (Dau, D)	24/7 – (HP, D)  Hectic – (HP, D)  Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Luz, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz, D) (HP, D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  "Go Go Go" – (HP, A) (HP, D) (HP, D) (HP, S) (Bucks, S) (Sans, D) (Ch, D)  "Go Go Go" – (HP, A)  Lacking Structure – (LVS, D)  Lackluster – (AIC, D)  Loud – (HP, D)  *Managed Chaos - (LVS, S) (HP, S)  Unorganized – (Bucks, D) (Sans, D)  "Unorganized Chaos" – (Ch, S)
Hartin (HD D)			
Hectic – (HP, D)  Rushed – (Dau, D)	Rushed – (Dau, D)		Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (HP, D) (AIC, D)
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)	Rushed – (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)	Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)	
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)	Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)	Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)	Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)	Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)	Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D) (Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)	Constant – (Mont, A) (Sans, D)
Hectic – (HP, D)  Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)	Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)	Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D) (Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D) (Constant - (Mont, A) (Sans, D)	Distracting - (HP, S) (HP, D)
Hectic – (HP, D)  Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)	Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)	Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)	
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz, D)  Constant — (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)	Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)	Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz, D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)	Fast Paced – (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant — (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)	Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)	Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)	"Go Go Go" – (HP, D)
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant — (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" — (HP, D)	Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant — (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced — (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" — (HP, D)	Busy - (HP, A) (HP, S) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz, D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" - (HP, D)	Intense - (AIC, D) (HP, A)
Hectic – (HP, D)  Rushed – (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (AIC, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced – (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" – (HP, D)  Intense - (AIC, D) (HP, A)	Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced – (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" – (HP, D)  Intense - (AIC, D) (HP, A)	Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, D) (HP, D) (HP, D)  Fast Paced - (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" - (HP, D)  Intense - (AIC, D) (HP, A)	Lacking Structure – (LVS, D)
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz, D)  Constant — (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced — (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" — (HP, D)  Intense - (AIC, D) (HP, A)  Lacking Structure — (LVS, D)	Rushed – (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz, D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced – (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" – (HP, D)  Intense - (AIC, D) (HP, A)  Lacking Structure – (LVS, D)	Busy - (HP, A) (HP, A) (HP, S) (HP, S) (HP, S) (HP, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (AIC, S) (Luz, D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced - (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" - (HP, D)  Intense - (AIC, D) (HP, A)  Lacking Structure - (LVS, D)	Lackluster – (AIC, D)
Hectic – (HP, D)  Rushed – (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, D) (AIC, A) (HP, D) (AIC, D) (AIC	Rushed – (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz, D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced – (HP, A)(HP, D) (HP, D) (HP, D) (HP, D)  (Sans, D) (Ch, D)  "Go Go Go" – (HP, D)  Intense - (AIC, D) (HP, A)  Lackluster – (AIC, D)  Lackluster – (AIC, D)	Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (AIC, S) (Luz D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, D)  Fast Paced - (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" - (HP, A)  Intense - (AIC, D) (HP, A)  Lackluster - (AIC, D)	Loud – (HP, D)
Hectic – (HP, D)	Rushed – (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, D)  Fast Paced – (HP, A) (HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" – (HP, A)  Intense - (AIC, D) (HP, A)  Lackluster – (AIC, D)  Loud – (HP, D)	Busy - (HP, A) (HP, S) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (AIC, D) (AIC, S) (Luz D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced - (HP, A)(HP, D) (HP, D) (HP, D) (HP, D)  "Go Go Go" - (HP, D)  Intense - (AIC, D) (HP, A)  Lackluster - (AIC, D)  Loud - (HP, D)	*Managed Chaos - (LVS, S) (HP, S)
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic — (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant — (Mont, A) (Sans, D)  Distracting — (HP, S) (HP, D) (HP, D) (HP, D) (HP, D) (HP, D)  Fast Paced — (HP, S) (HP, D)  "Go Go Go" — (HP, D)  Intense — (AIC, D) (HP, A)  Lacking Structure — (LVS, D)  Lacking Structure — (LVS, S) (HP, S)  *Managed Chaos — (LVS, S) (HP, S)	Rushed – (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic – (De(Co, D) (HP, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, D)  Fast Paced – (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" – (HP, A)  Lacking Structure – (LVS, D)  Lackluster – (AIC, D)  Lackluster – (AIC, D)  Lackluster – (AIC, D)  Lackluster – (AIC, D)	Busy - (HP, A) (HP, S) (HP, S) (HP, S) (HP, S) (HP, S) (HP, S) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (AIC, S) (Luz D)  Constant - (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced - (HP, S) (HP, D) (HP, D) (HP, D) (HP, D)  (Sans, D) (Ch, D)  "Go Go Go" - (HP, D)  Intense - (AIC, D) (HP, A)  Lacking Structure - (LVS, D)  Lackiuster - (AIC, D)  Loud - (HP, D)  *Managed Chaos - (LVS, S) (HP, S)	Not Private - (HP, S)
Hectic — (HP, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (AIC, S) (Luz D)  Constant — (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced — (HP, A) (HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" — (HP, D)  Intense - (AIC, D) (HP, A)  Lacking Structure — (LVS, D)  Lackiuster — (AIC, D)  Loud — (HP, D)  Monaged Chaos - (LVS, S) (HP, S)  Not Private — (HP, S)	Rushed – (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (HP, S) (HP, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (AIC, D)  Constant – (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D) (HP, D) (HP, D)  Fast Paced – (HP, A)(HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  Intense - (AIC, D) (HP, A)  Lacking Structure – (LVS, D)  Lacking Structure – (LVS, D)  Lacking Structure – (LVS, S) (HP, S)  *Managed Chaos - (LVS, S) (HP, S)  Not Private - (HP, S)	Busy - (HP, A) (HP, S) (HP, S) (HP, S) (HP, S) (HP, S) (HP, D) (AIC, D) A) (Y, D) (AIC, A) (HP, D) (AIC, D) (HP, D) (AIC, S) (Luz D) Chaotic - (DelCo, D) (HP, D) (HP, D) (AIC, S) (Luz D) Constant - (Mont, A) (Sans, D) Distracting - (HP, S) (HP, D) Fast Paced - (HP, A)(HP, D) (HP, D) (HP, D) (HP, D) (Sans, D) (Ch, D) "Go Go Go" - (HP, A) Intense - (AIC, D) (HP, A) Lacking Structure - (LVS, D) Lackiuster - (AIC, D) Loud - (HP, D) Not Private - (HP, S)	Unorganized – (Bucks, D) (Sans, D)
Hectic — (HP, D)	Rushed – (Dau, D)  Busy – (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic – (DelCo, D) (HP, D) (AIC, S) (Luz D)  Constant – (Mont, A) (Sans, D)  Distracting – (HP, S) (HP, D) (HP, D) (HP, D)  Fast Paced – (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" – (HP, D)  Intense – (AIC, D) (HP, A)  Lacking Structure – (LVS, D)  Lackingstructure – (LVS, D)  Loud – (HP, D)  Mot Private – (HP, S)  Unorganized – (Bucks, D) (Sans, D)	Busy - (HP, A) (HP, S) (HP, S) (Y, S) (HP A) (Y, D) (AIC, A) (HP, D) (AIC, D) Chaotic - (DelCo, D) (HP, D) (AIC, S) (Luz D) Constant - (Mont, A) (Sans, D) Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (HP, D) Fast Paced - (HP, A)(HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D) Intense - (AIC, D) (HP, A) Lacking Structure - (LVS, D) Lacking Structure - (LVS, S) (HP, S) Not Private - (HP, S) Unorganized - (Bucks, D) (Sans, D)	"Unorganized Chaos" — (Ch, S)
Hectic — (HP, D)  Rushed — (Dau, D)  Rushed — (Dau, D)  Busy - (HP, A) (HP, S) (HP, S) (HP, S) (HP, S) (HP, S) (HP, S) (HP, D) (AIC, D)  Chaotic — (DelCo, D) (HP, D) (AIC, S) (Luz D)  Distracting — (HP, S) (HP, D)  Fast Paced — (HP, A) (HP, D) (HP, D) (HP, D) (HP, D)  (Sans, D) (Ch, D)  "Go Go Go" — (HP, A)  Intense — (AIC, D) (HP, D)  Lacking Structure — (LVS, D)  Lacking Structure — (LVS, D)  Lacking Structure — (LVS, S) (HP, S)  Not Private — (HP, S)  Unorganized — (Bucks, D) (Sans, D)  "Unorganized Chaos" — (Ch, S)	Rushed — (Dau, D)  Busy - (HP, A) (HP, A) (HP, S) (Y, S) (HP, S) (Y, S) (HP, A) (Y, D) (AIC, A) (HP, D) (AIC, D)  Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D)  Constant — (Mont, A) (Sans, D)  Distracting - (HP, S) (HP, D)  Fast Paced — (HP, A) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D)  "Go Go Go" — (HP, D)  Intense - (AIC, D) (HP, A)  Lacking Structure — (LVS, D)  Lackluster — (AIC, D)  Loud — (HP, D)  *Managed Chaos - (LVS, S) (HP, S)  Not Private - (HP, S)  Unorganized — (Bucks, D) (Sans, D)  "Unorganized Chaos" — (Ch, S)	Busy - (HP, A) (HP, A) (HP, S) (HP, S) (Y, S) (HP A) (Y, D) (AIC, A) (HP, D) (AIC, D) Chaotic - (DelCo, D) (HP, D) (Y, D) (AIC, S) (Luz D) Constant - (Mont, A) (Sans, D) Distracting - (HP, S) (HP, D) (HP, D) (HP, D) (Sans, D) (Ch, D) "Go Go Go" - (HP, D) (HP, D) (HP, D) (HP, S) (Bu (Sans, D) (Ch, D) Intense - (AIC, D) (HP, A) Lacking Structure - (LVS, D) Lackiuster - (AIC, D) Loud - (HP, D) *Managed Chaos - (LVS, S) (HP, S) Not Private - (HP, S) Unorganized - (Bucks, D) (Sans, D) "Unorganized Chaos" - (Ch, S)	Unsupported - (HP, D) (HP, S) (DelCo, S)

### Responses About Workplace Culture

Word	Frequency
busy	11
supportive	9
fast	7
paced	7
chaotic	6
changing	4
safe	4
chaos	3
friendly	3
inclusive	3

## Responses About Work We Do

Word	Frequency
stressful	11
overwhelmed	7
unrealistic	5
overloaded	4
time	4
demanding	3
exhausting	3
lack	3
rewarding	3
adequate	2





# Responses About People

Word	Frequency
great	7
collaborative	6
supported	6
workers	6
teamwork	5
communication	4
lack	4
underpaid	3
dedicated	2
hard	2



## All Responses

Word	Frequency
busy	11
supportive	10
work	10
stressful	9
fast	8
chaos	6
collaborative	6
coworkers	6
lack	6
paced	6



I.		Jis Jis	a	2.2
		j	le :	9
E I		an Ai	3	75.00
		10	.4	73
à		b.,		W 03
100		fice Acc	Br.	(3 1)
AG N		ند - م	u.	73
		~		(T, J)
Ġ.		s Ar	N	7
u e		14	3k/	12. 31
1		h h	4	E. J.
1		4	*2	485 JH
7. 2.		10° 14°	E.	65110
		-,		600 31
5		1.		206 (8)
2		90	24	F 1 1 5
<u>.</u>		-		85
3		N-	241	26.33
		<u>`</u>	12	51.00
		~		41.22
- Second	A STATE OF THE STA	1000	f (withouth )	

	124	, a	, to		
				186	
			3.		
		i.e	i	1,	
12 82 85 12 in the 36 in in the 36 in in the 36 in in the 36 in the 36 in the 36 in the 36 in the 36 in in			Ġ.	ķ.	
			5		
12   16   12   14   14   15   15   15   15   15   15		27	ž.	-	
6 12 m to 36		3-2 8-2	hi hi	1+	
12 · · · · · · · · · · · · · · · · · · ·		E A	2.2	ŭ	
, L. J.		P	÷	17.	
L. E.		13	Ý	٠.	
Le Le			3		
Ja:		1.0	64 67	L	
		ji.	1. 1:	ja.	

Crosstab

Coding							Burnout					
		.00	1.00	2.00	3.00	4.00	5.00	6.00	7.00	8.00	9,00	10.00
Location	AIC	0	0	0	2	0	1	ω	2	ω	0	0
	Bucks	0	0		<u></u>	>	0	0		0	0	
	Camp Fowler	0	0	0	0	0	0	0	_	0	0	
	Chester	0	0	0	0	0	0	W	0	2	0	
	Dauphin		0	0	0	0	0		N		0	0
	Delco	. 0	0	0	0	0	0	0	_	2	0	0
	High Point	2	2	On.	ω	w	co	12	하	ವ	ω	0
	LVShelter		0	<b>-</b>		0	<u>→</u>	0	2	0		0
	Luzeme		0	0	2	0	ω	0	0		0	0
	Montee	0	0	0	0	0	0	0	2	_	0	0
	ProjectSILK	0	0	0	0		0	_	0_	0	0	0
	Sansom St	0	0		<b>→</b>		0	2		ω	unk	0
	Tilohman	0	0	0		Q		0	0	_	unds.	_
	York	0		0		0	2			0	0	0
Total		Ç	ω	ලා	12	(J)	16	23	28	27	6	2

Statistics Count																		
									Cul	Culture								
	43,00	51.00	57.00	58.00	62.00	63.00	64.00	66.00	67.00	68.00	69.00	70.00	71.00	72.00	73.00	75,00	76.00	78.00
Location AIC	0	_	0	0	0	0	0	0	1	0	_	1	× –	1	0	0	0	0
Bucks	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Camp Fowler	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Chester	0	0	0	0	0	0	0	0	0	0	0	0	0	0	_	_	0	0
Dauphin	0	0	0	0	0	_	0	0	0	0	0	0	0	0	_	0	0	_
Delco	0	0	0	0	_	0	0	_	0	0		0	0	0	0	0	0	
High Point	_	0	1.0	_	0	0		ũ	2	_	0	_	_	0		w	0	<b>N</b> 1
LV Shelter	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	_
Luzerne	0	0	0	0	0	0	0	0	0	0	0	_	0	0		0	0	_
Montco	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Project SILK	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Sansom St	0	0	0	0	0	0	0	0	0		_	0	0	0		0	2	-
Tilghman	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	_	-
York	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Total	1		2						ω	2	w	4	2		CP1	4	w	

Location ' Culture Crosstabulation

120
3000
-
VIIII.
380-
靊
SHE
Children.
100
10027
GREEN.
1000
SAST.
0.00
1000
335
1150
- Time
1955
12.50
17 TO 10
(Table
_554.55
2184
W-14-
티티
말
ᅙ
(D)
Ω a.
e Cro
e Cross
e Crossta
e Crosstabu
e Crosstabulat
e Crosstabulatio
e Crosstabulation

Statistics Count

			_	_	_										
	Location														Total
	AIC	Bucks	Camp Fowler	Chester	Dauphin	Delco	High Point	LV Shelter	Luzerne	Montco	Project SILK	Sansom St	Tilghman	York	
79.00	_	0	0	0	0	0	4	0	0		0	0	0	0	6
80,00	0	0	0	0	0	0	2	_	0	0	0	0		0	4
81.00	_	0	0	0	0	0	1/2	Û	0	0	0	0	0	0	ı.
82.00	0	0	0	0	0	0	ယ	0	0	0	0	0	0	_	عديد
83.00	0	0	0	0	0	0	I-3	0	0	. 0	0		0	_	4
84.00	0				0	0	2	0							ω
85.00	0		0								0				5
86.00	0			0				-	-						
87.00															
88.00	2	0	0			-	_	-		0	0	0	0		4
89.00	0	0	0		0	0	2	0	0	0	0	0	0	0	ω
	0	0	0	_	0	0	ധ	_	0	0	0	0	0	0	CT1
90.00	_	0	0	0	0	0		0	0	0	0	0	0		ယ
91.00	0	0	Û	0	0	0	_	0	2	0	0	_	0		Ċħ.
92.00	0	0	0	0	_	0		0	0	0	0		0	0	ω
93.00	0	_	0	0	_	0	0	0	0	0	0	0	0	0	1/3
94.00	0	0	0		0	0	ω	0	0	_	0	0	_	0	6
95.00	0	0	0	0	0	0	-22	0	0	0	0	0	0	0	4
96.00	0	0	0	0	0	0	_	0	0	0	0	0	0	0	_

States Count																		
	92.00	93,00	94.00	95.00	96.00	97.00	00.86	99.00	100.00	101.00	103.00	104.00	105.00	106.00	107.00	108.00	112.00	Total
Location AIC	0	0	0	0	0	0	0	0	0	0	0	CIII)	0	0	0	0	0	11
Bucks	0	numb.	0	0	0	0	(2)	_	0	_	0	co	0	0	0	0	0	4
Camp Fowler	0	0	0	0	0	_	(const)	0	0	0	0	(me)	0	0	0	0	0	_
Chester	0	0	_	0	0	0	Contract	0	0	0	0	0	0	0	0	0	0	6
Dauphin	_	assalts.	0	0	0	0	<b>(</b>	0	0	0	0	- د	0	0	0	0	Ø	თ
Delco	0	0	0	0	0	0	<b>a</b>	0	0	0	0	(2)	0	0	0	0	0	ω
High Point		٥	ယ	,ditte,	_	_	w	_	12	4		b	0	_		2	<b>(2)</b>	66
LyShelter	0	0	0	0	0	0		0	_	0	0	(22)		0	0	0	<b>(3)</b>	7
Luzeme	0	0	0	0	0	0	0	0	0	0	0	CD.	0	0	0	0		7
Montco	0	<b>a</b>		0	0	0	<u></u>	0	0	0	0	0		0	0	0	0	ω
Project SILK	0	-	0	0	0	0	<b>c</b>	_4	0	0	0	0	0	0	0	0	0	
Sansom St		0	0	0	0	0	0	0	9	0	0	0	0	0	0	0	0	10
iighman	0	0	_	0	0	0	0	0	0	0	0	disco	0	0	0	0	0	υn.
recht, financial state of the s	0	0	0	0	0	0	duzon	0	9	0	0	<b>©</b>	0	0	0	0	<b>(2)</b>	0
Total	w	ru.	6	-Direc	_	2	wn	w	w	cn	_	اندا	2	_	_	2	worth	135

Location \* Culture Crosstabulation

13							Role	Role * Culture Crosstab	osstabulati	<u> </u>									
0.113	Count																		
										2	Culture								
		43.00	51.00	57.00	58,00	62.00	63.00	64.00	66.00	67,00	68.00	00.00	70,00	71.00	72.00	73.00	75 00	76.00	78.00
Role	Administrative	0	0	0	0	0	0	0	0	(2)	0	0	0		0	0	2	_	_
	Supervisory	_	0	0		0	0	_	0	and.	_	13	2	0	0	0	<b>c</b> >	0	0
	Direct Service	0	-	2	0	_		0		د ۱	_		13	_	<del></del>	₽1	1.3	₩.	4
Total		_	_	2		_	_	_	_	Ç	12	w	4-	ts.		C71	don.	دمنا	טיז

_			771	
Total			Role	
	Direct Service	Supervisory	Administrative	
6		_	1	79.00
4	12	r.s	0	80.00
ယ	_		1	81.00
4	1-	0	0	82.00
4	ŧω	_	0	83.00
ಬ	ယ	0	0	84.00
5	4	_	0	85.00
1		0	0 3	86.00
4	ω	_	0	87.00
သ	0	ယ	0	88.00
5	w	N	0	89.00
3	w	0	0	90.00
5	_	_	ω	91.00
3	_	_	_	92.00
2	0	12	0	93.00
6	4~	0	2	94,00
12	1/2	_	_	95.00
	0	0	_	96,00

Statutics Count

Role ' Culture Crosstabulation

Statute's Count

Total			Role	
	Direct Service	Supervisory	Administrative	
				92.00
دن	; ,—>	_	_	.00
t-3	0	Ŋ	0	93,00
6	-	0	N	94.00
4	22		1	95.00
1	0	0	-	96.00
2	2	0	0	97.00
5	ω	0	2	98.00
ω	_	2	0	99,00
ယ	0	L1	_	100.00
Ch.	ىي	13	0	101.00
1	_	0	0	103.00
2	1/2	0	0	104.00
2		0	_	105.00
1	_	0	0	106.00
_	_	0	0	107.00
2	_	0		108.00
	0	_	0	112.00
135	82	33	20	Total

Clear division of responsibility

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	7	5.2	5.2	5.2
	No I do not agree entirely	31	23.0	23.0	28.1
	Yes I agree to some degree	73	54.1	54.1	82.2
	Yes I agree entirely	24	17.8	17.8	100.0
	Total	135	100.0	100.0	

No discrimination, bias, prejudice

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	6	4.4	4.4	4.4
	No I do not agree entirely	37	27.4	27.4	31.9
	Yes I agree to some degree	46	34.1	34.1	65.9
	Yes I agree entirely	46	34.1	34.1	100.0
	Total	135	100.0	100.0	

No harassment or bullying

	No harassment of burlying				
					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	7	5.2	5.2	5.2
	No I do not agree entirely	25	18.5	18.5	23.7
	Yes I agree to some degree	36	26.7	26.7	50.4
	Yes I agree entirely	67	49.6	49.6	100.0
	Total	135	100.0	100.0	

All genders same opportunity

	All genders sume opportunity					
					Cumulative	
		Frequency	Percent	Valid Percent	Percent	
Valid	No I do not agree at all	3	2.2	2.2	2.2	
l	No I do not agree entirely	18	13.3	13.3	15.6	
	Yes I agree to some degree	45	33.3	33.3	48.9	
	Yes I agree entirely	69	51.1	51.1	100.0	
	Total	135	100.0	100.0		

Paid fairly/in line w/edu & exp

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	33	24.4	24.4	24.4
	No I do not agree entirely	47	34.8	34.8	59.3
	Yes I agree to some degree	37	27.4	27.4	86.7
	Yes I agree entirely	18	13.3	13.3	100.0
	Total	135	100.0	100.0	

Nearest superior accessible

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	3	2.2	2.2	2.2
	No I do not agree entirely	17	12.6	12.6	14.8
	Yes I agree to some degree	40	29.6	29.6	44.4
	Yes I agree entirely	75	55.6	55.6	100.0
	Total	135	100.0	100.0	

Gets info needed to do job

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	7	5.2	5.2	5.2
	No I do not agree entirely	38	28.1	28.1	33.3
	Yes I agree to some degree	55	40.7	40.7	74.1
	Yes I agree entirely	35	25.9	25.9	100.0
	Total	135	100.0	100.0	

Involved in decisions @ work

	myorved in decisions & work					
					Cumulative	
		Frequency	Percent	Valid Percent	Percent	
Valid	No I do not agree at all	16	11.9	11.9	11.9	
	No I do not agree entirely	38	28.1	28.1	40.0	
	Yes I agree to some degree	56	41.5	41.5	81.5	
	Yes I agree entirely	25	18.5	18.5	100.0	
	Total	135	100.0	100.0		

Committed/invested clients,coworkers,workplace

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	2	1.5	1.5	1.5
	No I do not agree entirely	7	5.2	5.2	6.7
	Yes I agree to some degree	30	22.2	22.2	28.9
	Yes I agree entirely	96	71.1	71.1	100.0
	Total	135	100.0	100.0	

Change things that need improving

		The state of			
		,		11	Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	17	12.6	12.6	12.6
	No I do not agree entirely	48	35.6	35.6	48.1
	Yes I agree to some degree	48	35.6	35.6	83.7
	Yes I agree entirely	22	16.3	16.3	100.0
	Total	135	100.0	100.0	

clear plan of action for program

	order plant of determine program					
					Cumulative	
		Frequency	Percent	Valid Percent	Percent	
Valid	No I do not agree at all	6	4.4	4.4	4.4	
	No I do not agree entirely	39	28.9	28.9	33.3	
	Yes I agree to some degree	55	40.7	40.7	74.1	
1	Yes I agree entirely	35	25.9	25.9	100.0	
	Total	135	_100.0	100.0		

Discuss program's future

	Discuss program's ruture				
					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	11	8.1	8.1	8.1
	No I do not agree entirely	33	24.4	24.4	32.6
	Yes I agree to some degree	55	40.7	40.7	73.3
	Yes I agree entirely	36	26.7	26.7	100.0
	Total	135	100.0	100.0	

Enjoy being in workplace

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	7	5.2	5.2	5.2
	No I do not agree entirely	20	14.8	14.8	20.0
	Yes I agree to some degree	64	47.4	47.4	67.4
	Yes I agree entirely	44	32.6	32.6	100.0
	Total	135	100.0	100.0	

Follow up and evaluate results to improve program

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	6	4.4	4.4	4.4
	No I do not agree entirely	49	36.3	36.3	40.7
	Yes I agree to some degree	57	42.2	42.2	83.0
	Yes I agree entirely	23	17.0	17.0	100.0
	Total	135	100.0	100.0	

Collaborate well

	Ochia Sofiato Terri					
					Cumulative	
		Frequency	Percent	Valid Percent	Percent	
Valid	No I do not agree at all	6	4.4	4.4	4.4	
	No I do not agree entirely	21	15.6	15.6	20.0	
	Yes I agree to some degree	56	41.5	41.5	61.5	
	Yes I agree entirely	52	38.5	38.5	100.0	
	Total	135	100.0	100.0		

Identify as part of VYH as a whole

		y as part or v			Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	11	8.1	8.1	8.1
	No I do not agree entirely	35	25.9	25.9	34.1
	Yes I agree to some degree	50	37.0	37.0	71.1
	Yes I agree entirely	39	28.9	28.9	100.0
	Total	135	100.0	100.0	

Believes in Mission and Vision of VYH

					Cumulative		
		Frequency	Percent	Valid Percent	Percent		
Valid	No I do not agree at all	1	.7	.7	.7		
	No I do not agree entirely	3	2.2	2.2	3.0		
	Yes I agree to some degree	30	22.2	22.2	25.2		
	Yes I agree entirely	101	74.8	74.8	100.0		
	Total	135	100.0	100.0			

Can freely state opinions

	<b>%</b>				Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	14	10.4	10.4	10.4
	No I do not agree entirely	26	19.3	19.3	29.6
	Yes I agree to some degree	55	40.7	40.7	70.4
	Yes I agree entirely	40	29.6	29.6	100.0
	Total	135	100.0	100.0	

Satsified with the way they are treated

	Satshied with the way they are treated						
					Cumulative		
		Frequency	Percent	Valid Percent	Percent		
Valid	No I do not agree at all	7	5.2	5.2	5.2		
	No I do not agree entirely	23	17.0	17.0	22.2		
	Yes I agree to some degree	53	39.3	39.3	61.5		
	Yes I agree entirely	52	38.5	38.5	100.0		
	Total	135	100.0	100.0			

Treats others with respect

Troub Gallers Wall respect						
					Cumulative	
		Frequency	Percent	Valid Percent	Percent	
Valid	No I do not agree at all	1	.7	.7	.7	
	Yes I agree to some degree	13	9.6	9.6	10.4	
	Yes I agree entirely	121	89.6	89.6	100.0	
	Total	135	100.0	100.0		

Workplace upholds Mission and Vision of VYH

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	5	3.7	3.7	3.7
	No I do not agree entirely	22	16.3	16.3	20.0
	Yes I agree to some degree	55	40.7	40.7	60.7
	Yes I agree entirely	53	39.3	39.3	100.0
	Total	135	100.0	100.0	

Discussed personal and Professional development

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	7	5.2	5.2	5.2
	No I do not agree entirely	15	11.1	11.1	16.3
	Yes I agree to some degree	49	36.3	36.3	52.6
	Yes I agree entirely	64	47.4	47.4	100.0
	Total	135	100.0	100.0	

Regularly attend and participate in staff meetings

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	No I do not agree at all	2	1.5	1.5	1.5
	No I do not agree entirely	3	2.2	2.2	3.7
	Yes I agree to some degree	21	15.6	15.6	19.3
	Yes I agree entirely	109	80.7	80.7	100.0
	Total	135	100.0	100.0	

Has too much to do

	Has too much to do						
					Cumulative		
		Frequency	Percent	Valid Percent	Percent		
Valid	Always true	55	40.7	40.7	40.7		
	Often true	40	29.6	29.6	70.4		
	Sometimes true	32	23.7	23.7	94.1		
	Never true	8	5.9	5.9	100.0		
	Total	135	100.0	100.0	59		

Has too little influence at work

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Always True	4	3.0	3.0	3.0
	Often true	23	17.0	17.0	20.0
	Sometimes true	75	55.6	55.6	75.6
	Never true	33	24.4	24.4	100.0
	Total	135	100.0	100.0	

Not enough help/support from supervisor

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Always true	9	6.7	6.7	6.7
	Often true	21	15.6	15.6	22.2
	Sometimes true	59	43.7	43.7	65.9
	Never true	46	34.1	34.1	100.0
	Total	135	100.0	100.0	

Not enough help/support from coworkers

					Cumulative
		Frequency	Percent	Valid Percent	Percent
Valid	Always true	6	4.4	4.4	4.4
	Often true	11	8.1	8.1	12.6
	Sometimes true	55	40.7	40.7	53.3
	Never true	63	46.7	46.7	100.0
	Total	135	100.0	100.0	

**Experiences burnout** 

Experiences burnout								
					Cumulative			
		Frequency	Percent	Valid Percent	Percent			
Valid	Always true	18	13.3	13.3	13.3			
	Often true	62	45.9	45.9	59.3			
	Sometimes true	51	37.8	37.8	97.0			
	Never true	4	3.0	3.0	100.0			
	Total	135	100.0	100.0				