

University Of Northern Iowa
School Of Health, Physical Education and Leisure Services
Division of Leisure, Youth & Human Services
Outcomes Assessment

Benchmarks for Student Outcomes Assessments

The benchmarks for the Leisure, Youth, and Human Service program are based on student outcomes and performance. As such, the program outcomes include:

- Outcome I: Students are able to demonstrate orderly progression through the Leisure, Youth, and Human Service program.
- Outcome II: Students are able to demonstrate knowledge of concepts and principles relating to Leisure, Youth, and Human Service.
- Outcome III: Students are able to apply classroom concepts and skills into professional work setting.
- Outcome IV: Students are able to synthesis different concepts and skills learned in different classes (e.g., management and diversity issues) into professional work setting.
- Outcome V: Students are able to perform a variety of leadership skills.
- Outcome VI: Students are able to lead and teach Leisure, Youth, and Human Service programs and services effectively to both groups and individuals.