

PROJECT SUMMARY

PS Plus 3 – Norfolk Probation

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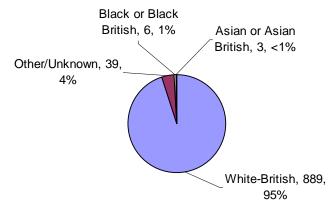
This report has been compiled to give information about the offenders (beneficiaries) worked with on the PS Plus 3 project by Norfolk probation. The project ran for 24 months between July 2006 and June 2008, in which time 937 beneficiaries started on the project. At its peak, it is estimated that Norfolk probation worked with approximately 450 beneficiaries.

22 beneficiaries were also worked with in Norfolk who had started on the project in a PS Plus prison, including 14 from HMP Wayland and 5 from HMP Highpoint, allowing PS Plus intervention to be continued upon release.

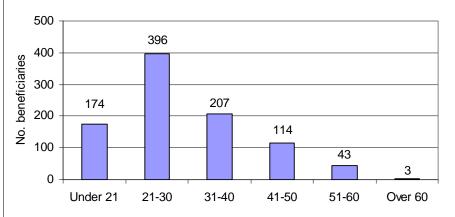
Demographics

- 95% (889) of the beneficiaries started in Norfolk were White-British. 5% (42) of the beneficiaries were from ethnic minority groups (where known), and 18 beneficiaries were from outside the United Kingdom (where known).
- 42% (396) of beneficiaries started in Norfolk were aged between 21 and 30, with the average age on starting the project being 30 years 9 months.
- The most common offence type of beneficiaries started in Norfolk was violent offences (37%) followed by theft, burglary or robbery (21%).

Ethnic Origin



Age Groups





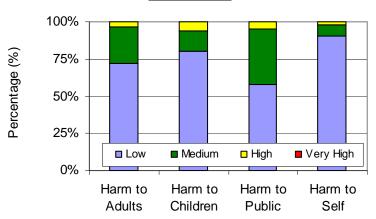




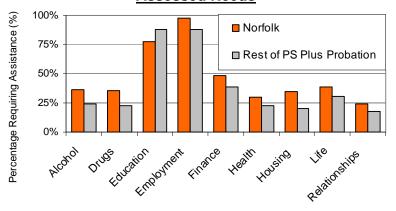
Assessment

- For the majority of prisoners (where known), the level of risk posed towards adults, children, staff, the public and themselves is low. Less than 6% were classed as high or very high risk in each category.
- Every beneficiary required help with either employment or education. 918 (98%) beneficiaries required help with employment, while 715 (76%) required help with both employment and education.
- 531 beneficiaries were identified as requiring assistance with substance abuse, with 36% and 36% of beneficiaries requiring help with alcohol and drugs issues respectively.
- Comparison to the rest of the beneficiaries worked with in PS Plus probation areas shows that beneficiaries started at Norfolk were significantly *more* likely to require assistance with alcohol, drugs, employment, finance, health, housing, life and relationship issues. Analysis shows that beneficiaries started at Norfolk were significantly *less* likely to require assistance with education.
- Comparison to beneficiaries worked with in PS Plus probation areas shows that beneficiaries in Norfolk were significantly more motivated on starting the project.





Assessed Needs







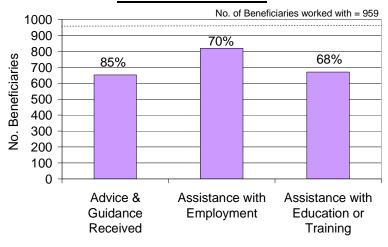


Soft Outcomes

- o 1931 soft outcomes were achieved by Norfolk.
- 86% (825) of the beneficiaries worked with in Norfolk achieved at least one outcome while there.
- 494 CVs were completed at Norfolk, of which 8 were written independently by the beneficiary.
- Beneficiaries at Norfolk attended 135 interviews of various types, including 117 job interviews.
- 127 beneficiaries at Norfolk benefited from the Beneficiary Access Fund. Examples of uses for this fund include CSCS Health and Safety tests, other work related courses and tools and equipment for employment purposes.
- o 652 beneficiaries received advice and guidance.
- 818 beneficiaries received assistance with employment issues.
- 670 beneficiaries received assistance with education or training issues.

Soft Outcomes Gained	<u>No.</u> <u>Bens</u>
Advice On Disclosure	628
CV Assisted	486
Job Club	368
Accessed Beneficiary Fund	127
Job Interview	117
IAG Assistance	66
CSCS - Health And Safety Test	59
Other Programme	27
Other Motivational Programme	14
Housing Advice/Interview	9
CV Written on Own	8
Other	22

Assistance Received







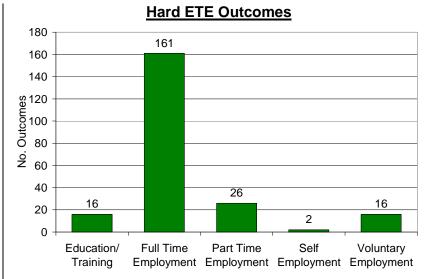


Hard Outcomes

- o In total 248 hard outcomes were recorded by PS Plus staff.
- 221 hard outcomes had sufficient evidence for ESF auditing purposes.
- o In addition 7 supplementary hard outcomes were evidenced.
- Beneficiaries successfully achieved 205 employment outcomes and 16 education/training outcomes while on PS Plus 3.
- Employment ranged from scaffolding to shop work, while education/training ranged from woodwork to a pest control course.

Summary

 Overall, Norfolk started 937 beneficiaries, achieved 221 hard ETE outcomes and 1931 soft outcomes on the PS Plus 3 project.



Outcomes Gained

