



## PROJECT SUMMARY

# PS Plus 3 (Inclusion) – HMP Risley

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This report has been compiled to give information about the offenders (beneficiaries) worked with on the PS Plus 3 (Inclusion) project in HMP Risley - a male closed category C prison in the North West.

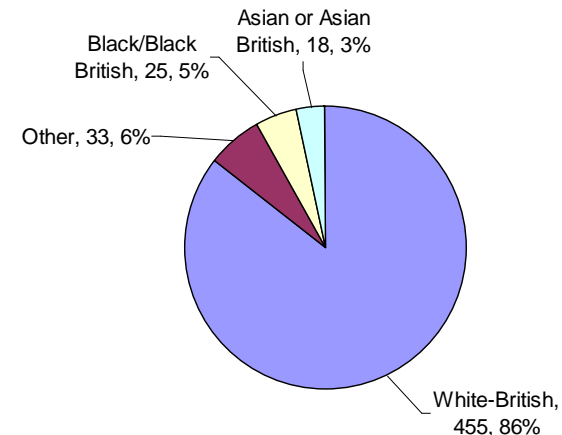
The project ran for 12 months between 1<sup>st</sup> January 2007 and 31<sup>st</sup> December 2007, in which time 531 beneficiaries were started on the project. At its peak, it is estimated that the project worked with approximately 20% of the prison population.

Of the 531 beneficiaries started, 12% (62) left the project early with 94% of these transferring to a non-PS Plus prison establishment.

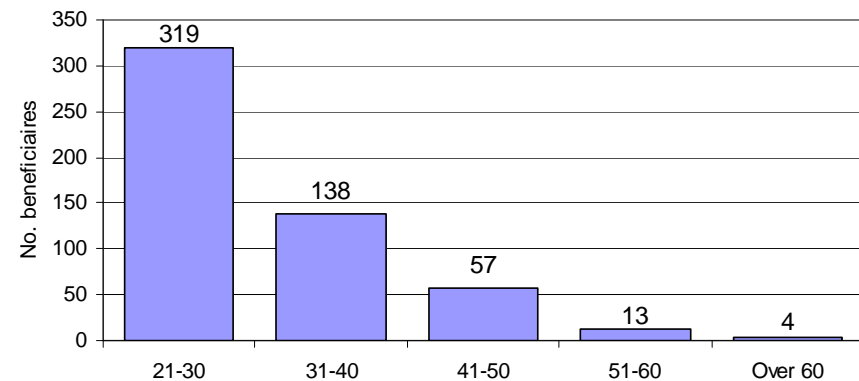
### Demographics

- 86% (455) of the beneficiaries started in Risley were White-British. 14% (76) of the beneficiaries were from ethnic minority groups, and 12 beneficiaries were from outside the United Kingdom.
- 60% (319) of beneficiaries started in Risley were aged between 21 and 30, with the average age on starting the project being 30 years and 8 months.
- The most common offence type of beneficiaries started in Risley was theft or burglary (40%) followed by violent offences (23%).

### Ethnic Origin



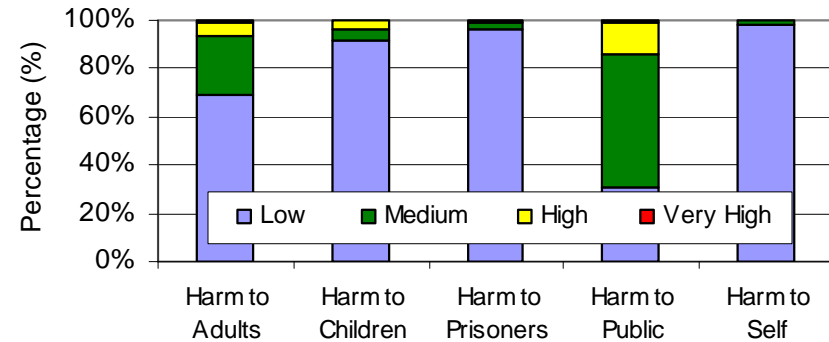
### Age Groups



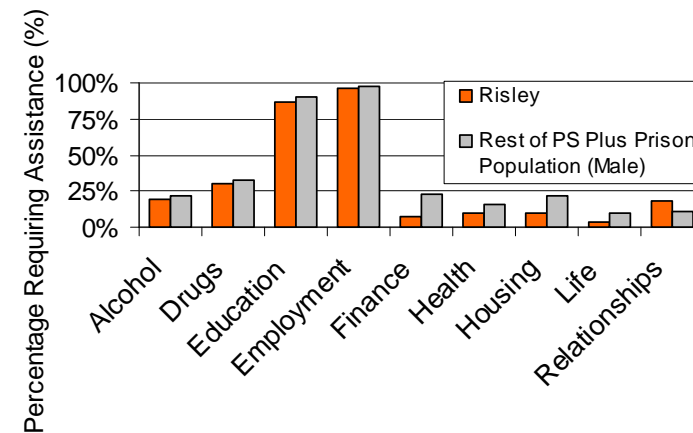
### Assessment

- For the majority of prisoners (where known), the level of risk posed towards adults, children, other prisoners, the public and themselves in either low or medium. Less than 12% were classed as high or very high risk in each category.
- Every beneficiary required help with either employment or education. 510 (96%) beneficiaries required help with employment, while 442 (83%) required help with both employment *and* education.
- 227 beneficiaries were identified as requiring assistance with substance abuse, with 20% and 30% of beneficiaries requiring help with alcohol and drugs issues respectively.
- Comparison to the rest of the beneficiaries worked with in male PS Plus prisons shows that beneficiaries started at Risley were significantly *more* likely to require assistance with relationship issues. Analysis shows that beneficiaries started at Risley were significantly *less* likely to require assistance with education, finance, health, housing and life issues.
- Comparison to beneficiaries worked with in male PS Plus prisons shows that beneficiaries in Risley were significantly more motivated on starting the project.

### Risk Levels



### Assessed Needs



### Soft Outcomes

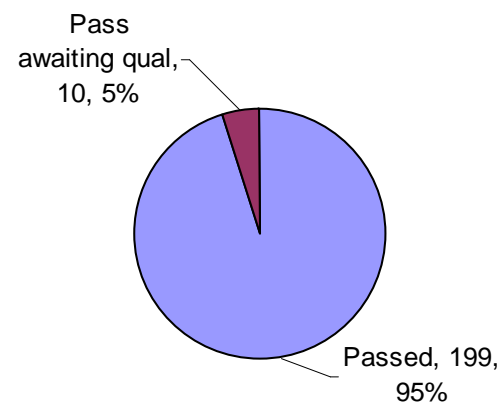
- 1032 soft outcomes were achieved by Risley.
- 97% (513) of the beneficiaries worked with at Risley achieved at least one outcome while there.
- 437 beneficiaries received advice and guidance.
- 511 beneficiaries received assistance with employment issues.
- 489 beneficiaries received assistance with education or training issues.

### Qualifications

- 209 courses or qualifications were passed by beneficiaries on the PS Plus project at Risley.
- PS Plus beneficiaries completed courses in a wide range of subjects, from food hygiene to preparation for work.
- 62 adult literacy and adult numeracy courses, and 27 health and safety courses were passed.

<b>Soft outcomes gained</b>	<b>No. bens</b>
Rickter Assessment	452
Advice On Disclosure	437
Non-NVQs Gained	60
Accessed Beneficiary Fund	39
CV Assisted	27
FE College Interview	5
IAG Assistance	3
NVQs Gained	3
Accommodation Secured	2
Progress To Work Interview	2
Financial Literacy	1
Job Interview	1

### Exam Results



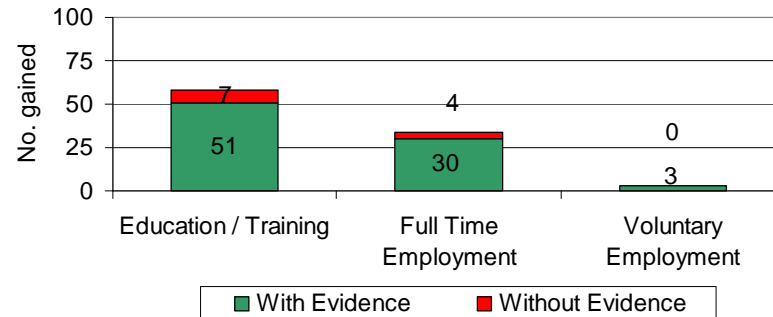
**Hard Outcomes**

- 95 hard outcomes were recorded by PS Plus staff.
- 84 hard outcomes had sufficient evidence for ESF auditing purposes.
- Beneficiaries successfully achieved 33 employment outcomes and 51 education/training outcomes while on PS Plus 3.
- Employment ranged from construction to groundwork, while education/training ranged from the Construction Skills Certification Scheme (CSCS) test to plastering.

**Summary**

- Overall, Risley started 531 beneficiaries, achieved 84 hard ETE outcomes and 1032 soft outcomes on the PS Plus 3 (Inclusion) project.

**Hard ETE Outcomes**



**Outcomes Gained**

