



**The Nevada Head Start and Early Head Start
Matrix Outcomes Model, Categories and General Indicators**

Categories
 Indicators

Adult Education and Employment	Children’s Care and Safety	Children’s Education Development
<ul style="list-style-type: none"> • Job skills, work history • Quality of employment • Educational skills • Language skills 	<ul style="list-style-type: none"> • Access to quality child care/after school programming • Assure safe environment 	<ul style="list-style-type: none"> • Age-appropriate development physical, cognitive, emotional • Age-appropriate behavior, social skills • Verbal communication • School program attendance
Community Engagement	Community Environment	Family Relations
<ul style="list-style-type: none"> • Knowledge of and access to community resources • Engagement with community groups/activities • Connected with local schools • Relationship with neighbors 	<ul style="list-style-type: none"> • Availability of community services in the neighborhood • Physical appearance of the neighborhood • Crime level in neighborhood • Police response in neighborhood 	<ul style="list-style-type: none"> • Conflict resolution skills • Family rules and expectations • Family communication skills
Financial Stability	Food/Clothing	Health/Safety
<ul style="list-style-type: none"> • Income level for basic family expenses • Budgeting skills and knowledge of financial resources 	<ul style="list-style-type: none"> • Resources for nutritious food • Adequacy of clothing 	<ul style="list-style-type: none"> • Ability to afford health care • Status of physical health • Access to health resources
Immigration/Resettlement	Parent/Child Relationships	Shelter
<ul style="list-style-type: none"> • Immigration status 	<ul style="list-style-type: none"> • Nurturing • Discipline • Enrichment 	<ul style="list-style-type: none"> • Health and safety of housing environment • Housing resources • Stability of housing • Adequacy for family size
Social/Emotional Health/Competence		
<ul style="list-style-type: none"> • Coping skills 		