

C Tool 1: Virtual volunteer opportunity prioritization matrix

Expected outcomes

- **Prioritize which volunteer opportunities to transition to virtual** (existing and/or new opportunities)

How to use tool

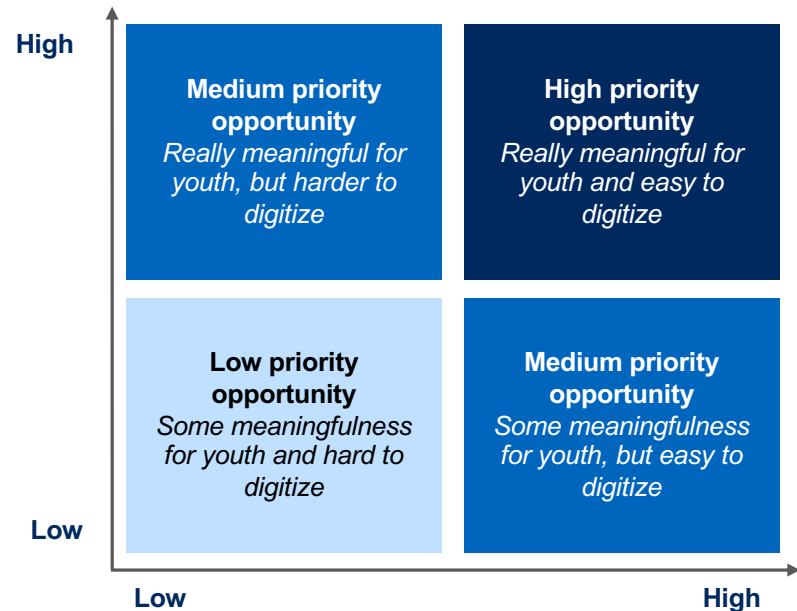
- **List out all your current and potential youth volunteer opportunities**
- **Evaluate each opportunity against the two axes of the matrix:** (1) alignment to our youth volunteers' interests, and (2) easiness of digitizing volunteer opportunity
- **Classify each volunteer opportunity** (high, medium and low priority)
- In the short-term, **focus on transitioning opportunities in the “high priority” quadrant** to virtual
 - In the medium-long term, focus on transitioning opportunities in other quadrants
 - May not want to transition low priority opportunities



Alignment to our youth volunteers' interests

How excited would youth volunteers be to participate in the opportunity?

Would it be a meaningful and engaging opportunity for our youth volunteers?



Easiness of digitizing volunteer opportunity

How much time and effort will be required to offer this volunteer opportunity virtually?

C Tool 1: Defining axes for virtual volunteer opportunity prioritization matrix

Alignment to our youth volunteers' interests



- **What interests do our youth volunteers have today?**
 - What volunteer opportunities have youth been **most excited about in the past**? What were some characteristics of those opportunities?
- What are some **general interests that young volunteers have today**? These can include:
 - Skills development (e.g., web development, critical thinking)
 - Meeting new people & building relationships
 - Exploring potential career paths
 - Contributing to causes they're passionate about
 - Building a sense of independence
- **Are there new volunteer opportunities that can be developed** based on the needs of your non-profit group and the interests of youth volunteers?

Easiness of digitizing volunteer opportunity



- What **existing capabilities/resources could we use** to transition the volunteering opportunity to virtual?
- What **capability/resource gaps still exist**?
- Based on our existing capabilities/resources and gaps, which volunteering opportunities on our list are **easy vs. medium vs. hard to digitize**?
- How **familiar are we with youth volunteers**? Does the team have a strong understanding of the expectations from youth volunteers?
- What **existing human resources can be leveraged** to manage youth volunteers? What human resources gap exists?