Program logic for the ★ WISHGRANTING ★

ISSUE

Children, adolescents and young adults with a health condition that has a significant impact on their life often experience loneliness, pain, boredom and isolation which can be disempowering, and leads to a need for distraction and opportunities to reconnect as a family.

PARTICIPANTS

Primary Participants:

 Children, adolescents, young adults (aged 4-21) with a health condition that has a significant impact on their life

Secondary:

- · Families, friends, carers
- Hospital staff

- Give wish accept people into program
- Develop wish choice
- Deliver wish
- Conduct post-wish discussions and follow up
- Promote other Starlight programs

Popular Starlight Wish types include holidays, experience wishes, celebrity wishes and tangible items.

INPUTS

- Starlight Team
 Members
- Volunteer Time
- In-kind resource
- Francisco

ACTIVITIES

WISH RECIPIENT

FAMILIES & CARERS

HOSPITAL STAFF

Have a service to refer patients to

- Feel a sense of choice and control
- Distracted from illness or disability
- Feel different / special
- Feel anticipation towards wish, and lifted during treatment
- Have something to look forward to
- More family time
- Share in positive experience
- Reconnect as family / with the wish child
- Feel bittersweet emotions: happy that child receives a wish, but sad that child is eliaible
- Siblings experience jealousy
- Feel a sense of guilt

IMMEDIATE* OUTCOMES

- Feel different... agair
- Experience opportunities outside the family's reach
- · Have new experiences
- Have respite from day-to-day routine
- Siblings feel included

SHORT TO MEDIUM-TERM** OUTCOMES

• Feel a sense of guilt

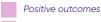
- Have increased sense of wellbeing
- Feel empowered from choosing wish
- · Have positive memories
- · Have a positive marker for a new, healthy life
- Have hope for future/future skills/education
- Have increased self-esteem
- Feel a sense of community
- \bullet Have a closer relationship with/as a family, and with friends
- LONG-TERM***
 OUTCOMES

• Experience post-wish blue





Children, adolescents and young adults with a health condition that has a significant impact on their life, experience increased social, physical, mental and emotional wellbeing.



Negative outcomes

- * Immediate: After being accepted into program / during wish development.
- ** Short/medium-term: When wish is delivered.
- *** Long-term: After wish delivery

