



BEHAVIORAL HEALTH
— CATALYST —

Mapping the Children & Youth Behavioral Health Ecosystem

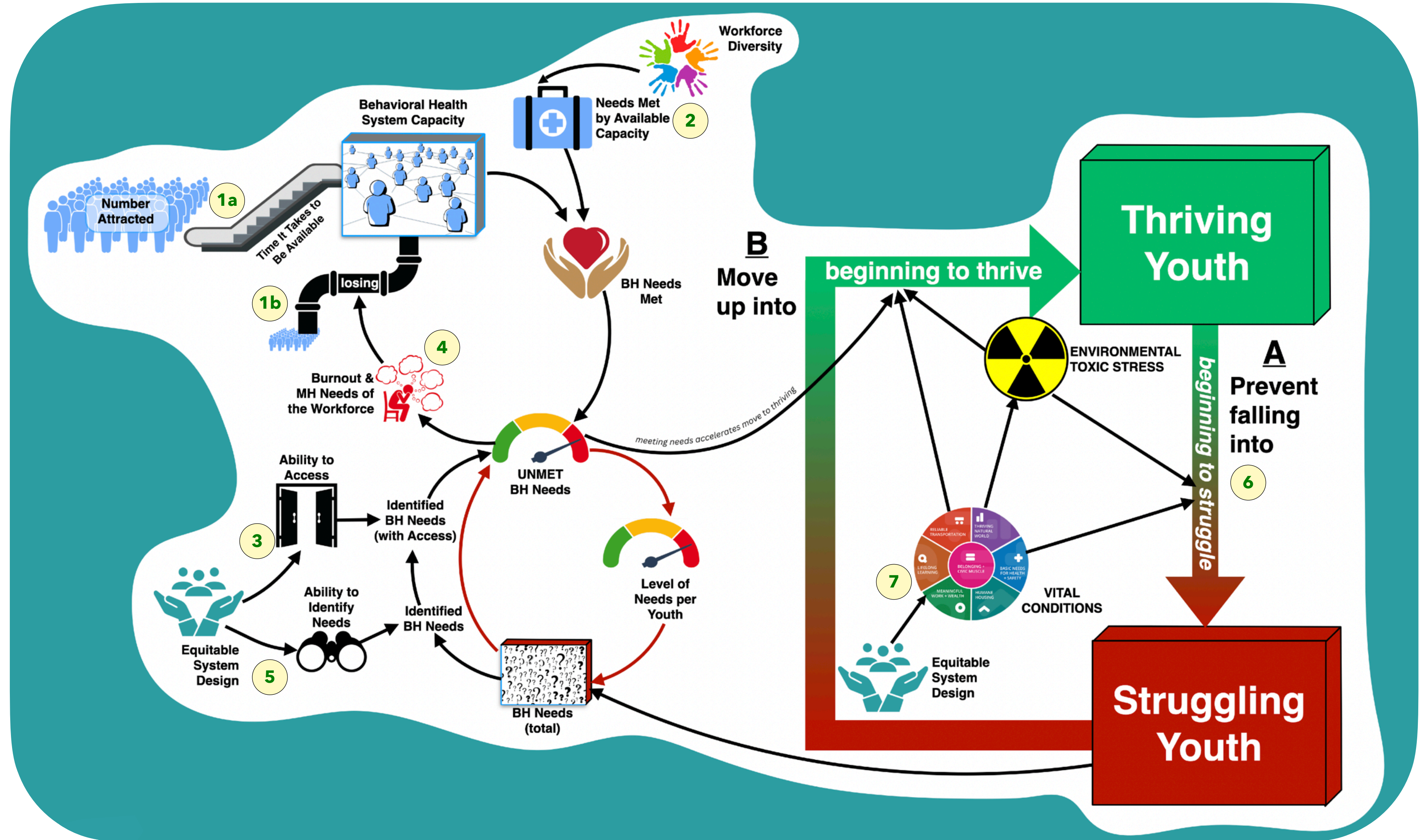
Using the Ecosystem Map to Refine and Prioritize Recommendations

Presented to the
WA CYBH Working Group

September 5, 2024

Chris Soderquist
Pontifex Consulting

- LEVER 1a**
Increase Behavioral Health Capacity
(by attracting/adding)
- LEVER 1b**
Increase Behavioral Health Capacity
(by decreasing turnover)
- LEVER 2**
Increase Effectiveness of Current Capacity
- LEVER 3**
Increase Access to Support for Struggling
- LEVER 4**
Support / Sustain the Workforce
- LEVER 5**
Improve Identification of Struggling
- LEVER 6**
Build Protective Factors
- LEVER 7**
Strengthen Vital Conditions

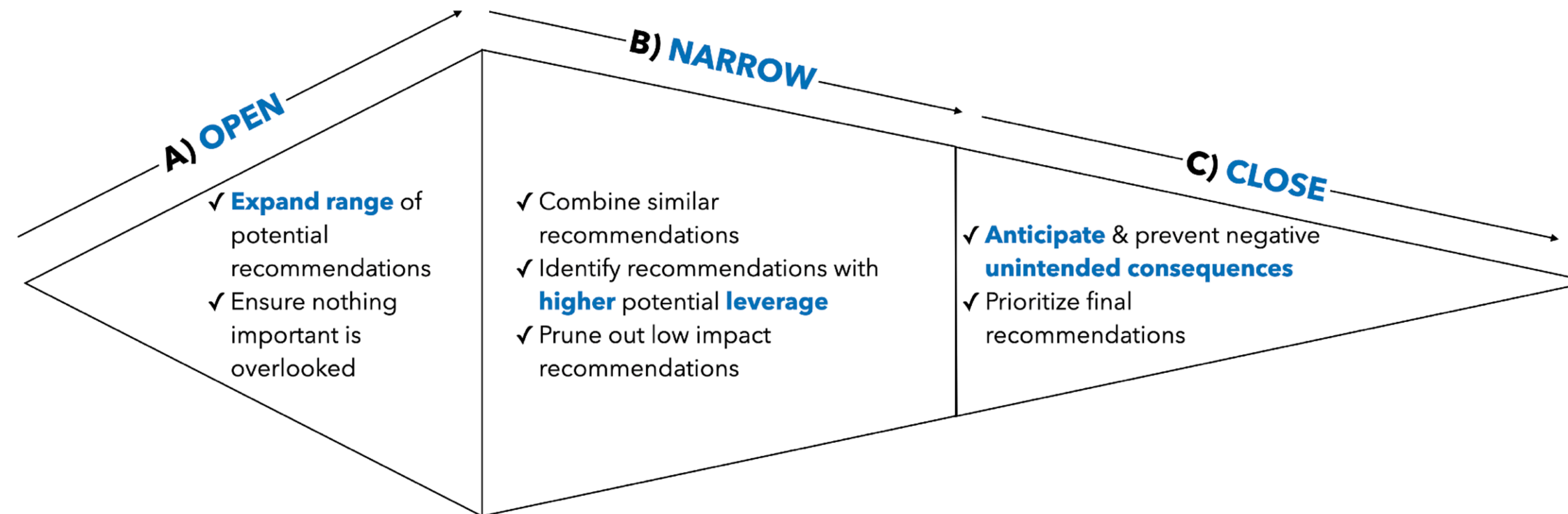


- Purpose & Context
- Process Overview = Open + Narrow + Close
- Ecosystem Map Review
- Ecosystem Maps Help by...
 - ✓ Expanding Boundaries
 - ✓ Finding Leverage
 - ✓ Identifying Potential Unintended Consequences
- Summary
 - ✓ Next Steps = Office Hours
 - ✓ Q&A

**Will cover a lot of
territory to provide
enough info to determine
if you'd like to attend
office hours**

PROCESS

Generating, Evaluating, Selecting, and Prioritizing Recommendations

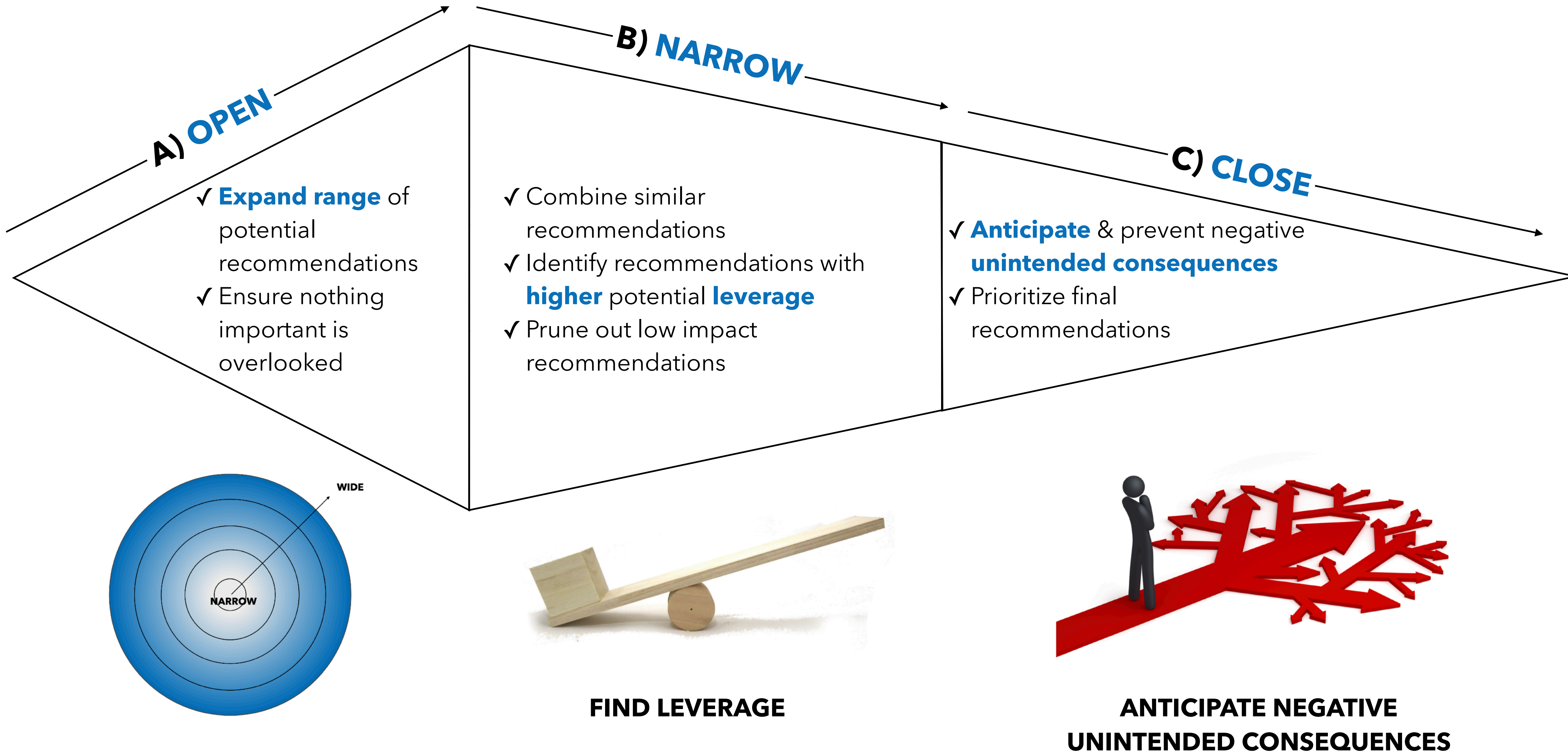


Create a state with Thriving Children, Youth, and Families...



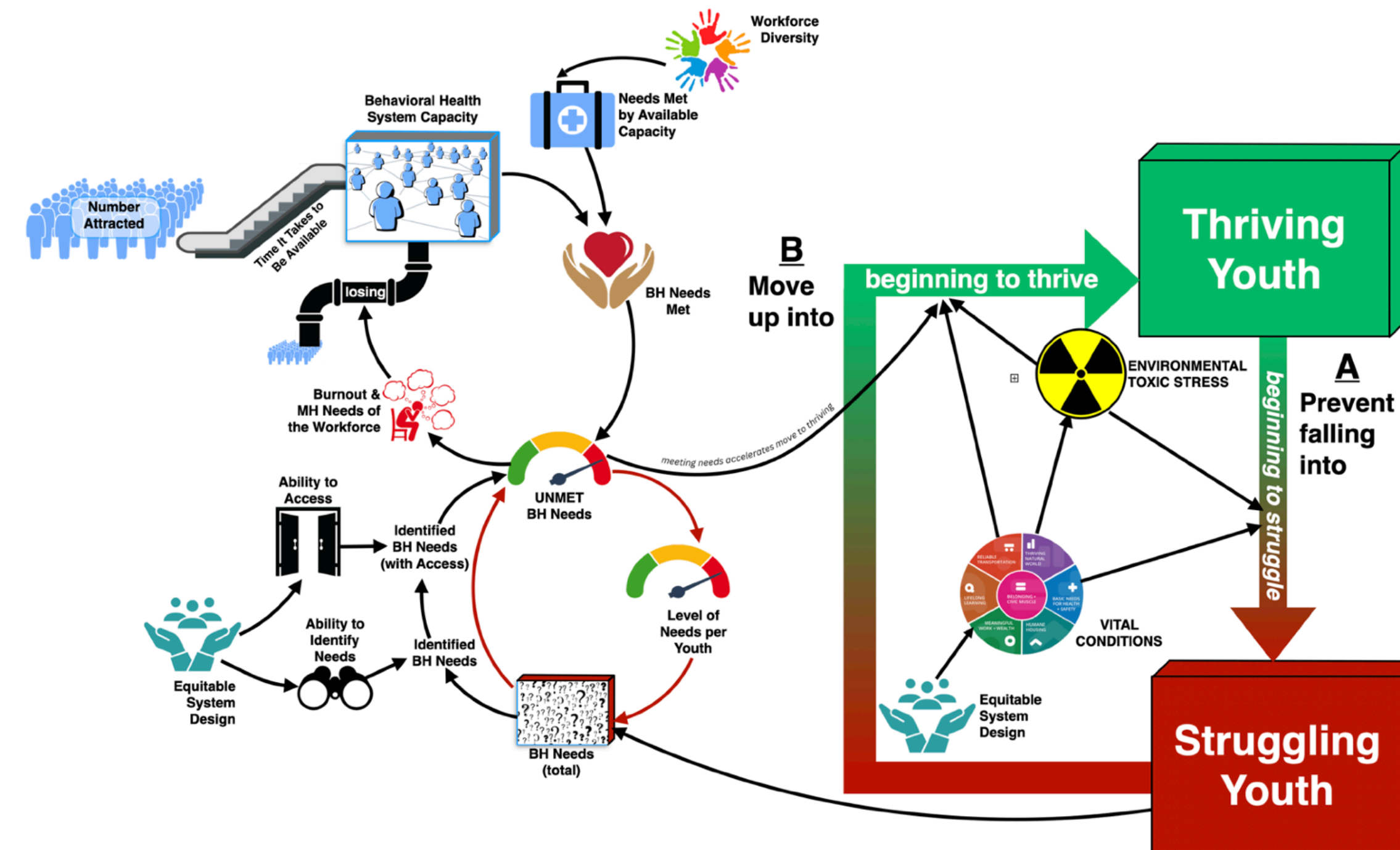
...by improving the Ecosystem contributing to Behavioral Health

The Process – Purpose of each phase



ECOSYSTEM MAP

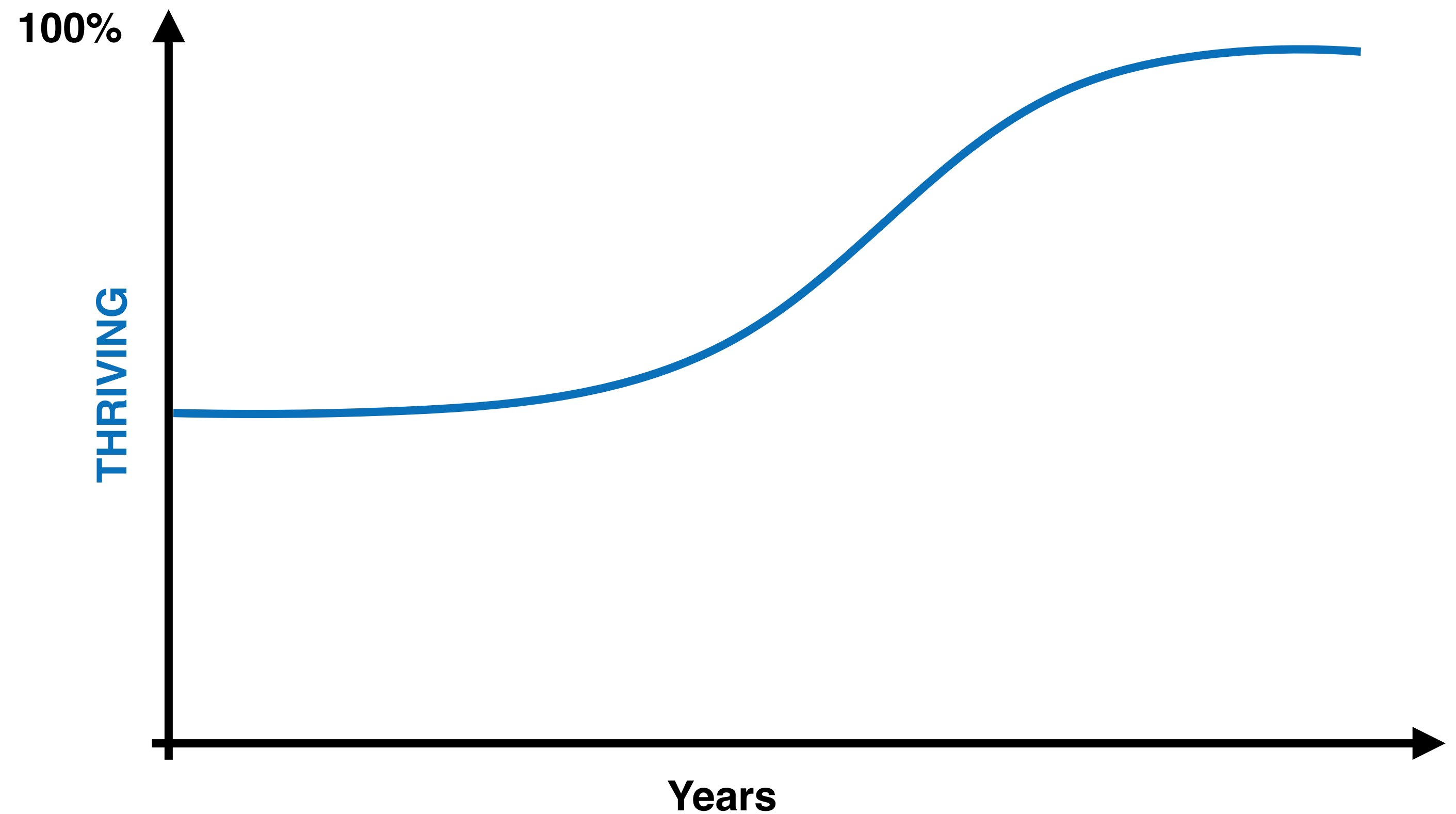
Reviewing Assumptions



Thriving means children & youth can **maximize** their **quality of life** – to live at their full **potential**.

It doesn't mean absence of behavioral health challenges.

VISION for WA Children & Youth



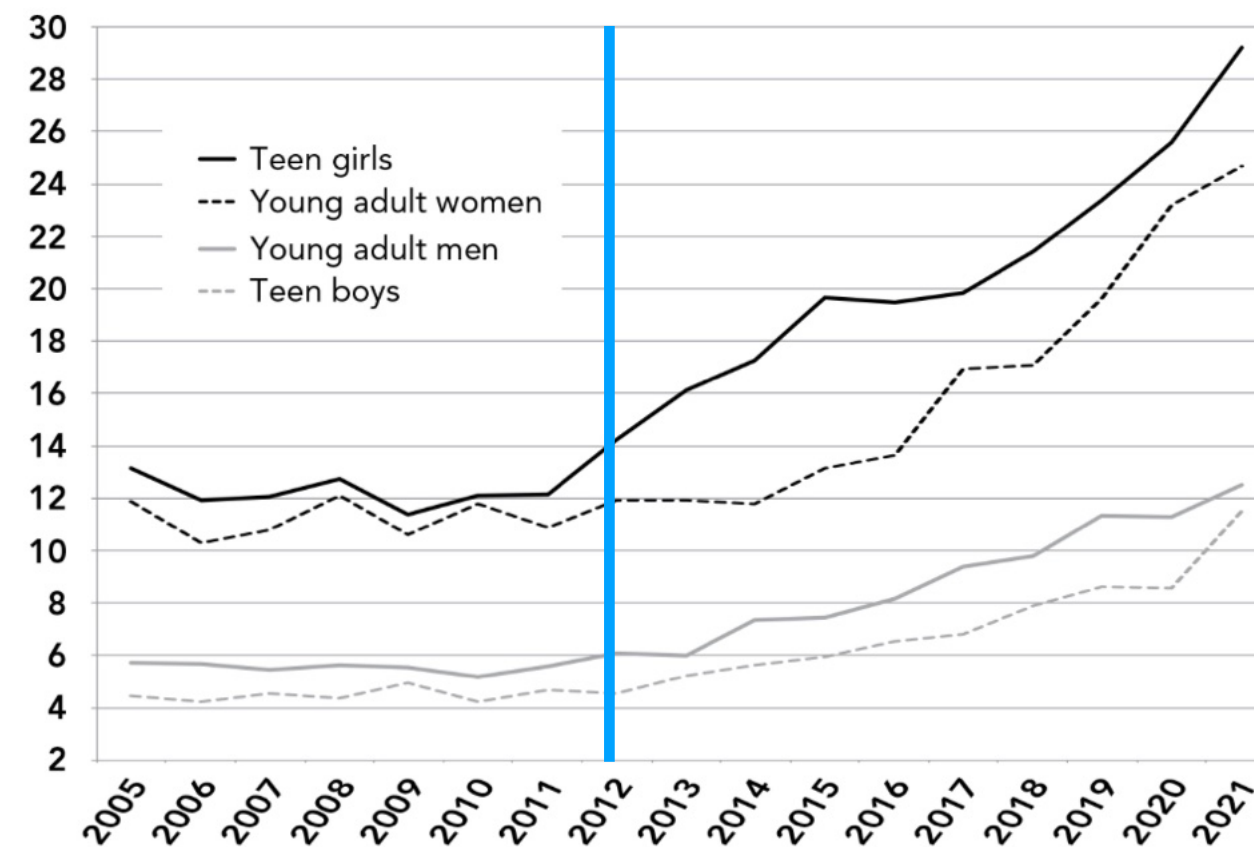
*This is a similar goal to GA's Department of Behavioral Health and Developmental Disabilities

CURRENT REALITY FOR US CHILDREN & YOUTH

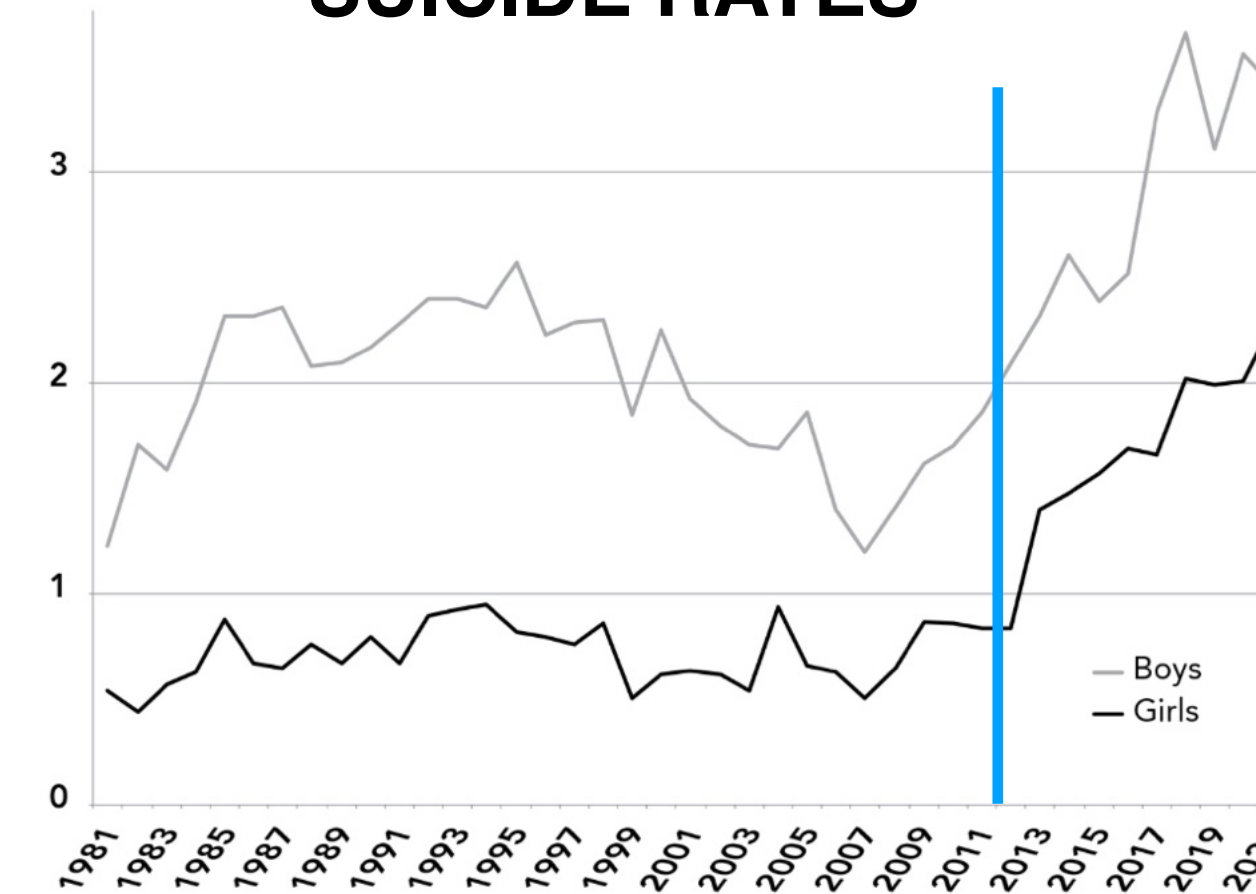
Since 2012, national rates of behavioral health measure have worsened exponentially

© 2024

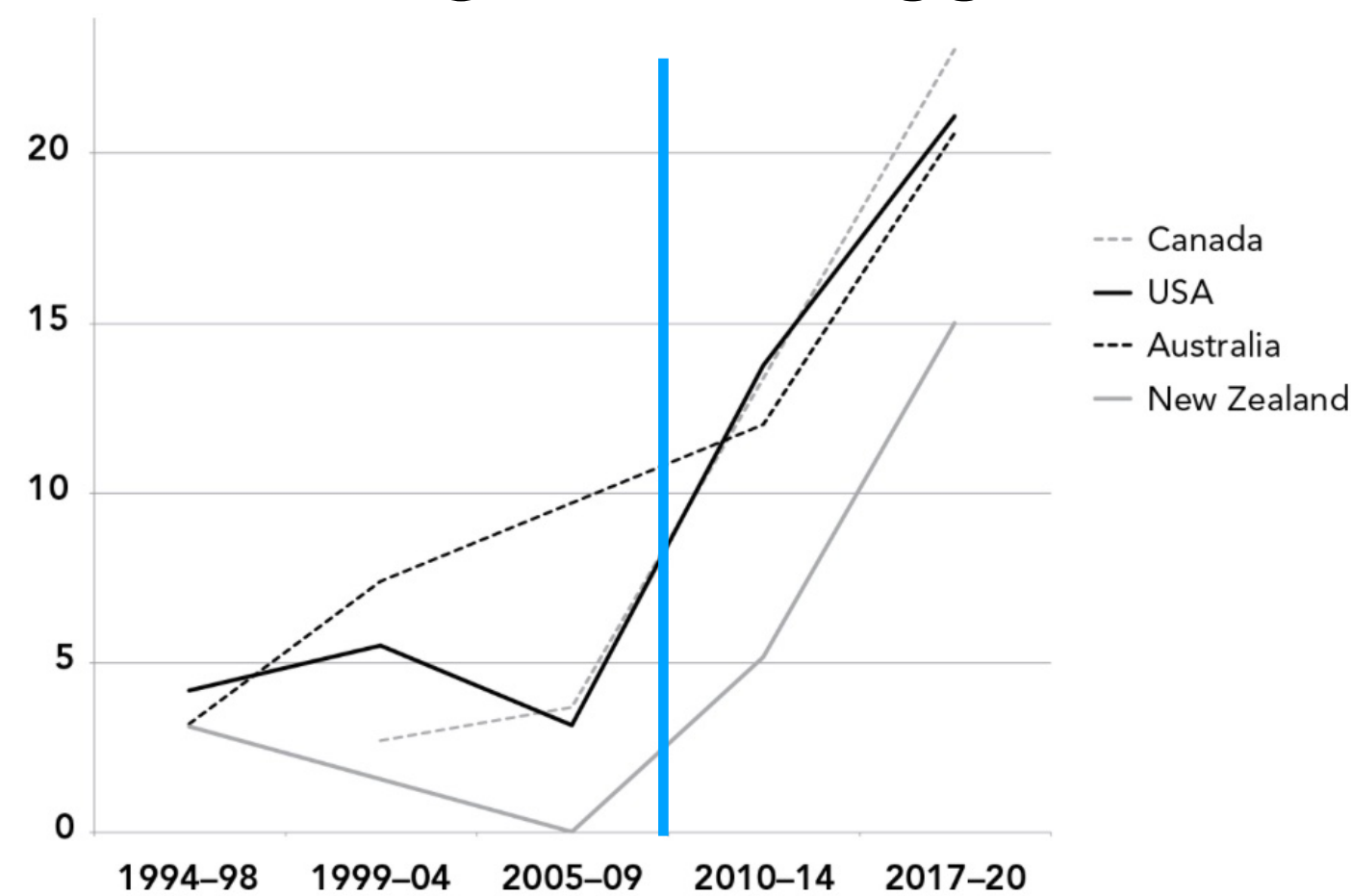
CLINICAL DEPRESSION DIAGNOSIS



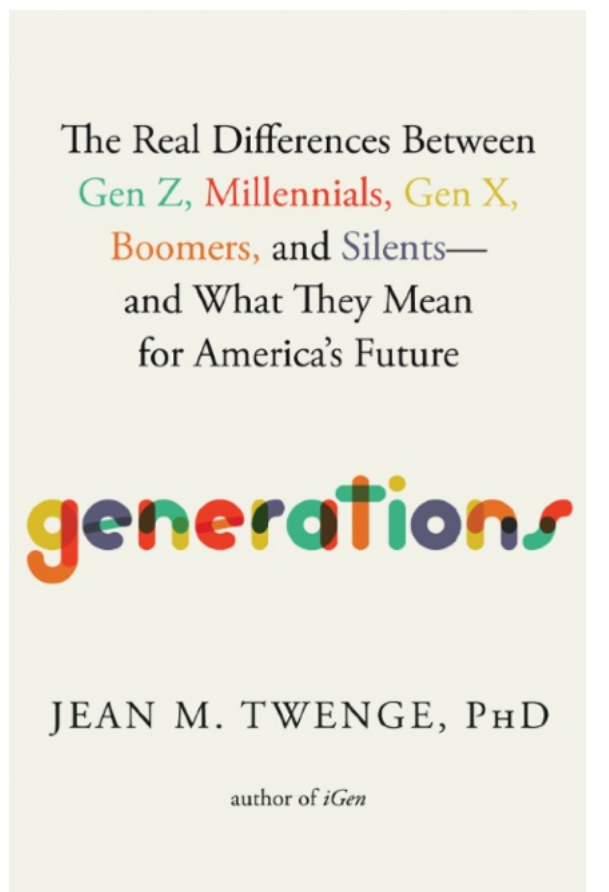
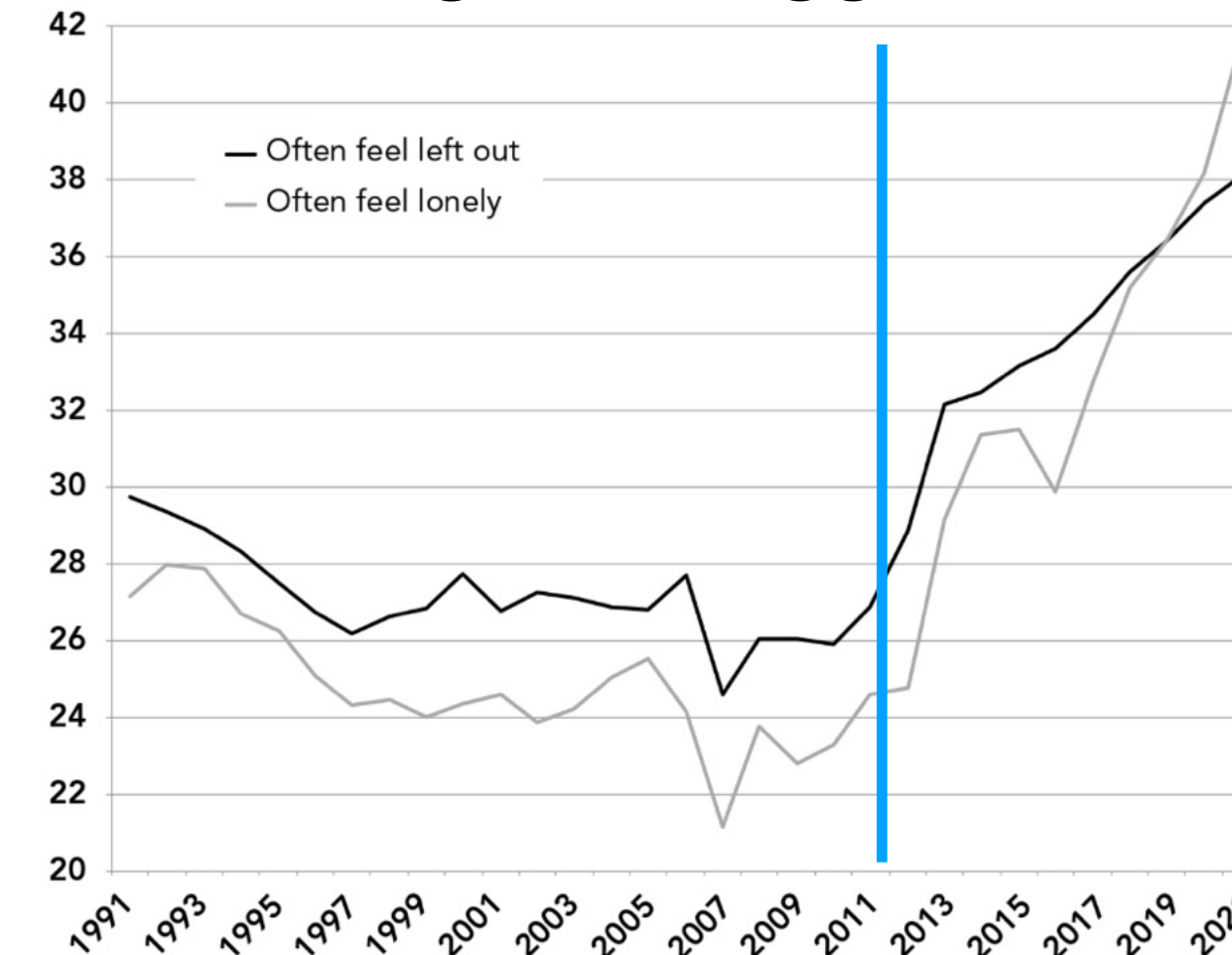
SUICIDE RATES



UNHAPPINESS

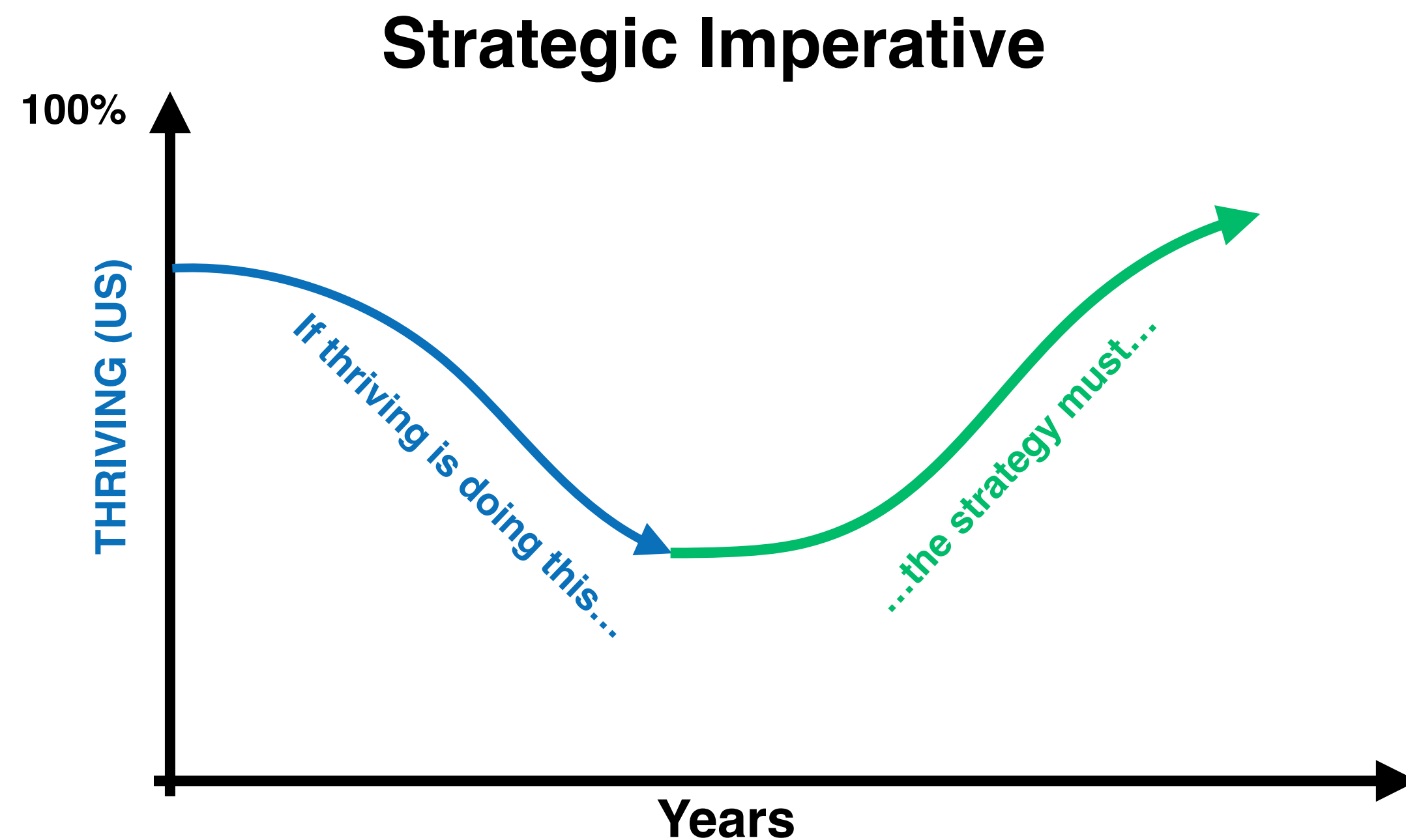


LONELINESS



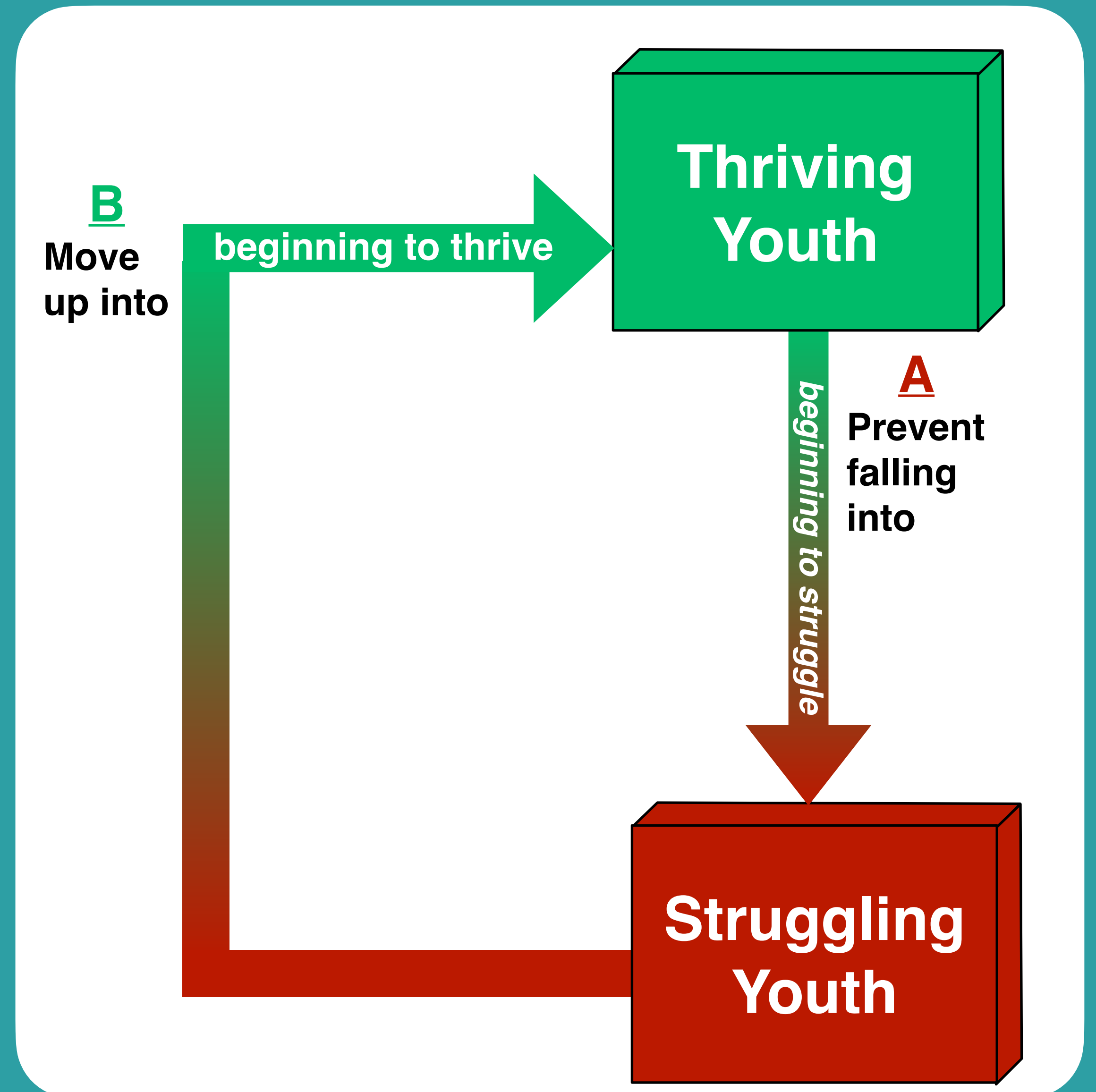
Source: Generations (Jean Twenge)

An effective strategy must work on two goals



- **Prevent** Thriving Youth from **falling into** Struggling Youth
- **Support** Struggling Youth to **move up** into Thriving Youth

EFFECTIVE STRATEGY COMES FROM A
USEFUL MENTAL MODEL OF BEHAVIORAL HEALTH



Let's look at the drivers behind **PREVENTION**

VITAL CONDITIONS

The **Federal Plan for Equitable Long-Term Recovery and Resilience** (Federal Plan for ELTRR) leverages the [Vital Conditions for Health and Well-Being](#) as the guiding framework. The vital conditions identify the factors that people depend on to reach their full potential, organized into 7 categories.



U.S. Department of Health and Human Services



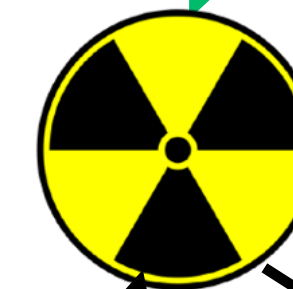
Office of
Disease Prevention
and Health Promotion

- Belonging and Civic Muscle
- Thriving Natural World
- Basic Needs for Health and Safety
- Humane Housing
- Meaningful Work and Wealth
- Lifelong Learning
- Reliable Transportation

B
Move
up into

beginning to thrive

**Thriving
Youth**



ENVIRONMENTAL
TOXIC STRESS

A
Prevent
falling
into

beginning to struggle



VITAL
CONDITIONS

**Struggling
Youth**

Capacity ranges from
Traditional ⇌ **Non-traditional**

Behavioral Health
System Capacity

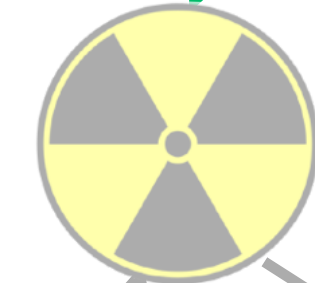


BH Needs
Met

B
Move
up into

beginning to thrive

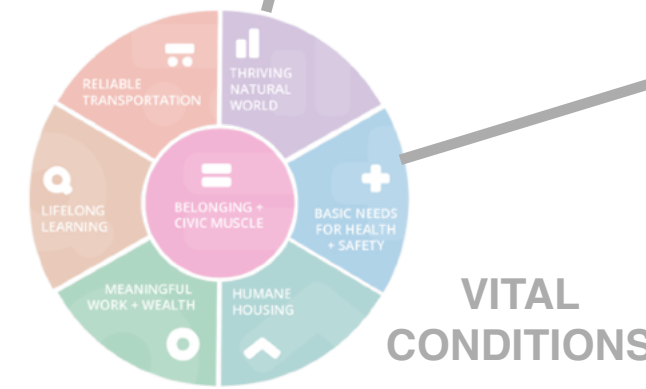
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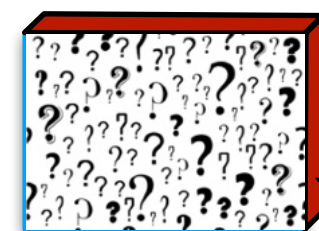


VITAL
CONDITIONS

**Struggling
Youth**

Includes the capacity to provide many
diverse services:

- Crisis response services
- Inpatient treatment for mental illness or SUD
- Outpatient treatment for mental illness or SUD
- Wraparound services
- Recovery support services
- Care coordination services
- Job training
- Services provided in any setting:
e.g. Community Health Clinics, Schools, Jails
- Parent and caregiver support services
- Primary care
- Behavioral Health literacy training
- Prevention programs
- Screening and identification programs
- Behavioral health worker support services



BH Needs
(total)

Interventions can...
**Increase Behavioral
Health Capacity**

**Behavioral Health
System Capacity**



**Needs Met
by Available
Capacity**

Interventions can...
**Increase Effectiveness of
Current Capacity**

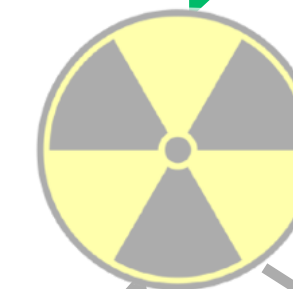


**BH Needs
Met**

B
**Move
up into**

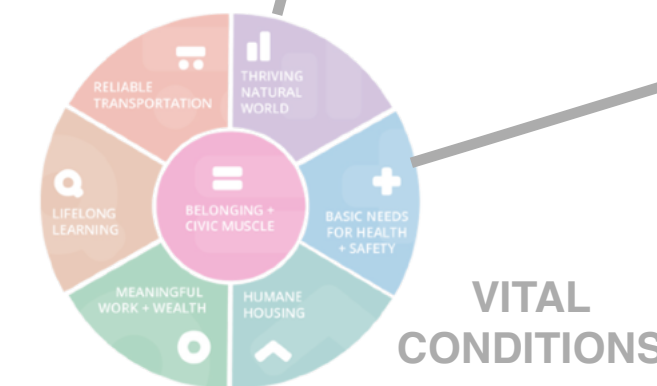
beginning to thrive

**Thriving
Youth**



**ENVIRONMENTAL
TOXIC STRESS**

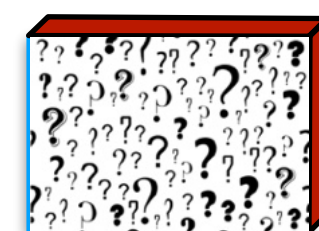
A
**Prevent
falling
into**



**VITAL
CONDITIONS**

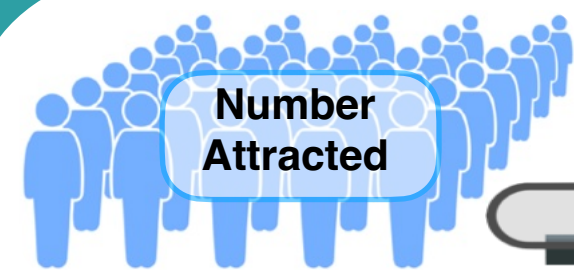
beginning to struggle

**Struggling
Youth**



**BH Needs
(total)**

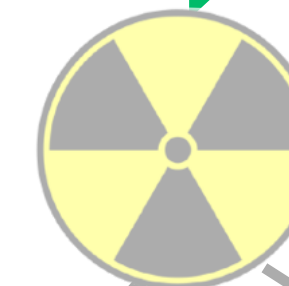
Interventions can...
Increase Behavioral Health Capacity
(by attracting/adding)



B
Move up into

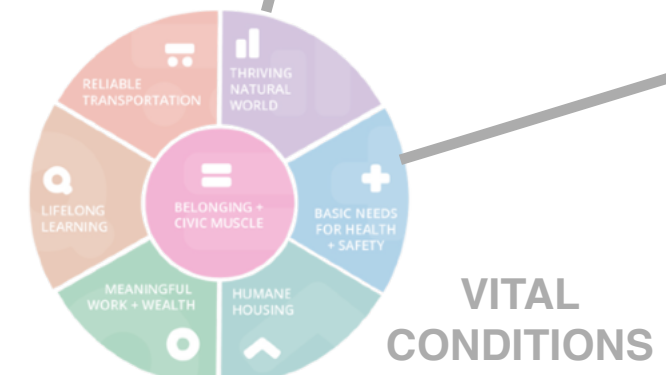
beginning to thrive

Thriving Youth



ENVIRONMENTAL TOXIC STRESS

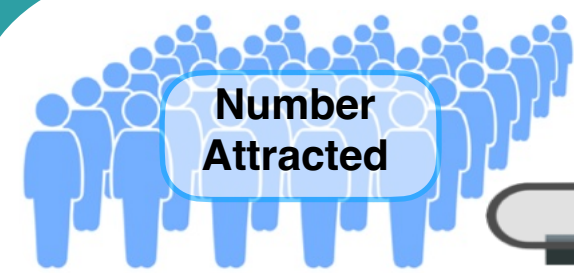
A
Prevent falling into



beginning to struggle

Struggling Youth

Interventions can...
Increase Behavioral Health Capacity
(by attracting/adding)



Interventions can...
Increase Behavioral Health Capacity
(by decreasing turnover)

Time It Takes to
Be Available



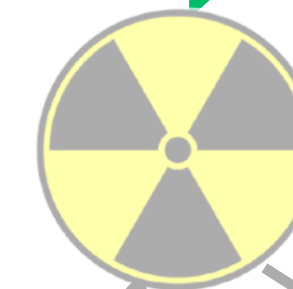
 Needs Met
by Available
Capacity



B
Move
up into

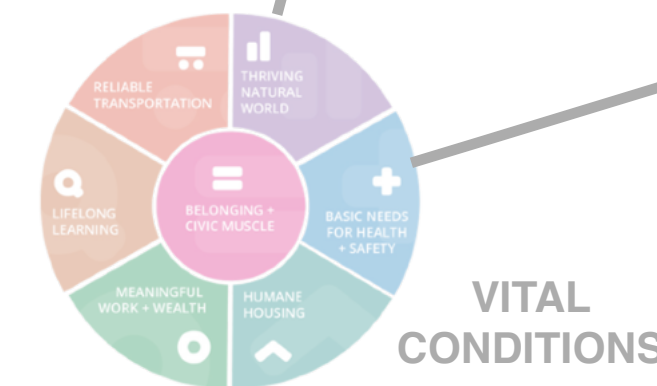
beginning to thrive

Thriving Youth



ENVIRONMENTAL
TOXIC STRESS

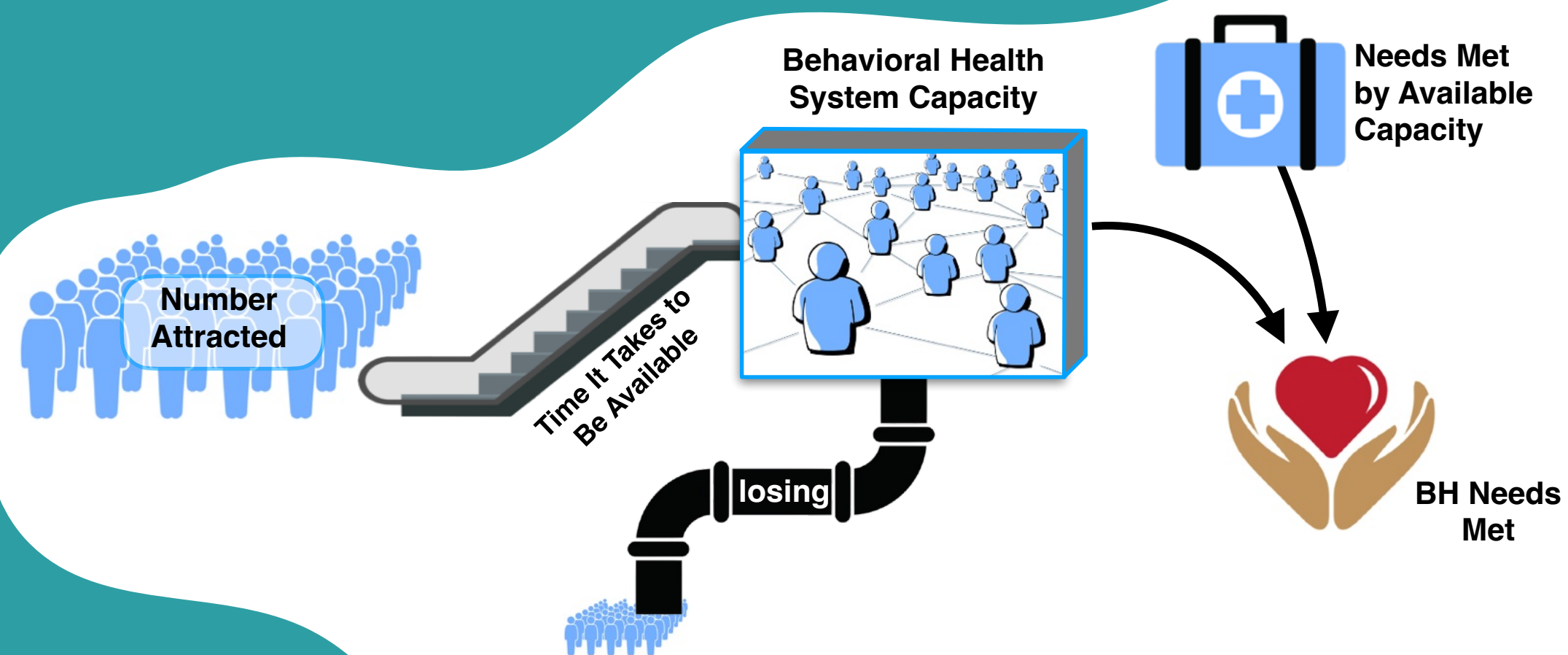
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beginning to struggle

Struggling Youth


BH Needs
(total)

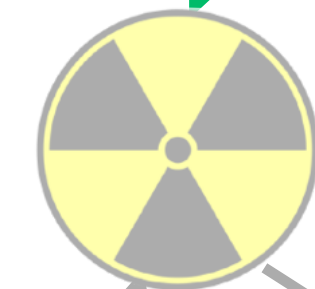


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Move
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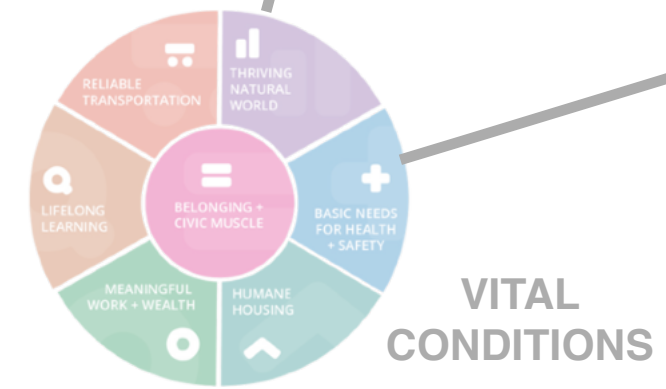
beginning to thrive

**Thriving
Youth**

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Prevent
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ENVIRONMENTAL
TOXIC STRESS



beginning to struggle

**Struggling
Youth**

Interventions can...
Increase Access to
Support for Struggling



Ability to
Access

Identified
BH Needs
(with Access)



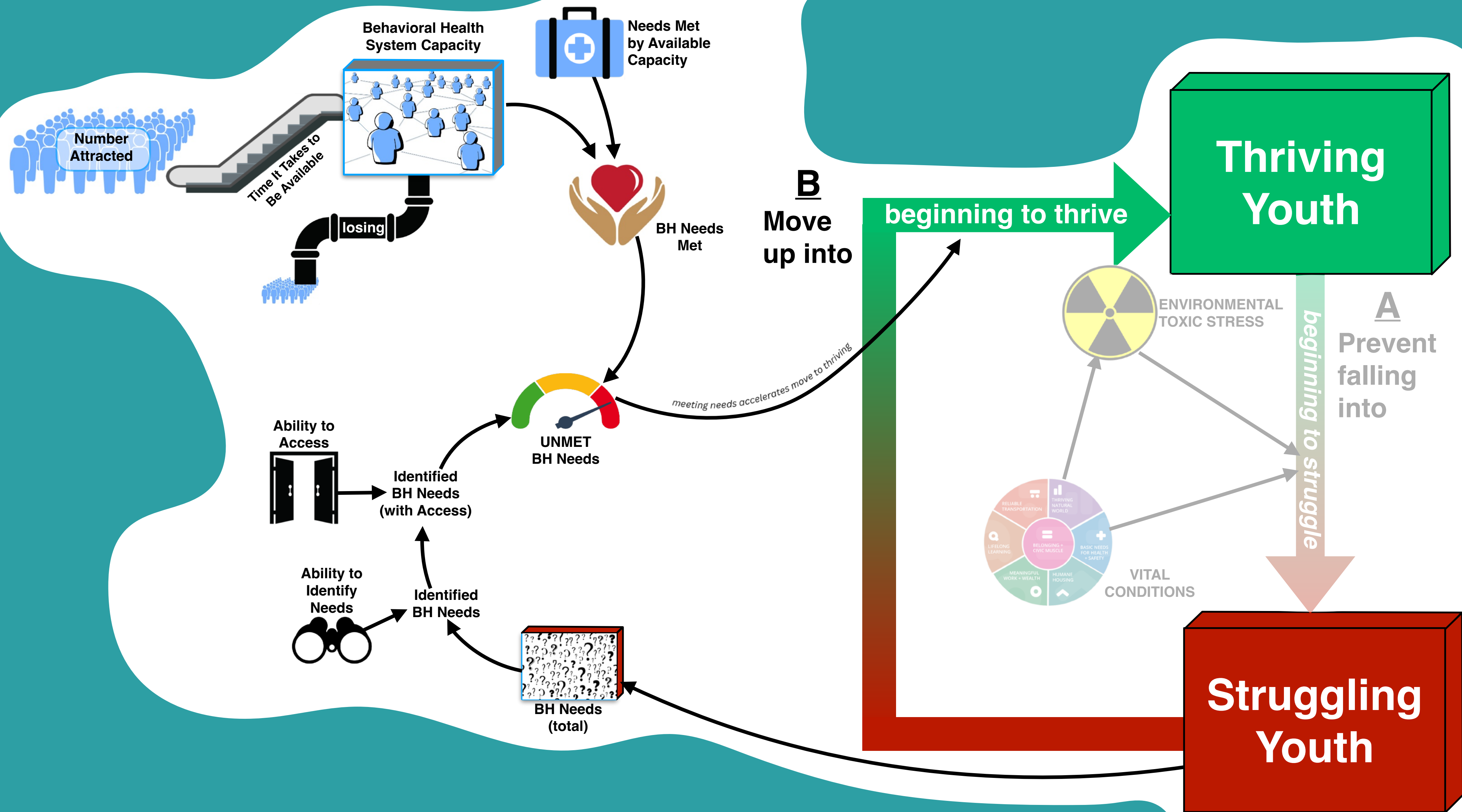
Ability to
Identify
Needs

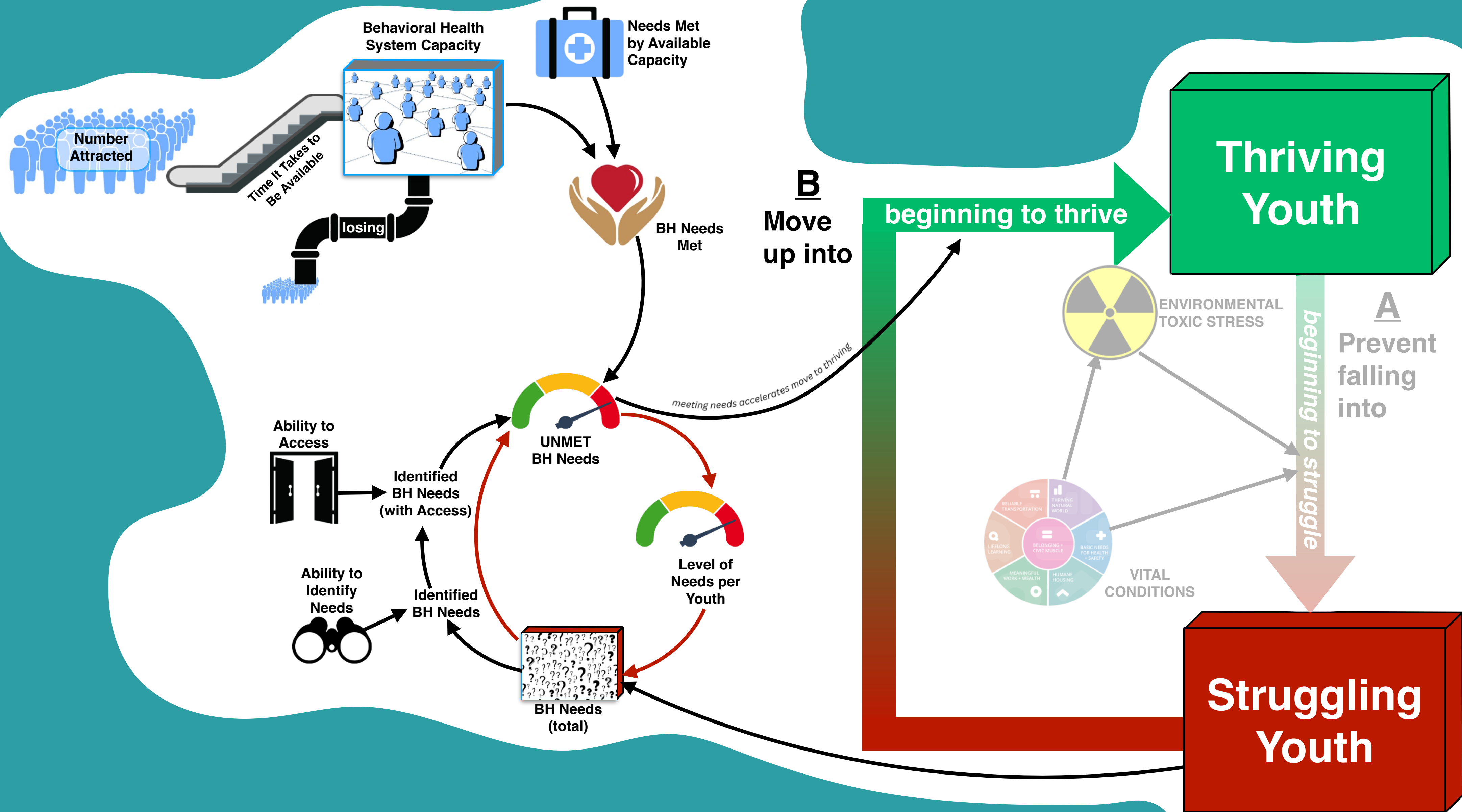
Identified
BH Needs

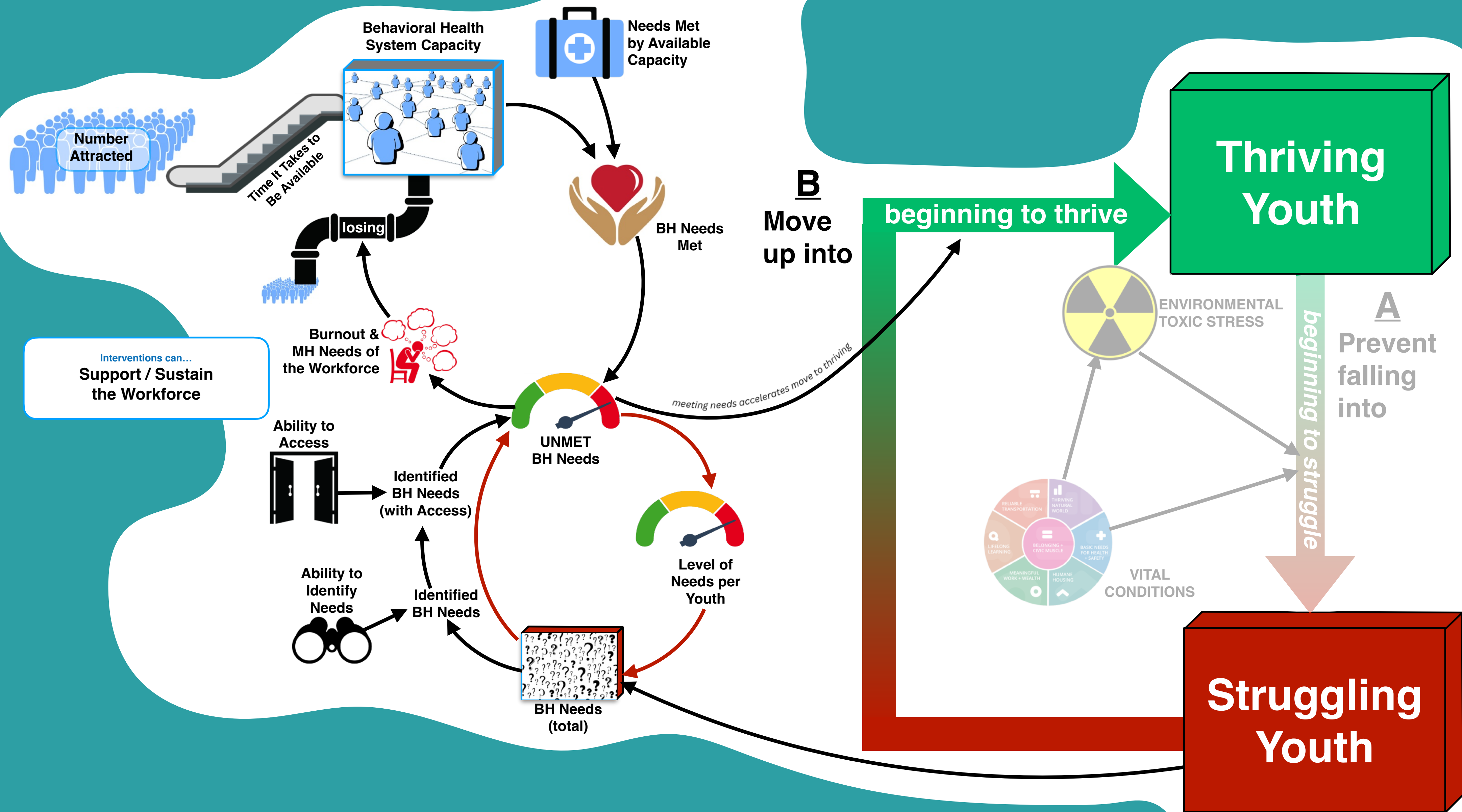
Interventions can...
Improve Identification
of Struggling

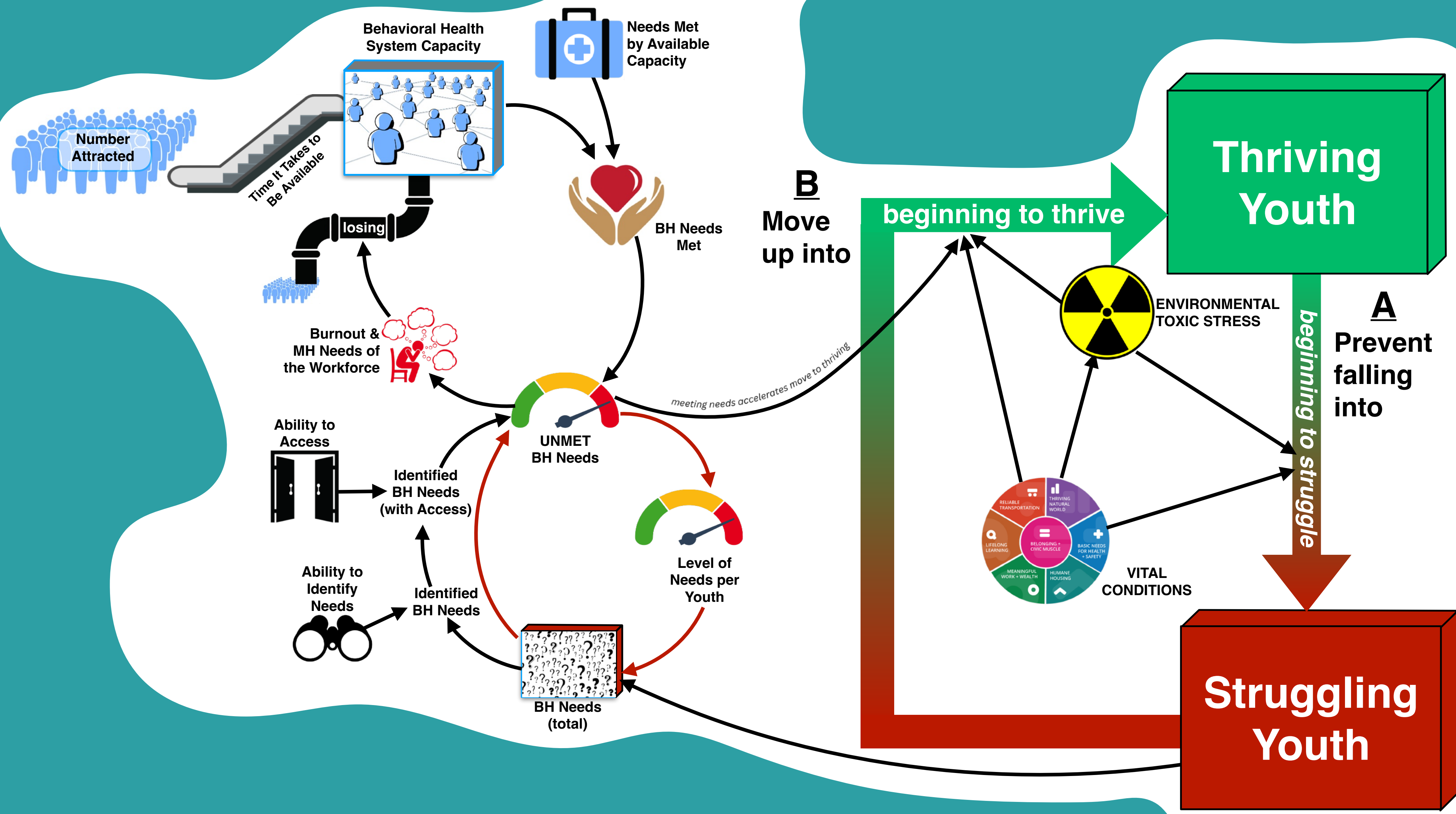


BH Needs
(total)







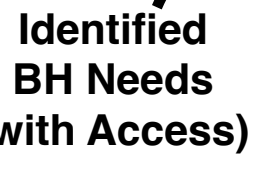
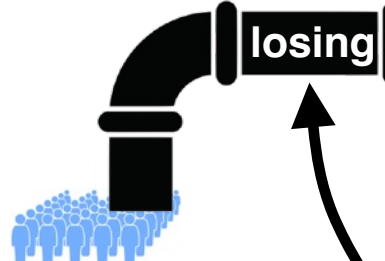
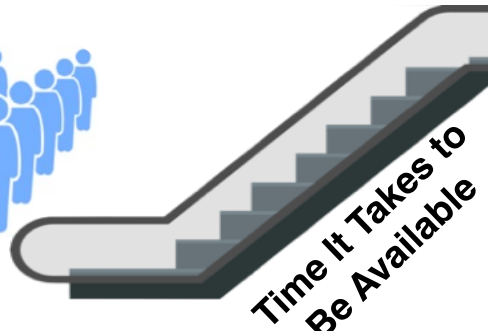
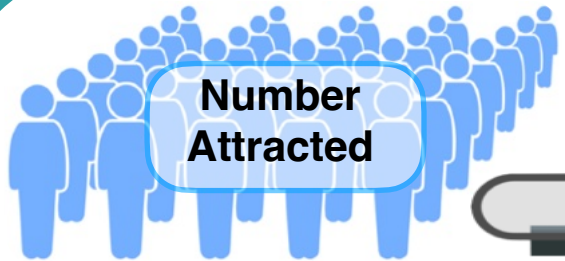


***EQUITY** influences many critical aspects of the ecosystem—and requires improvement. The impacts differ based on where equity is improved.*

Diversity of workforce improves ability to meet needs

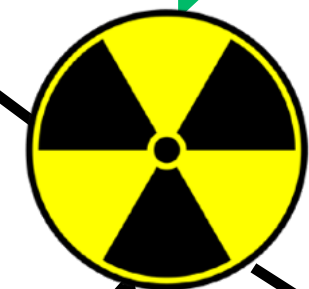
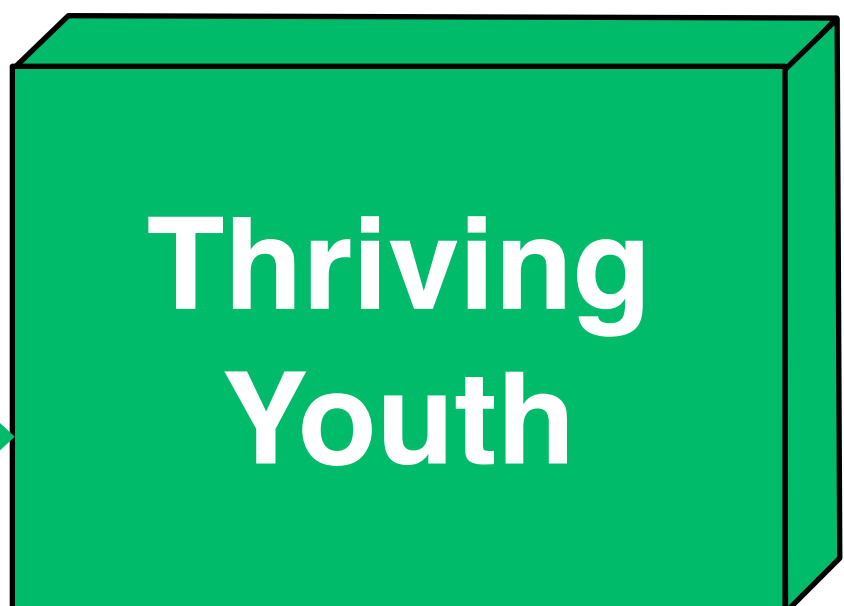
System design determines equity in access to support and ability to identify needs.

System design determines equity in access to vital conditions.



B
Move up into

beginning to thrive



ENVIRONMENTAL TOXIC STRESS

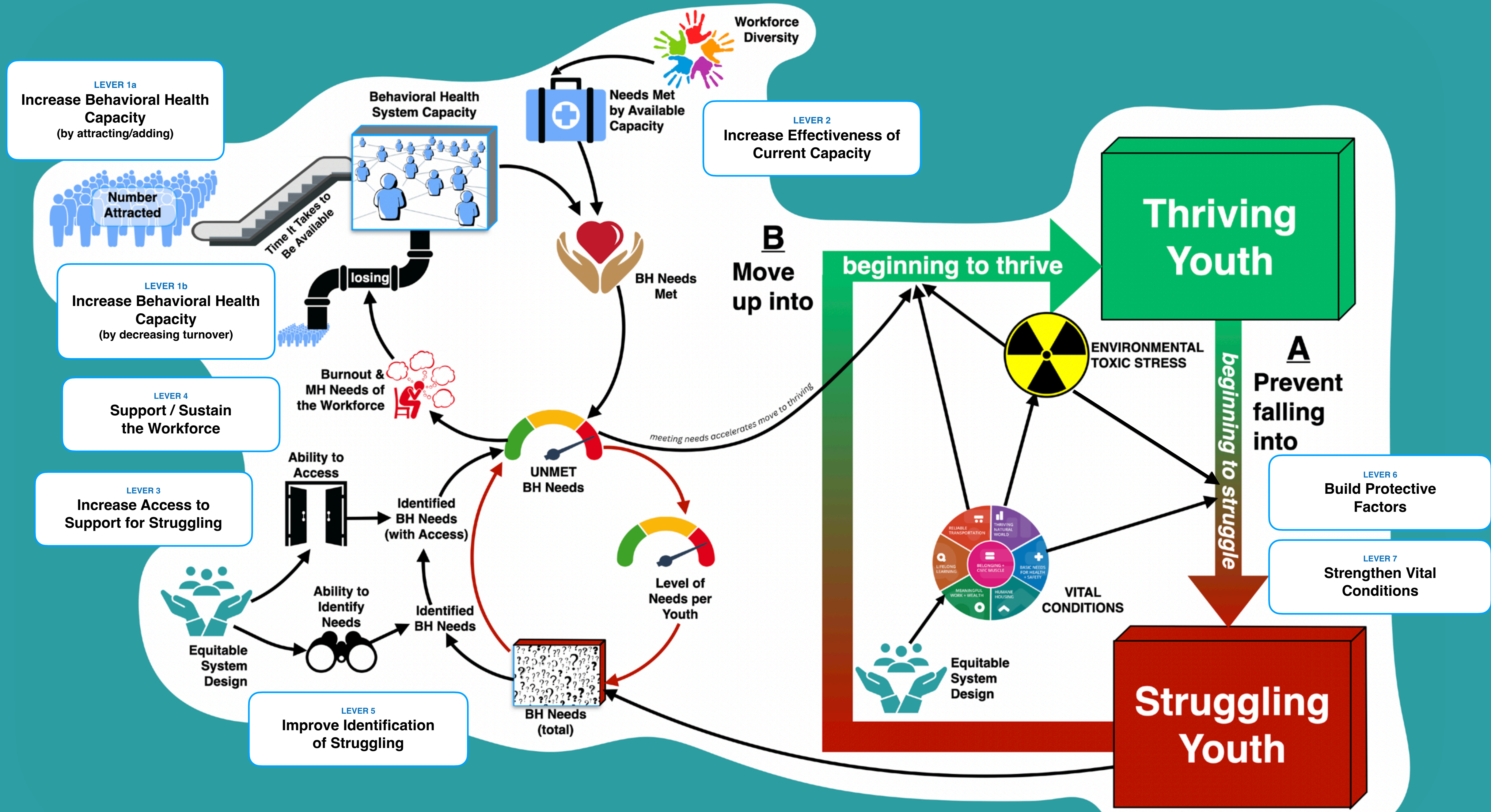
A
Prevent falling into

beginning to struggle



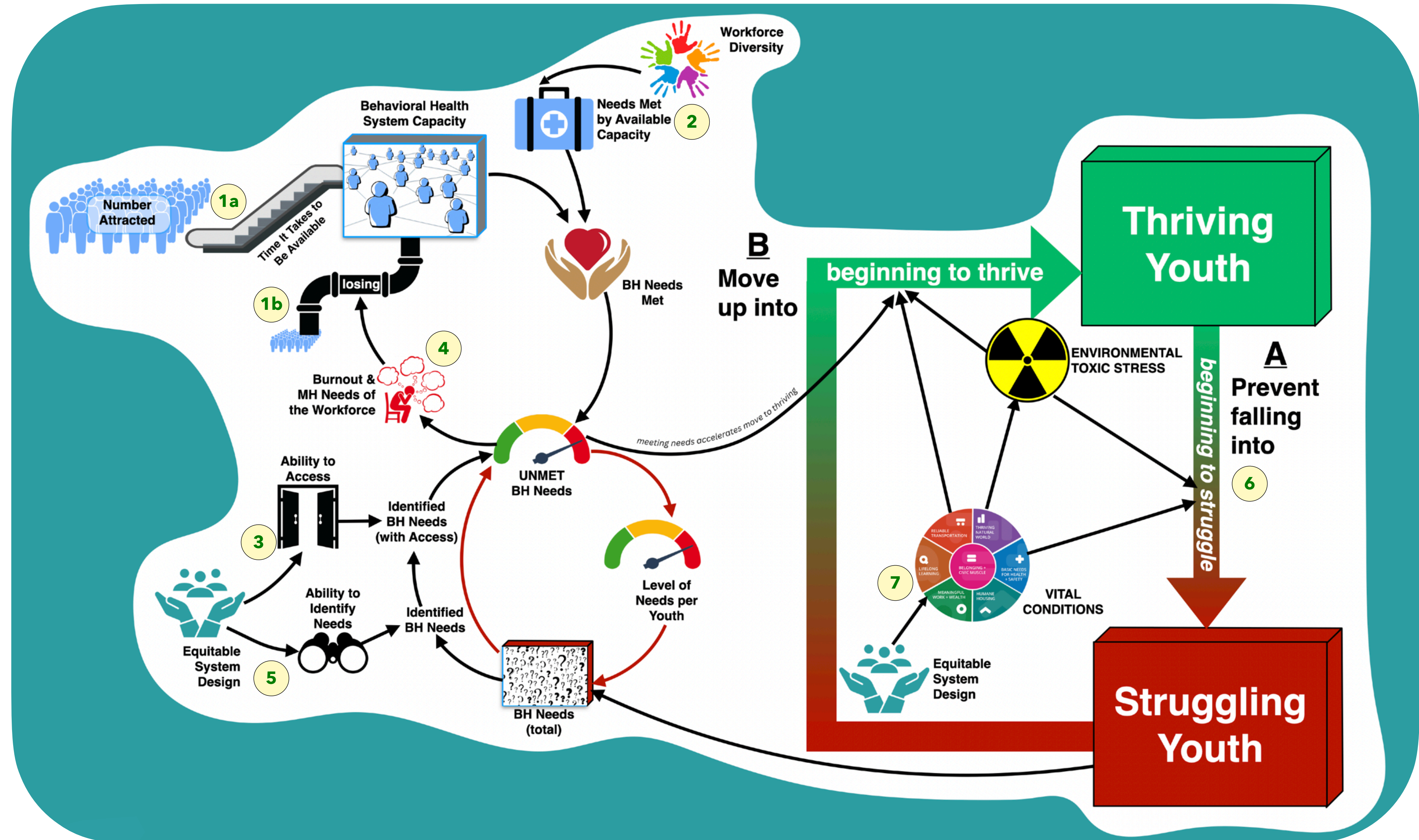
VITAL CONDITIONS



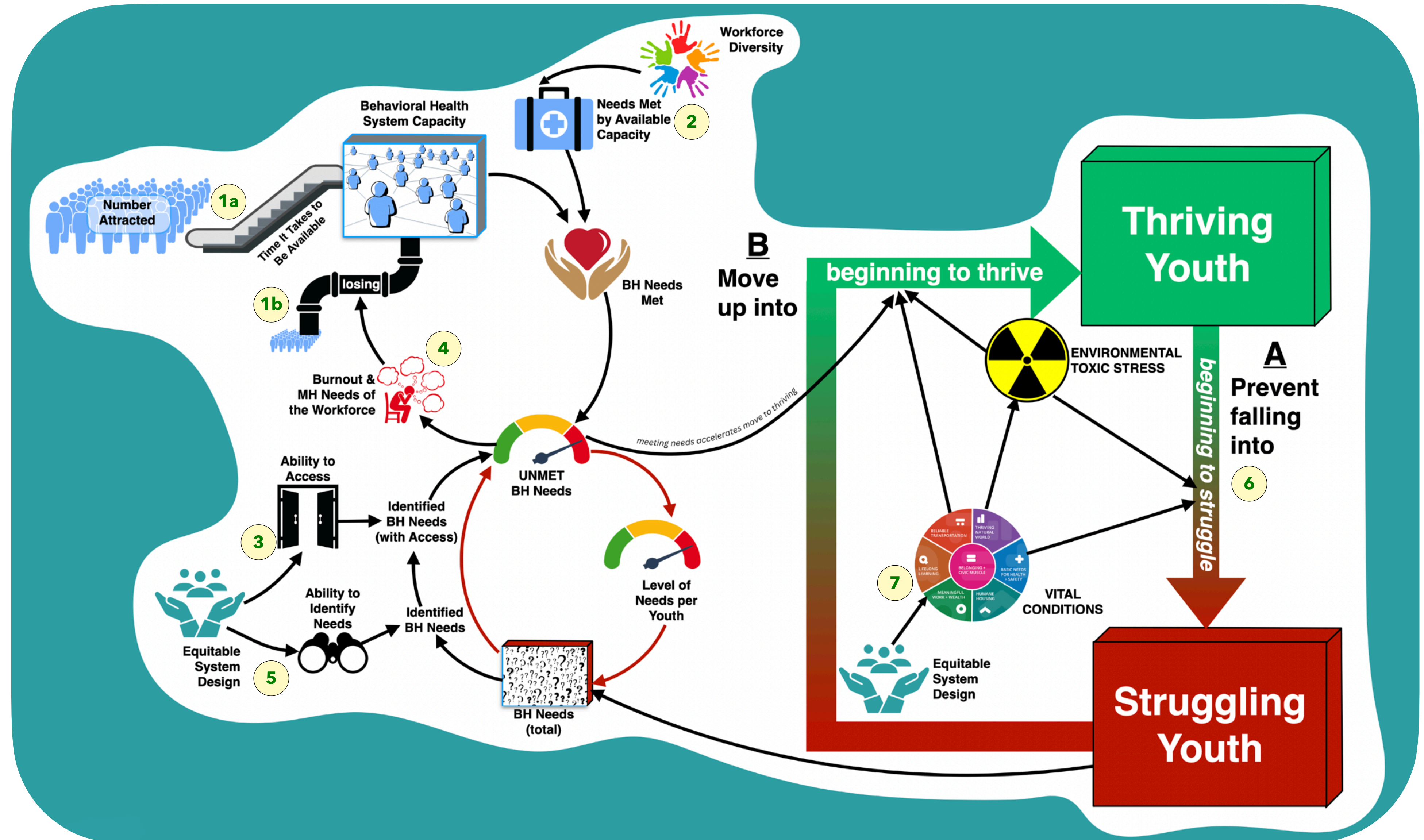


Still exploring changing numbered order

- LEVER 1a**
Increase Behavioral Health Capacity
(by attracting/adding)
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Increase Behavioral Health Capacity
(by decreasing turnover)
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Strengthen Vital Conditions

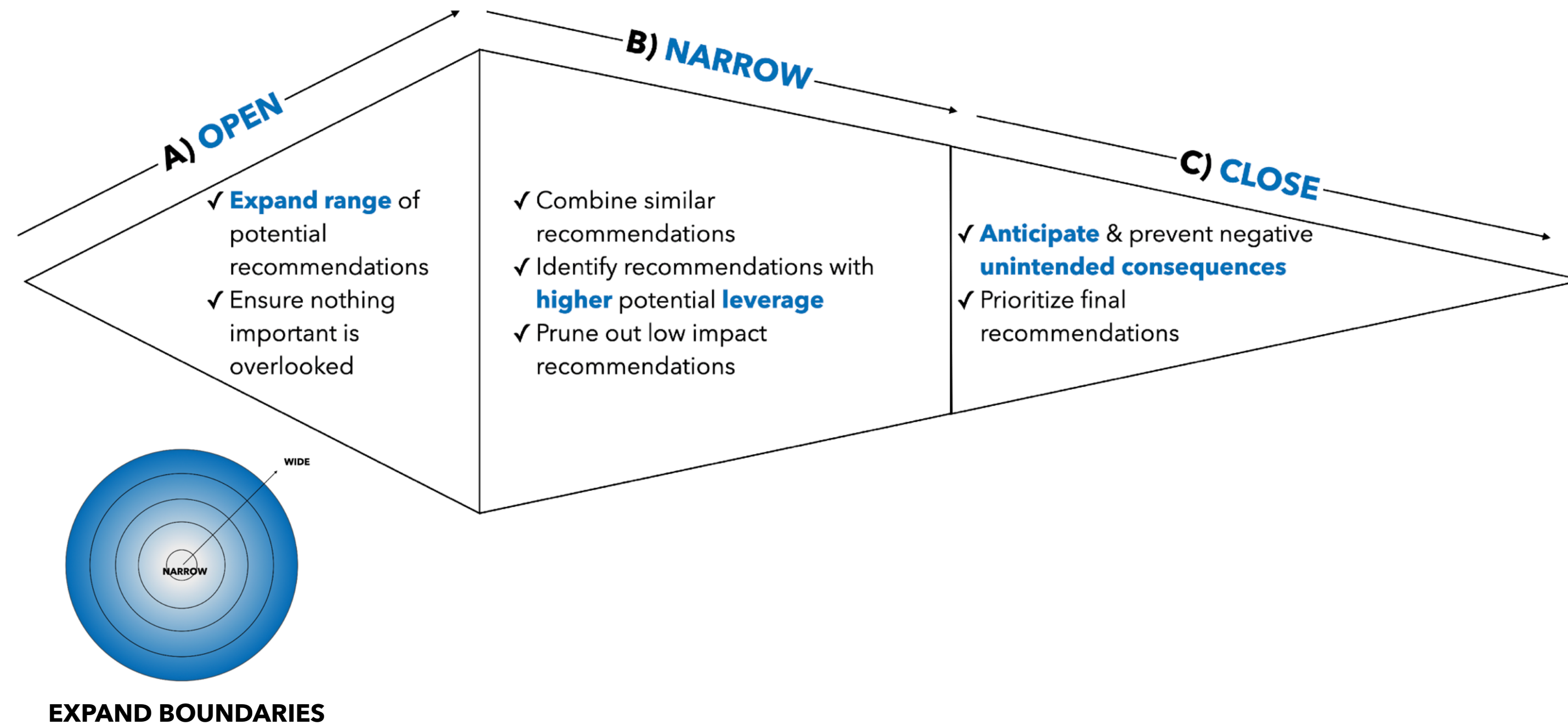


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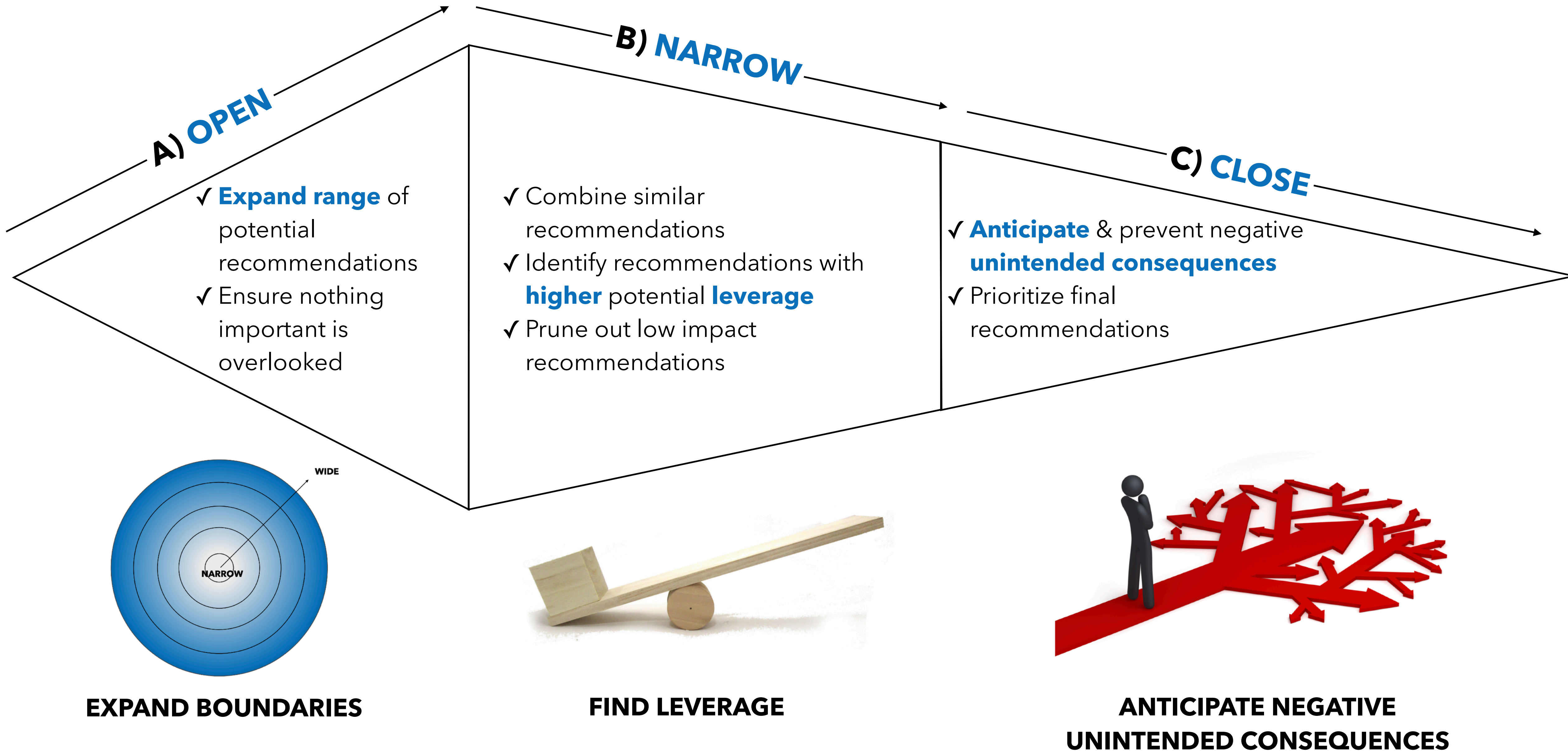


PROCESS

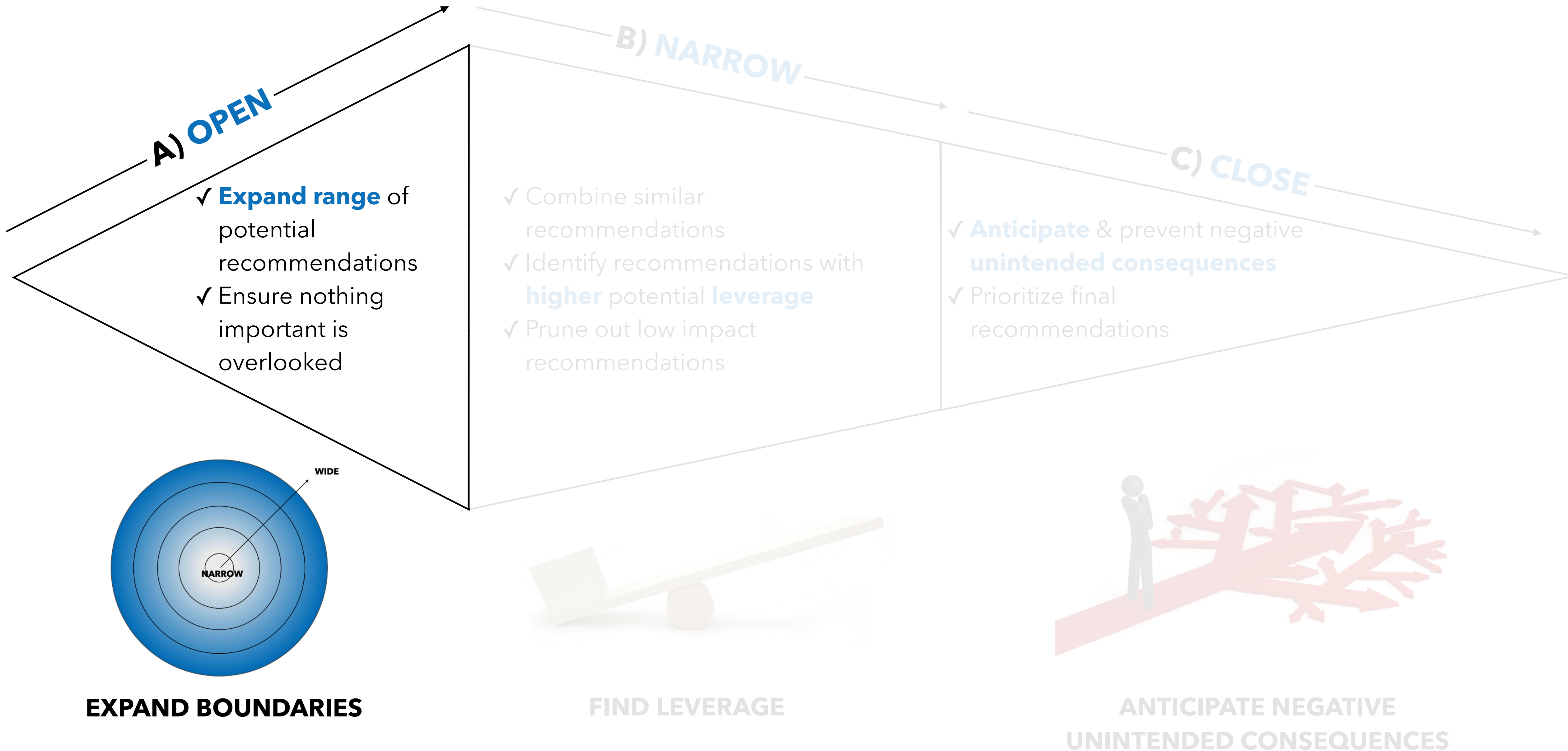
Ecosystem Maps Expand Boundaries of Analysis



The Process – How an ecosystem map helps each phase

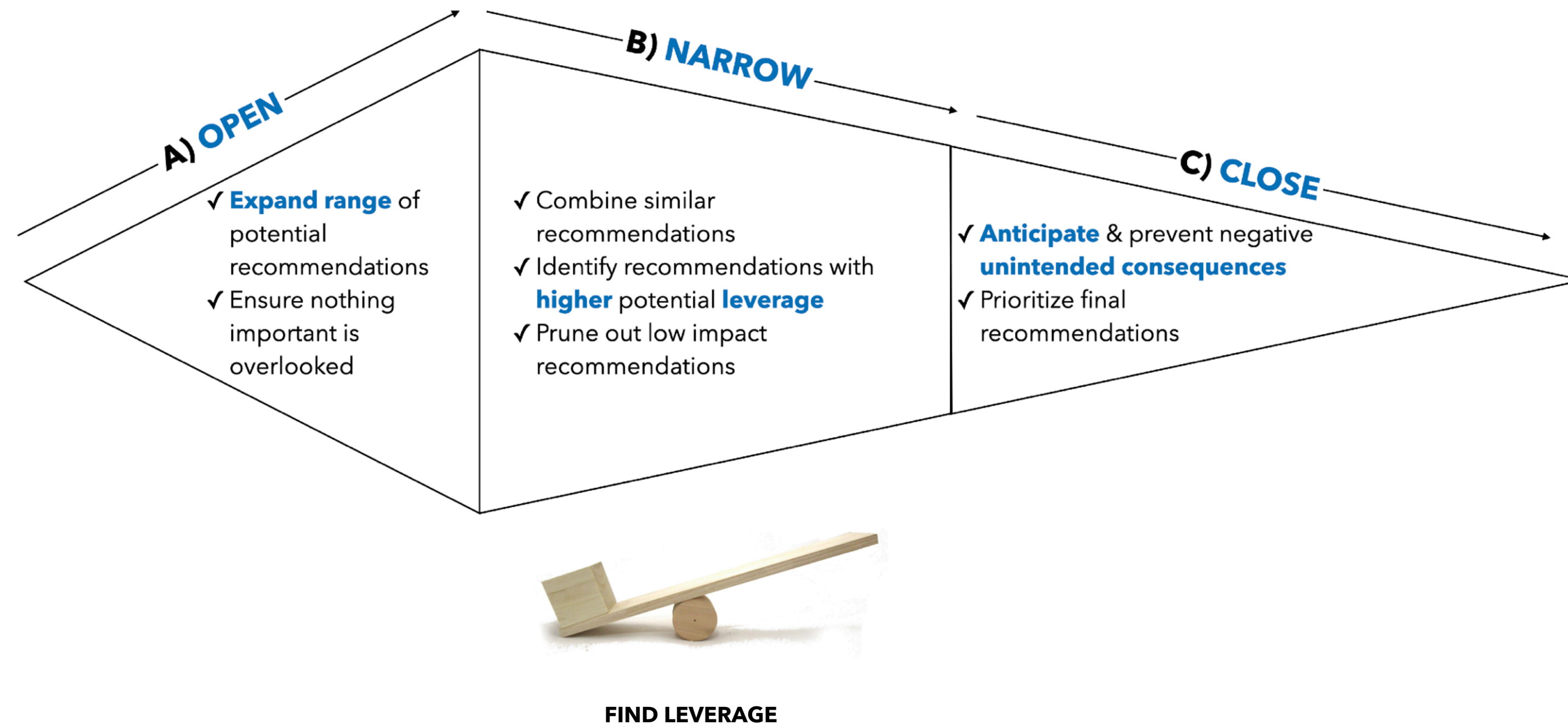


The Process – How an ecosystem map helps each phase



PROCESS

Ecosystem Maps Help Find Leverage

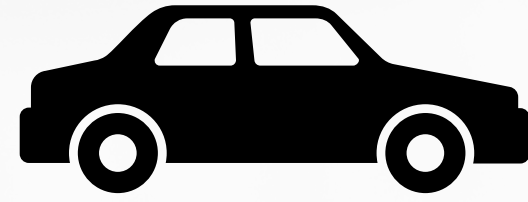


FINAL GOAL = Reduce pollution.

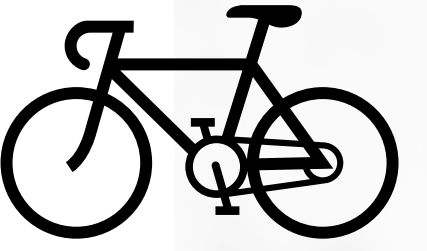
NARROW PHASE = Choose between two interventions

One Intervention Had Multiple Positive Impacts

Subsidize more efficient engines and fuel switching.



Rebuild so walking and cycling replaces some car travel

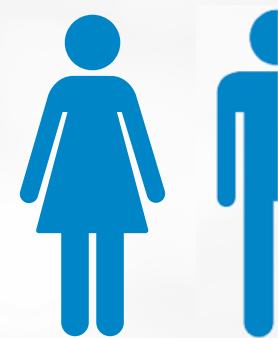


Reduction in transport CO₂ emissions:

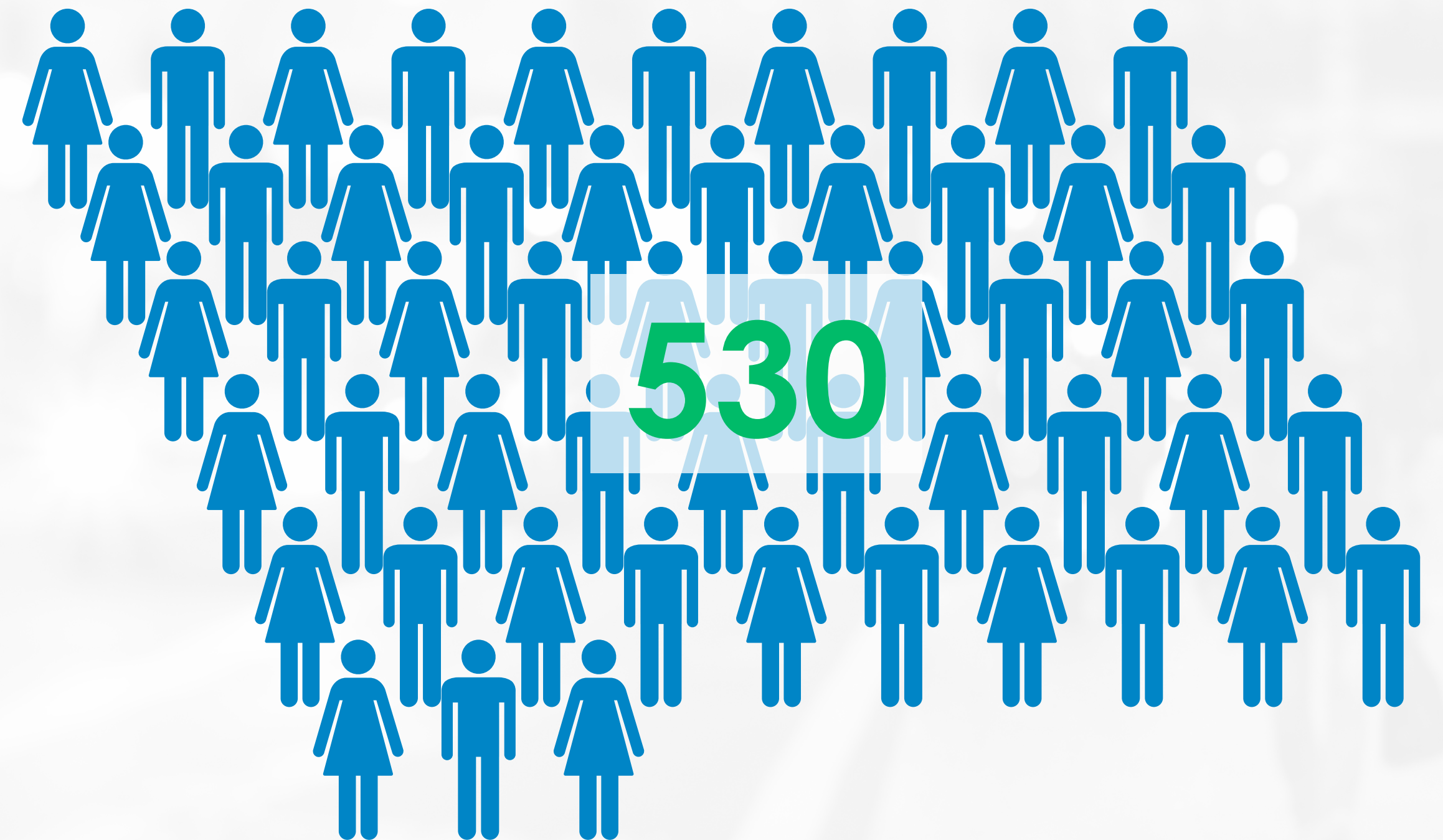
35%

38%

Reduction in premature deaths per million people:



17



530

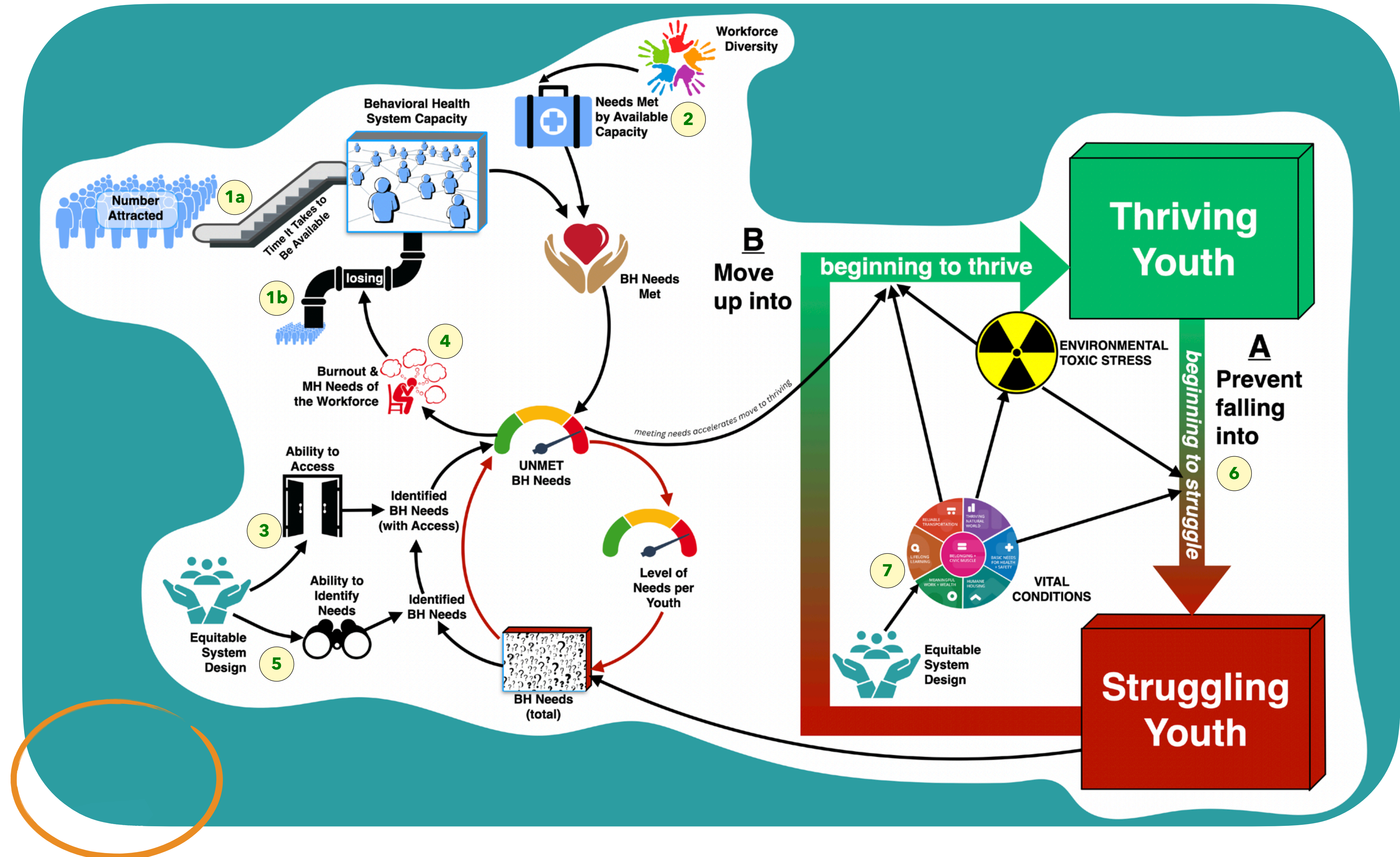
Investing in Neighborhood Walk-ability Multisolves by....

- **Increasing health & wellness**
- **Strengthening neighborhoods & social connection**
- **Stimulating local economy**



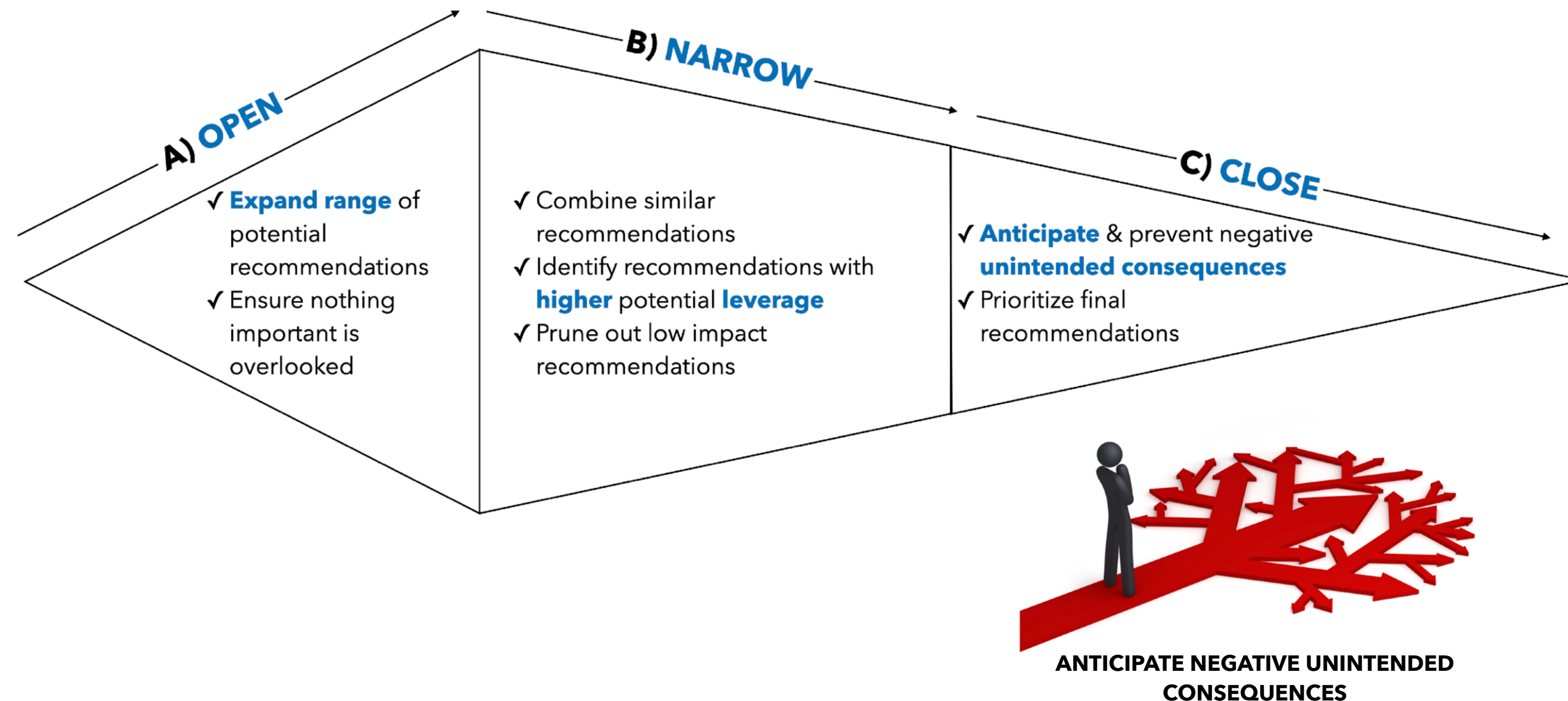
Will the intervention positively impact more than one lever? How many?

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PROCESS

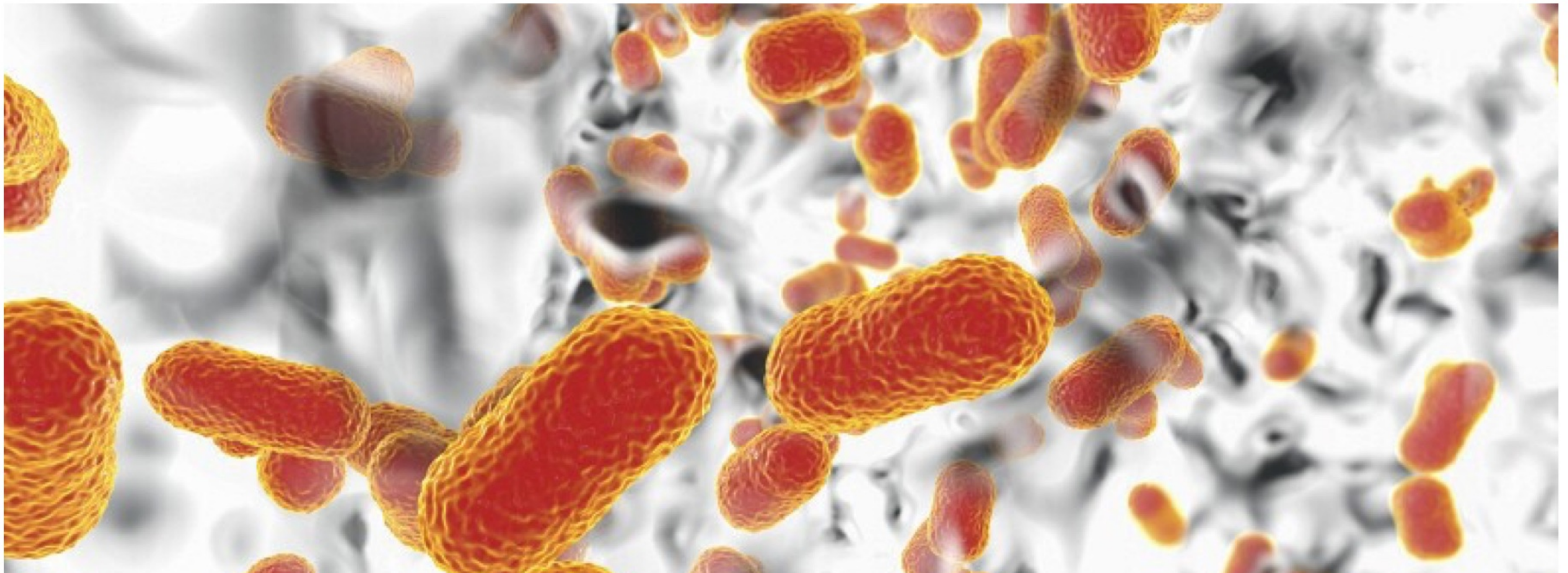
Ecosystem Maps Help Anticipate Negative Unintended Consequences



How the pandemic gave power to superbugs

A surprising outcome of the COVID pandemic has been the rise of antibiotic-resistant infections. How did that happen?

Gabrielle Emanuel



In trying to save lives during COVID, we unintentionally – and needlessly – made future microbes stronger

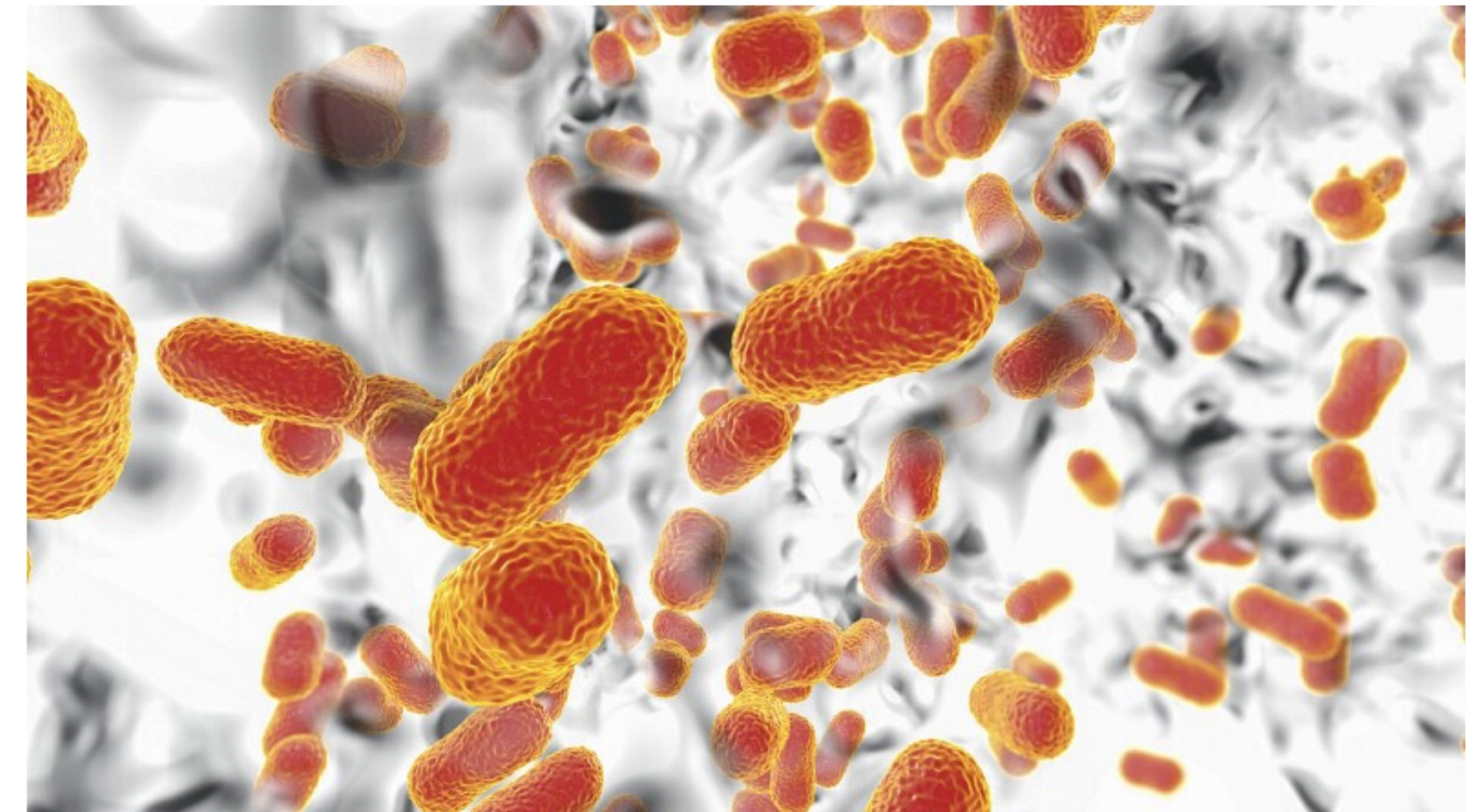
Systemic Truth

Many of our *current problems we now need to solve* come from *yesterday's solutions*

How the pandemic gave power to superbugs

A surprising outcome of the COVID pandemic has been the rise of antibiotic-resistant infections. How did that happen?

Gabrielle Emanuel



A computer illustration of the multi-drug resistant *Acinetobacter baumannii* bacteria — one of the pathogens that has gained power as a result of overuse of antibiotics during the pandemic. (- / Science Source)

Antibiotics cannot cure COVID. They don't help a bit. And yet, new data shows that, during the pandemic, COVID patients were given antibiotics — a lot of antibiotics.

That's bad because the overuse of antibiotics can breed superbugs that are resistant to medications. The impact of this pandemic overuse has lingered even as the pandemic has faded.

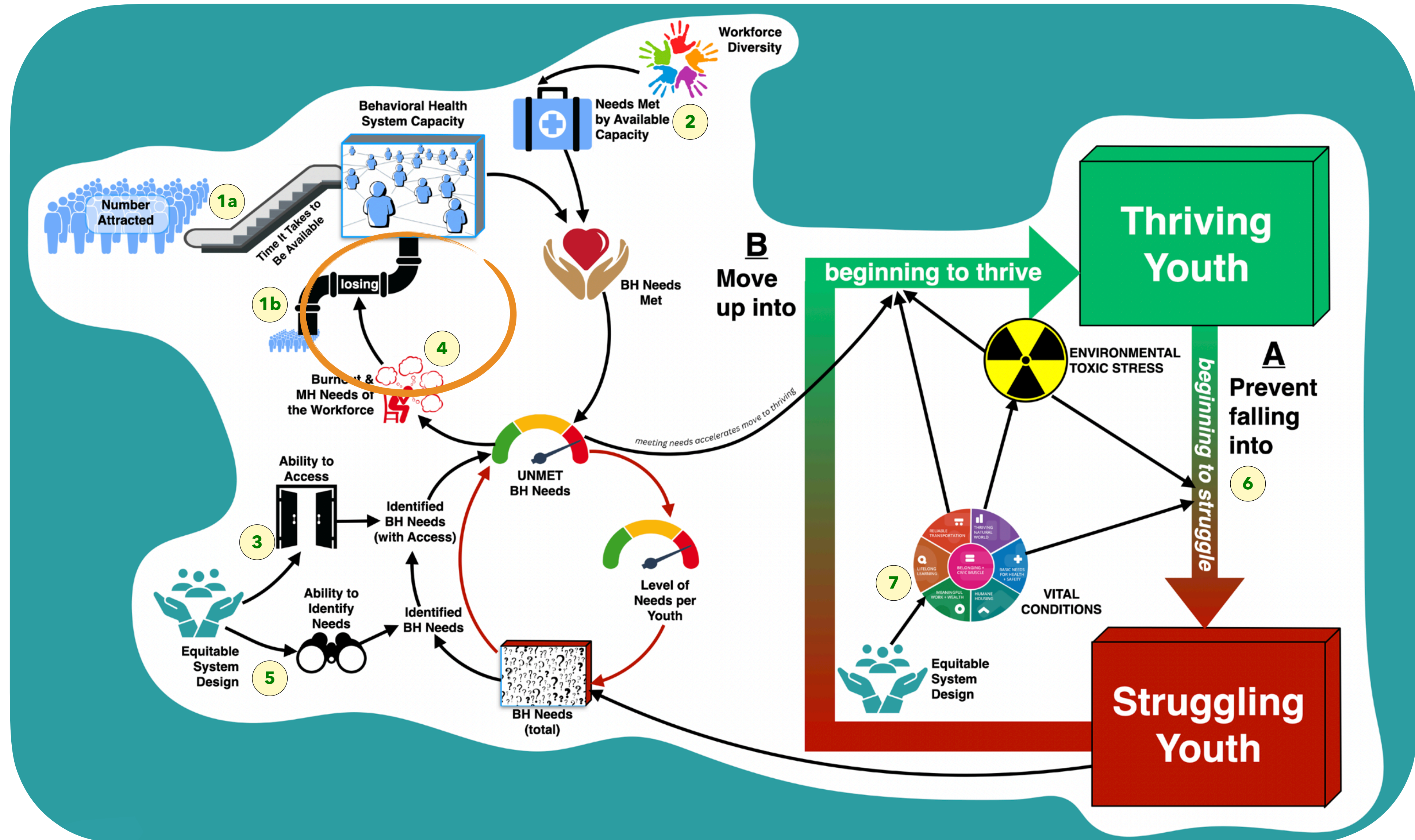
So how did this unfortunate turn of events come to be? A series of new reports and papers shed light.

Globally, about 75% of patients hospitalized with COVID were given antibiotics, despite only 8% having a bacterial coinfection where antibiotics would be medically useful. This comes from new data published in late April that was collected through the World Health Organization's Global Clinical Platform in 65 countries between January 2020 and March 2023.

EXPLORING LEVERS: QUESTIONS TO ASK

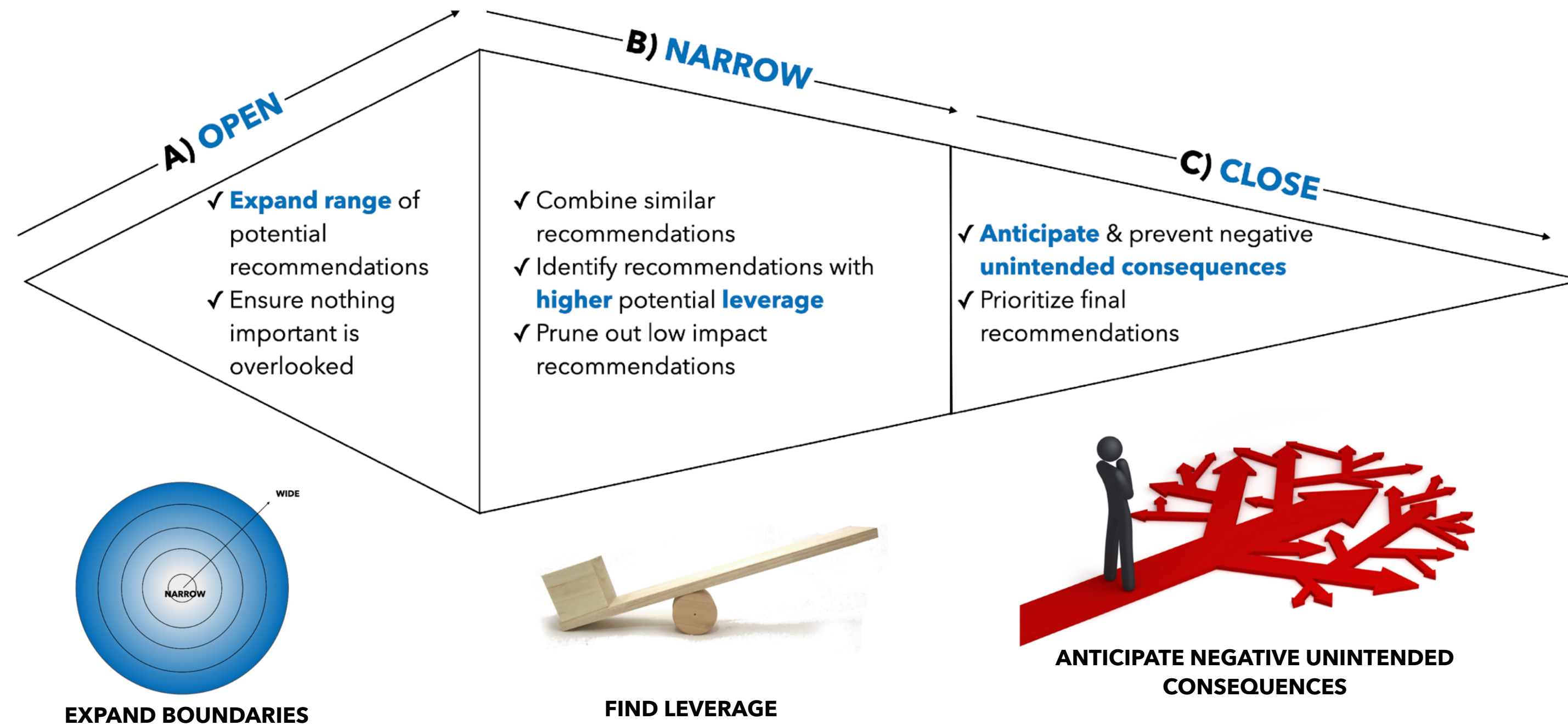
Will the intervention negatively impact another condition / lever ? How many?

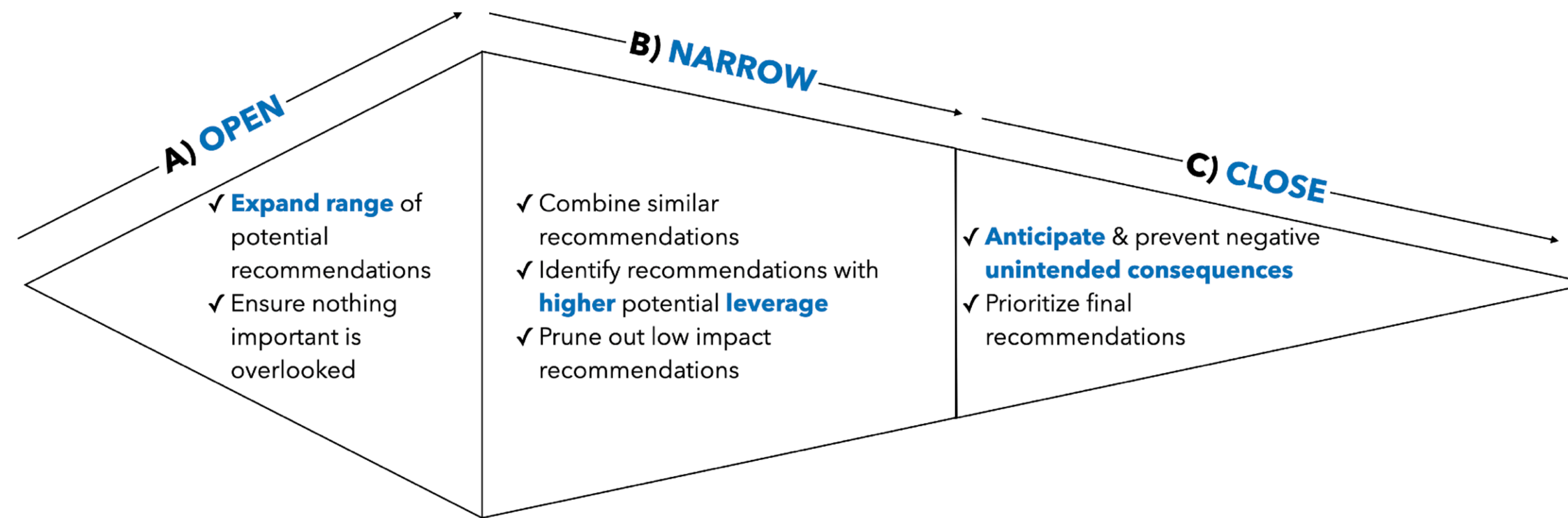
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Strengthen Vital Conditions



SUMMARY & NEXT STEPS

How You Can Use the Map to Develop Final Recommendations





- The process of generating and prioritizing recommendations uses the **OPEN / NARROW / CLOSE** (phased) framework
- Ecosystem Maps can help with all phases
- Between now and the time of submitting final recommendations you can attend **office hours** to apply to any and all phases