

Talking Points

Show Appreciation for Ongoing Support

- Previous legislative support has resulted in a strong foundation and targeted growth.
- Increased funding has enabled CASA affiliate to:
 - o recruit, screen, and train additional community volunteers;
 - o provide volunteers with access to experienced and knowledgeable staff;
 - o provide volunteer advocacy for additional children in the state's custody; and
 - attract and retain highly committed and qualified local staff.
- If you are in an area with a large number of un-served children experiencing foster care, mention the particular needs for additional support and advocacy.

Share CASA's Momentum

- Talk about CASA and share recent achievements and current happenings at your local affiliate.
- Make a connection to CASA's state and national efforts to increase volunteers and children served and how your local affiliate has benefitted and/or the community has responded.

Engage Legislators in the CASA Network

- Offer to be a resource about CASA or child welfare issues as the session progresses.
- Invite your legislator to attend your next local event, swearing-in ceremony, training class, or to observe juvenile court.
- Ask your legislator to spread the word about CASA within the district at their churches, civics clubs, and other circles.
- Share a CASA recruitment message for their constituent newsletter or social media profile.
- Take a photo and share on social media.

Bring Attention to Needs of Children & Families & System Supports

- Highlight issues that impact children and families in your area. The following list is included to provide
 possible suggestions for discussion.
 - Placement stability and permanency
 - Caregiver support—foster parent and kinship care
 - Substance use treatment services
 - Mental health for children and youth in care
 - Education stability and supports
 - Normalcy efforts for children in foster care
- Express support in ensuring DFCS maintains its critical front-line staff for serving children and families.