



How to do
YOUTH VOICE
IN PLACE
a guide





INTRODUCTION

StreetGames

Youth voice is essential to the design, development and delivery of our work from strategy development to implementation of projects, programmes and events - young people are at the heart of decision making.

Lundy Model

We advocate using our co-designed #BeeWell adaptation of the Lundy Model as the basis for our approach to Youth Voice; a pathway to conceptualise a child's right to participate. The five elements: Space, Voice, Audience, Influence and Impact have a rational chronological order.

Delivery

This pack, compiled from experience working with Sport England Place Based Expansion work is aimed to support your delivery of youth voice and influence activity through a place approach... it is not a blueprint.

Guidance, tools, resources and success factors must be adapted appropriately to suit the unique conditions of your communities & place.



PROJECT OVERVIEW

Here are the key milestones and deliverables on a place-based youth voice approach.



SPACE

Children and young people must be given safe, inclusive opportunities to form and express their views

This stage is about reaching people with trusted relationships, going beyond current relationships and ensuring you reach everyone, especially those most marginalised.

Discover: where young people are, who they trust and what engages them.

SUCCESS FACTORS

Collaboration - think beyond your own network.
Open mind - important to *get it* right, not *be* right.
Planning and consideration - don't rush into doing.



ACTIVITIES	RESOURCES
Shared vision & mission statement	• Example shared vision and mission statement from Hull
Power Mapping	• Excel mapping sheet • Work Sheet
Communication	• Email templates • Microsoft Form capturing conversation • Social media assets
Safeguarding	• Considerations when creating a safe space



STREETGAMES' POTENTIAL ROLE(S)

- Connect with the network
- Project Management and coordination
- Mentoring/peer support/share our learning
- Safeguarding guidance and support

VOICE

Children and young people must be facilitated to express their views

This stage is about hearing young people in a way that works for them. Using a mixed approach enables you to go wide and deep and collaborating builds capacity in the system as well as reaching more young people in a meaningful way.

Work with people who have trusted relationships with young people because they will be more confident and able to be honest.

SUCCESS FACTORS

- Vibrant and Varied activities support accessibility.
- Build capacity for others - share the resource(s) and control.



ACTIVITIES

RESOURCES

Research	- Active Lives Survey 1,000 Young Voices - Local Health Needs Assessment and other local insight
Capacity Building & Commissioning	- Workshop overview - Grant Agreement/Application example - Facilitator Feedback Form
Youth Voice Activities	- Complementary Youth Voice Activity Resources - Youth Voice Toolkit
Communication	- Email bulletin template - Social media assets

STREETGAMES' POTENTIAL ROLE(S)

- 1,000 Young Voices implementation support
- Training: Full training plan and workshop materials; Session delivery; Train the trainer; Additional relevant workshops
- Peer research model, including training and support
- Grant Management
- Orientation and/or delivery of youth voice toolkit & activities
- Mentoring/peer support/share our learning

AUDIENCE

Children and young people's views must be listened to

This stage is about pulling out the learning. What hits home? What are the themes? What stands out? Gaps will also be identified and may require further engagement to fill the gaps and add further depth of understanding. Communication and feedback should be pertinent and regular, with consistent touch points to include key partners across the system in the insight.

Develop vibrant and varied communication resources that are clear, concise, engaging and accessible so that your audience is maximised and they take notice.

SUCCESS FACTORS

- Think about insight gathering from the start.
- Reflect throughout the engagement.
- Produce different products to present the insight.



ACTIVITIES

RESOURCES

Data synthesis & analysis	- Example Report - Example journey capture illustration
Check and challenge session	Session plan
Checklist	Lundy Model Checklist



STREETGAMES' POTENTIAL ROLE

- Research and insight support (including report development)
- Delivery of check and challenge sessions
- Mentoring/peer support/share our learning

INFLUENCE

Children and young people’s views must be acted on appropriately

This stage is about making the insight matter. Who and where should know about it? From working with partners involved in insight gathering who can use it to adapt their approaches, to ensuring local, regional and national decision makers are engaged and use it to shape planning and approaches in your region.

Be generous, the more people who can use and share the insight, the more impact it will have.



SUCCESS FACTORS

Build on the partnership approach to reach diverse spaces.
Adapt communication to connect to others’ priorities.
Be positive, the insight is interesting and important.



ACTIVITIES	RESOURCES
Develop plans and proposals	- Fundraising toolkit - Socio-ecological model
Consolidate and communicate insight into accessible format	- Report - example in practice - Visual Executive Summary - M&E Kit Bag
Community Partnership Events	Event slide deck example



STREETGAMES’ POTENTIAL ROLE(S)

- Fundraising and Place based support
- Research & Insight support (incl. illustration/visual outputs)
- Presenting and sharing insight
- Mentoring/peer support/share our learning



IMPACT

Children and young people want to know about the impact their input made

This stage is about making the insight matter and recording the difference that has been made - both to the children and young people involved in the process, as well as the difference made as a result of changes to approach.

SUCCESS FACTORS

Build on the partnership approach to reach diverse space.
Adapt communication to connect to others’ priorities.
Be positive, the insight is interesting and important.



ACTIVITIES	RESOURCES
Develop plan to measure impact	M&E Kit Bag
Consolidate and communicate insight into accessible format	- Example Report - Visual Executive Summary
Ripple Effect Mapping (REM)	REM Resources

STREETGAMES’ POTENTIAL ROLE(S)

- Research and insight support
- REM Facilitation
- Links to illustrator



www.streetgames.org



StreetGamesSportsCharity



StreetGames UK



StreetGamesUK

Ceris Anderson, Head of Research and Insight
Hannah Crane, National Development Director
Lucie Vickers, Head of Volunteering & Youth Voice
Kate Roberts, Partnership Manager, Yorkshire, Humber & North East
Ali Spaul, Illustrator and Designer