

Leeds
Youth
Voice



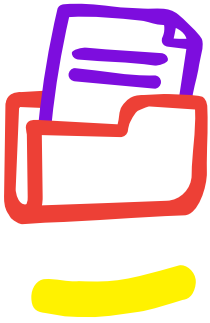
Resource: activities to use when consulting with children and young people

Developed by the Voice, Influence and Change Team



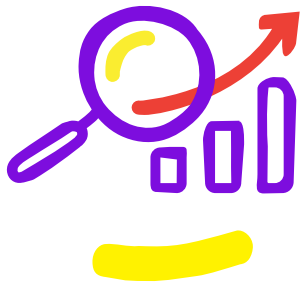
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Background



- The VIC team evaluated how they were using voice and influence models in their everyday practice including advising teams and services about best practice.
 - They identified a need to explore different voice and influence models and felt there was significant value in the ‘Pathways to Participation’ model (Shier 2001), which identifies three stages of adult commitment (openings, opportunities and obligations).
 - The team decided to adapt ‘Pathways to Participation’ to include two additional commitments (outcome and ownership), resulting in ‘The 5 O’s’ model.
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Purpose



- The purpose of the 5 O’s model is to support the VIC team to plan and evaluate their voice and influence programmes, as well as support other teams and services to do the same.
 - Teams and services can use the model as a guide when they are involving, consulting and gathering the views of children, young people, parents and carers.
 - It aligns with our city’s ambition to be the best city for children and young people, to be a Child Friendly City, and it demonstrates our commitment to working with children, young people, parents and carers so that their voices are at the heart of decisions that affect them.
 - The model ensures that we are working towards, acting in accordance with and accountable to the Child Friendly Leeds wishes, Children and Young People’s Plan and other statutory requirements.
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Stages of the 5 O's model

1. Opening

Outline of the consultation or project including dates / timescales, who will be involved and the number of young people, parents and carers involved.

2. Opportunity

Explanation of how young people, parents and carers will be involved including identification of the mechanisms being used.

3. Obligation

Identification of strategic and statutory requirements that are fulfilled as a result of the consultation or project.

4. Outcome

Evaluation of the consultation or project including what will / has changed as a result. Provision of evidence of the short and term long impact, as well as a feedback to the young people involved.

5. Ownership

Details of the service and / or partnership responsible for overseeing the consultation or project.



Consultation activities 'stage 2: opportunity'

Surveys

- Surveys are an efficient way to collect information from a large group of people.
- They are one of many tools for consulting with and asking the views of young people, parents and carers in order to understand their thoughts, opinions, and feelings.
- They are written in a way that provides respondents with a quick and easy experience that enables them to answer questions truthfully.

Top Tips

Language

- Use clear and simple language.
- Avoid jargon and acronyms.
- Use bulleted lists to break up text.
- Use language that is neutral and unbiased and does not lead respondents to a particular answer.

Accessibility

- Use text alongside colour to convey meaning, rather than relying on colour alone.
- Use images to support questions, ensuring each image has alternative text.
- Ensure compatible with screen readers.
- Ensure all elements of the survey are navigable using the keyboard.

Questions

- Limit the number of questions to between 5 and 10.
- Ensure the survey takes less than 10 minutes to complete.



I Like / I wish / What if

(in person and online)

- On a piece of paper of three columns: I like, I wish, What if.
 - Ask young people a question and encourage them to answer using the three columns.
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Round robin questions

(in person and online)

- Open questions for young people to answer.
 - Ask the question, and ask young people to share their answers either verbally or writing down on a post-it note.
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Traffic lights

(in person or online)

A lot of young people will be very familiar with the 'traffic light' tool. Having a simple traffic light enables a young person to quickly inform your their feelings towards suggestions.

- Green: Positive / Good
 - Amber: Need additional help / Not Sure
 - Red: Negative / Not Good
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Timelines

(in person and online)

- Give each young people a timeline for the topic you are consulting on.
- Ask young people to identify throughout that time their highs, lows and worries.



Voting with your feet

(in person)

- Ask young people a question with different choices.
 - Young people select an option by moving to the different options.
 - Ask young people to explain why they chose that option.
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Talking mats

(in person)

- Talking mats is an interactive resource can be used with young people to enable them to express their views and opinions in an interactive way.
 - Ask a question and provide a number of different pictures that can be used for answers.
 - The young people can then hold up / identify their answer to the question using the pictures available.
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Debates

(in person)

- Debates are a great way to find out young people's views and feedback.
 - Split the young people into two groups.
 - Give them a topic and ask them to prepare their debate.
 - Take notes on what the young people share during the debate.
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Sticky notes

(in person)

- Ask a question and give each young person stick notes.
 - Young people write their responses on the sicky notes and stick them next to a question.
 - This mechanism is a good way to ensure those young people who aren't comfortable speaking get the opportunity to share their views and feedback.
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Flipchart relay

(in person)

- Split the group of young people into two teams.
 - Each team line up in front of a sheet of flipchart.
 - Ask the group a question.
 - Each young person takes it in turns to write their response on the flipchart - all responses must be different.
 - The first team to finish wins.
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Bead boxes

(in person)

- Ask young people to vote / express their opinions by providing them with different beads and have boxes that represent different possible answers (remember to use pictures).
 - Young people will then place their beads (or other items) in the box that relates to their opinion / answer.
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Getting creative


(in person)

Drawing is a great way to gather the views of young people, you can ask young people to answer questions by drawing how they feel or what they like to do.

This is a simple consultation exercise that involves pen, paper and art materials.

Graffiti / thought wall

(in person)

- Write a question on a sheet of flipchart paper.
 - Ask young people to write their answers on the flipchart paper.
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Mood board

(in person)

- This activity is getting people to think about how they feel about a particular thing.
 - Each young person is given a piece of paper and asked to write or draw how it makes them feel.
 - You could also use pre-prepared images and words that can be used by the young people.
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Priority dots

(in person)

- Priority dots can be used when asking young people to prioritise from a list of choices.
 - Give each young people a number of dots and ask them to use them to vote for their top priorities.
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Interactive whiteboards

(online)

- Interactive whiteboards enable young people to share their views and feedback by typing into the interactive whiteboards.
- You can ask open and closed questions, and make the whiteboards as interactive as you like.



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