### **Developing Youth Leaders in SRAE** Programming Day 1: March 5, 2024 Sangita Kumar

Kelsey Rogoff

**BeTheChange** 





#### **Session Objectives**

Learn a foundation of positive youth development and youth leadership frameworks Identify key characteristics of successful youth leadership programs

Develop strategies for identifying and incorporating youth development opportunities in and into existing programming

Discuss implications for program development

#### Find Your Shoe Twin...



When it comes to facilitating, are you a **map** or a **compass**?



#### Find your Outfit Twin...



When it comes to feedback are you a **bull** or an **ostrich**?



## Find someone who is on the other side of the room from you...



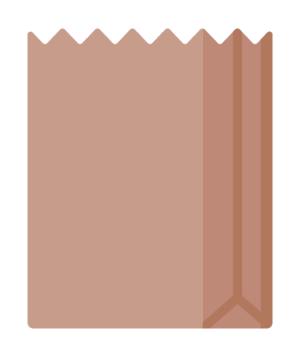
When it comes to conflict are you more peace or justice?



#### **Brown Bag**

#### **Objective**

- Work with your community to complete all the tasks on your Project Sheet.
- Use only the materials in your brown bags.



#### **Brown Bag Debrief**

What came up for you in this activity?

How soon did you realize that each table had a different set of materials?

What does this have to do with social justice?

What do you think your students realize about equity, fairness, and justice in their own lives and the world?

How can we use their interest in fairness to develop intrinsic motivation for learning?

#### ACTIVITY 5

#### **The Brown Bag**

"It matters little if you have the right to sit at the front of the bus if you can't afford the bus fare; it matters little if you have the right to sit at the lunch counter if you can't afford the lunch. So long as Americans are denied the decent wages, and good benefits, and fair treatment they deserve, the dream for which so many gave so much will remain out of reach; that to live up to our founding promise of equality for all, we have to make sure that opportunity is open to all Americans." – PRESIDENT BARACC BAMMA

#### HOOK

If you think a rule or a situation is unfair, does it give you the right to disregard the rule? Can you think of some examples?

#### LESSON INTRO

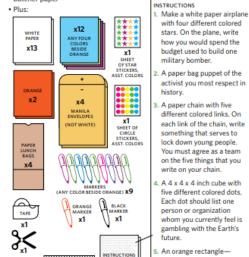
This activity is a way for youth to learn how and why an unequal distribution of resources can affect people's actions, communities and activist efforts.

#### OBJECTIVE

- To learn the importance of the most effective, resource-efficient, and fair use of resources
- To learn how to work as a team towards a shared goal
- To explore the values of equality, equity, and justice.

#### MATERIALS

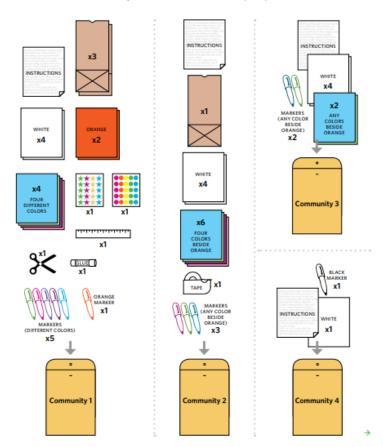
- · Prizes for each of the winning team's members
- Butcher paper



x4

#### PREP

The facilitator should make four packets out of the materials (except for prizes) as follows.



3 x 5 inch with a white "T"

and the second

# Break! Return at hh:mm



### **Connecting Theory to Youth Behaviors**

#### <u>Key</u>

- Community
- Engagement
- Skill Building
  - Youth
- Participation
- Safety



Youth learn conflict

de-escalation

strategies to use

when being bullied

or harassed.



#### **School or Community**

Youth create an antibullying campaign on campus with posters, a guest-speaker series, and workshops on being

an ally.



#### **Greater Society**

Youth organize a multischool community march and start a letter-writing campaign to state legislators, citing youth suicide as a frequent result of LGBTQ bullying.

Source: Be the Change Consulting

BeThe Change

#### Social Justice Analysis & Leadership

#### Social Justice Analysis & Ethics

- To understand the short and longterm impact of one's choices
- To be conscious of how we use resources that impact the environment
- To understand how social structures keep certain people in power at the expense of others
- To be allies to others
- To lead with a conscious awareness of power and privilege

#### **Leadership Skills**

- To learn presentation and communication skills
- To identify goals and the action steps needed to get there
- To execute tasks
- To reflect and think critically
- To dialogue
- To conduct research and analyze data



## Think about a peak learning experience from your childhood or youth

#### **Youth Leadership Spectrum**

#### **Adult Led**

Adults
establish
program
routines
and teach
discrete
skills.

#### Adult Led with Youth Input

Adults identify a few youth to take over some roles.

#### Youth-Adult Partnership

Youth engage in brainstorming, dialogue and discussion to identify problems or address projects.

#### **Youth Driven**

Youth work in autonomous groups to make decisions, take action, and complete tasks. Adult provide support as needed.

#### Youth Led

Youth decide when to pause, reflect, problem solve and course correct.

Source: Dr. Barry Checkoway, UM School of Social Work



Which aspect of the spectrum best describes your current youth-leadership program or youth leadership within your program?

#### Youth Leadership Spectrum Debrief

What is working in your current youth and adult partnerships?

What are some of the challenges in your current balance of relationships?

How are the challenges different for different age groups?

# Lunch! Return at 1:30 pm



"The tipping point is that magic moment when an idea, trend, or social behavior crosses a threshold, tips, and spreads like wildfire."

Malcolm Gladwell

#### **Share Your Learnings**

How do we know which ideas' time has come?

Who says?

Who convinces us?

How do they do it?

## Create a table on your chart paper that matches the following:

#### Idea:

Who Benefits	How
Who Pays the Price	How

#### Example Idea: The convenience of fast food makes our lives better

Who Benefits	How
<ul> <li>Families working hard who don't have time to cook</li> <li>Many people (and especially kids) like the food</li> <li>Children's meals come with toys</li> <li>Restaurant chains can make lots of money</li> </ul>	<ul> <li>Low-cost meals are easily available with low wait-times</li> <li>Children are excited to eat the food</li> <li>There's a high demand for low-cost, mass-produced food</li> </ul>
Who Pays the Price	How
<ul> <li>Families are paying more for eating out than if they cooked at home</li> <li>People who eat too much fast food are at higher risk for health complications</li> <li>People who work at fast-food places are overworked and underpaid.</li> </ul>	<ul> <li>Even though fast food is relatively low cost compared to other restaurants, cooking similar food at home would be less expensive</li> <li>Low-quality foods are high in salt, fat, and sugar</li> <li>Fast food companies pay low wages to their employees</li> </ul>

#### **Big Ideas**

AI is a useful time saver.

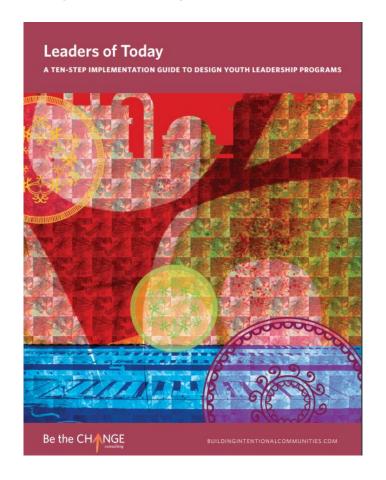
Limiting cell phone usage for those 14 and older supports social development. Education should be "gamified" to keep students motivated and interested.

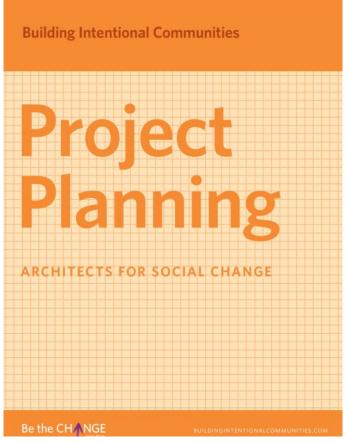
Young people learn best from people with their shared identities.

Allowing young people to vote makes for a better democracy.

All schools should require a uniform to mitigate bullying.

#### Theory & Design Principles Implementation Activities





#### Imagine your youth responding to this prompt:

"What is a problem we would like to address in our school, neighborhood, community, or the world?"

What do you think they would say?

BeThe Change

#### **Blue Skies Thinking**

What is one problem that we are experiencing in this group that we would like to change

Write one idea per piece of paper.



#### **Blue Skies Thinking**

Cluster similar ideas on your table.

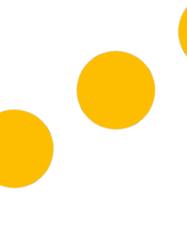
Use a Post-It to Make a Label for Each Cluster.



#### **Sticker Dot Voting**

#### **Instructions**

- Vote for your favorite ideas using your sticker dots.
- You can use all 3 stickers on one idea or spread them out.



# Break! Return at hh:mm



## A root cause is an underlying issue that creates the problem.

## Think about the problem we identified in our Sticker Dot Voting process.

On index cards, brainstorm possible root causes of the problem.



#### **Cluster and Connect**



Cluster similar ideas together.

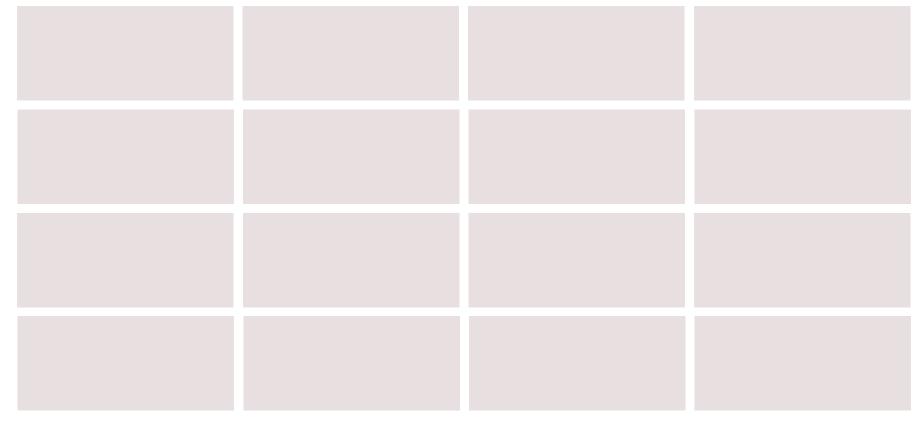
Use the spaghetti sticks to connect the root causes to the central issue.



#### Thank you!

## What are you taking from today?

#### **Recap of the Day**



### **Developing Youth Leaders in SRAE Programming** Day 2: March 6, 2024

Sangita Kumar Kelsey Rogoff

BeThe Change



## At your tables, take turns grabbing the first item you touch in the bag.

Respond to this question:

How does this object reflect you, In your essence,?



## At your tables, take turns grabbing the first item you touch in the bag.

#### Respond to this question:

How could this object inspire a solution to the problem you identified yesterday?



#### **Constraints for Success**



All too often, youth are asked to lead a project but are not made aware of the practical constraints they must operate within. This activity helps ensure all participants have the critical information needed to make informed decisions about their final project design.

# Brainstorm project criteria for each critical question on your handout.

How much time can be spent?

What funds are available?

Location

What materials are available?

**Participation** 

Core values to reinforce

Audience we hope to reach

A successful outcome is...

#### **Constraints for Success**

	Constraints for Success
Critical Questions	Project Criteria
How much time can be spent?	6 WEEKS, 3 TIMES PER WEEK FOR 60 MINS
What funds are available?	\$800 PLUS \$25/WEEK FOR SNACKS
Location	YMCA CLUBHOUSE

BeThe Change

PROJECT CRITERIA	
6 WEEKS, 3 TIMES PER WEEK FOR 60 MINS	
\$800 PLUS \$25/WEEK FOR SNACKS	
YMCA Clubhouse	
POSSIBLE TACTICS	

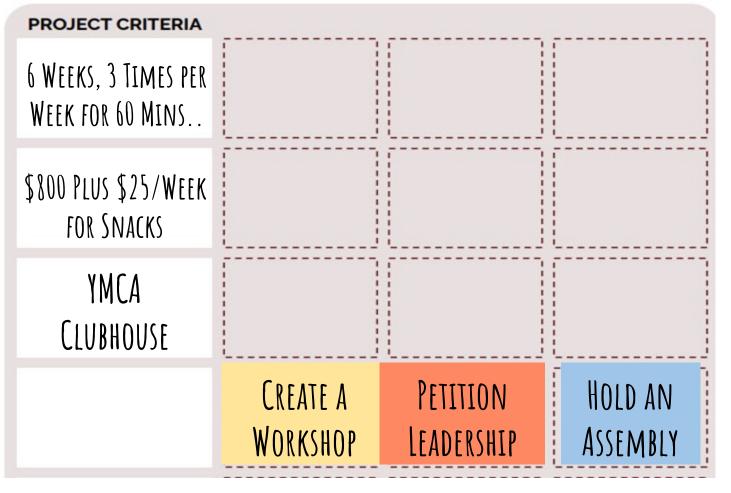
BeThe Change<sup>a</sup>

Brainstorm Tactics You Could Take to Address One of the Easiest/Simplest of the Root Causes of the Problem You Identified.

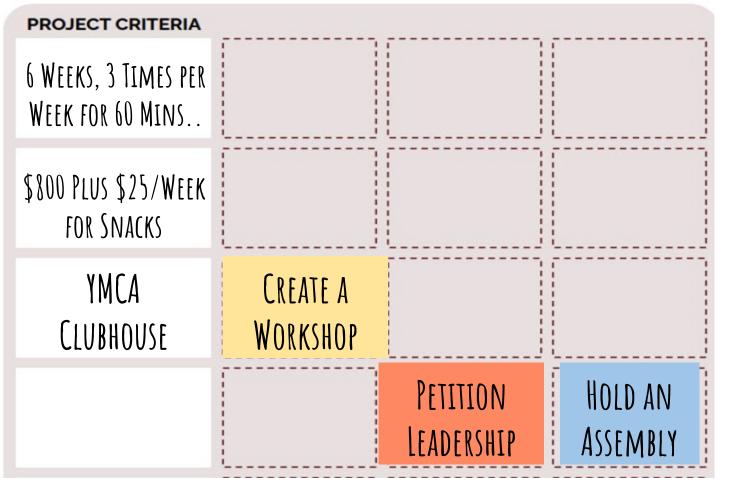
CREATE A
WORKSHOP



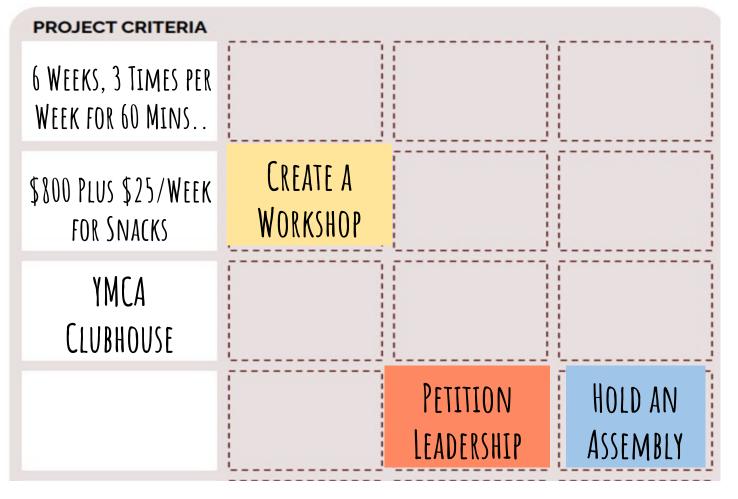
HOLD AN



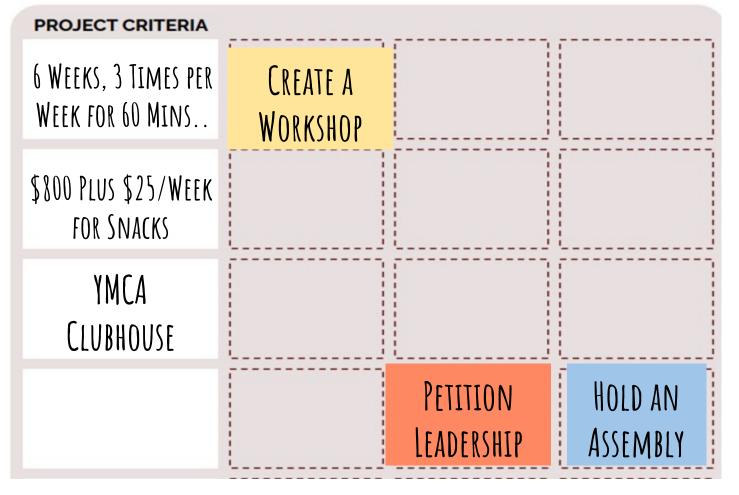
BeThe Change



BeThe Change



BeThe Change



BeThe Change

## **Designing Tactics**

#### **Instructions**

- Write your group's project criteria in the first column
- Brainstorm tactics! Write one tactic per post-it.

## **Assessing Tactics**

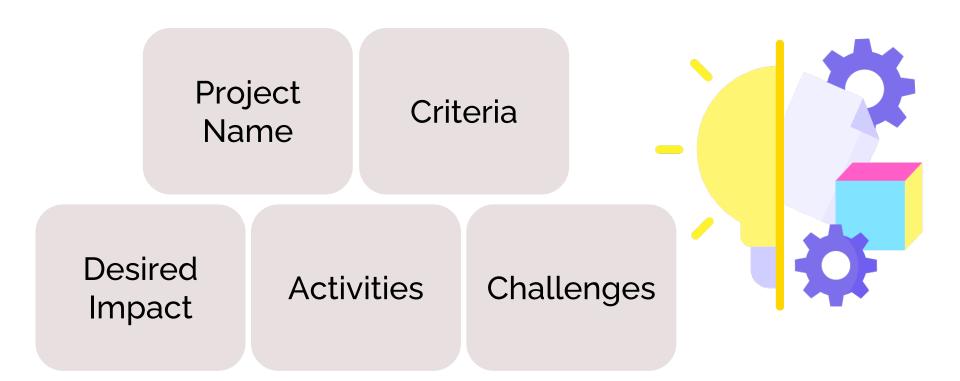




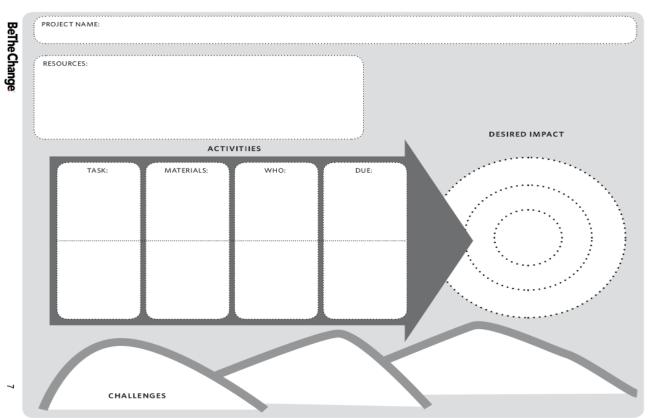
- If yes, move the tactic forward.
- If no, the tactic stays on that line.
- Repeat!



## **Project Planning Arrow**

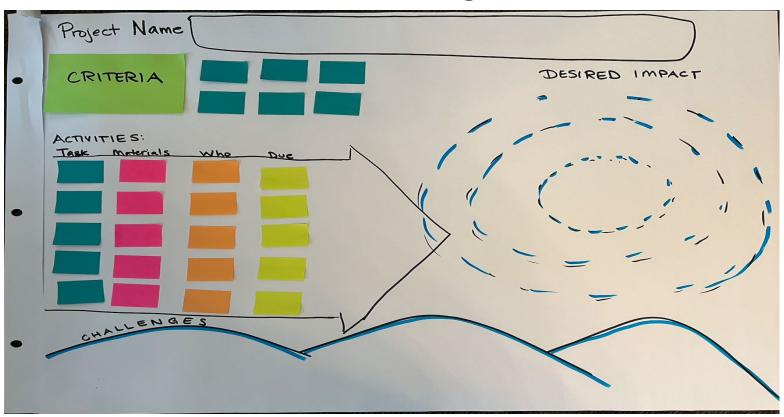


## **Project Planning Arrow**

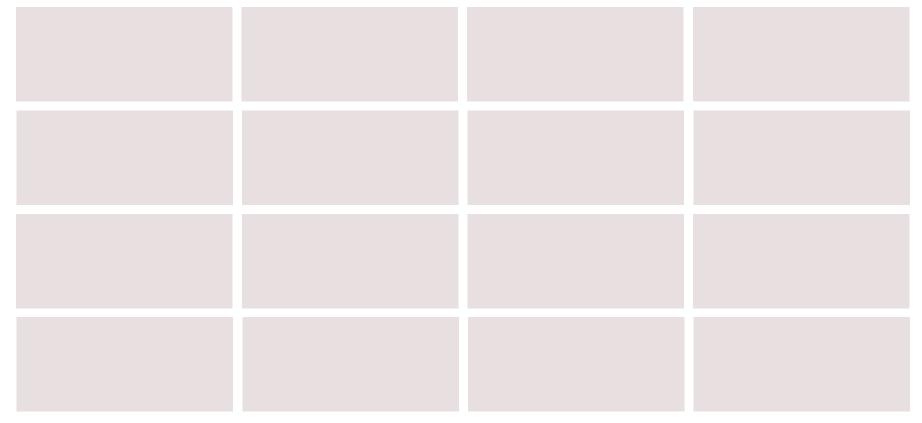


Project-Planning Arrow

## **Project Planning Arrow**



## Wrap Up



## Recap







#### **Build Community!**

- Shoe Twins
- Forced Choice Questions
- 1-2-3
- What's in the Bag

## Develop a Social Justice Analysis

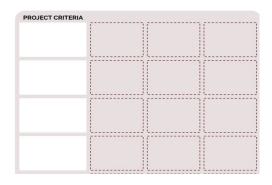
- Brown Bag
- Who Pays the Price

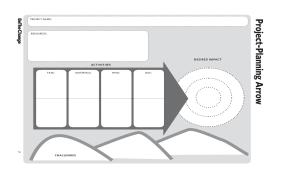
#### BeThe Change

#### Teach Tools for Brainstorming & Decision Making

- Blue Skies
- Clustergrams
- Sticker Dot Voting

### Recap







#### **Set Youth Up to Lead**

- Clarify Constraints
- Give them Criteria

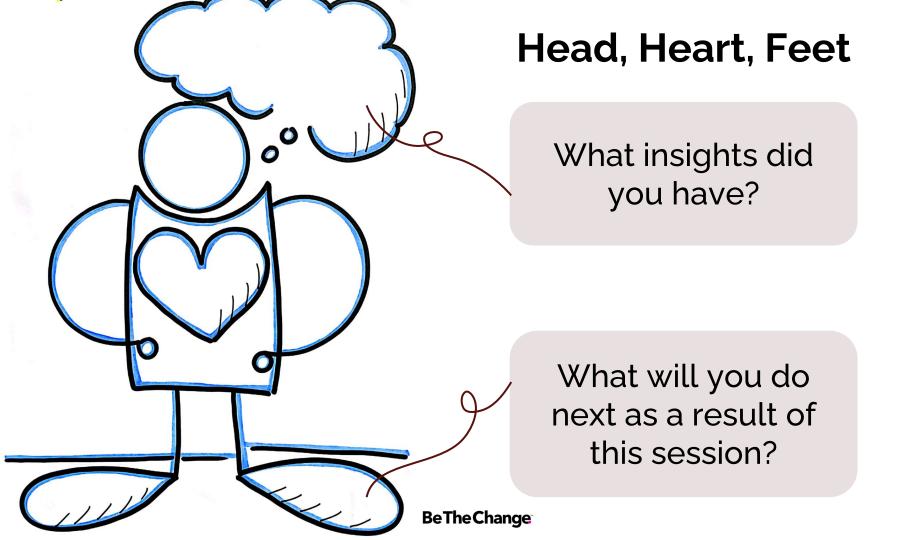
#### Develop a Project Plan

- Vet Tactics against Criteria
- ProjectPlanning Arrow

## Reflect ALL along the Way

- Debrief
   Questions
- Head, Heart Feet

BeThe Change



#### Want More?

Hire us to train your staff, design an initiative, or integrate some of these activities into your existing curriculum! Purchase
Curriculum for
bite-sized
experiential
activities that
your youth can
lead!

Join our Communities of Practice - a free virtual practice space for anyone who purchases curriculum.

### Thank you - follow us for more!

Website: <u>bethechangeconsulting.com</u>

IG: <a>a</a>bethechangeconsulting

LinkedIn: Be the Change Consulting

YouTube: <a>abethechangeconsulting</a>

Email: <a href="mailto:learn@bethechangeconsulting.com">learn@bethechangeconsulting.com</a>