


HEAL 2016 Youth Coordinator Learning Circle

Levels of HEAL Youth Participation

Increasing Level of Youth Participation 					
	FOR THEM			WITH THEM	
	INFORM	CONSULT	INVOLVE/ENGAGE	COLLABORATE	EMPOWER
Youth Participation Goal	To provide youth with information to assist them in understanding the policy, systems and environmental (PSE) factors leading to the obesity epidemic, along with potential PSE change strategies.	To obtain youth feedback on analysis, alternatives and/or decisions.	To work directly with youth throughout the process to ensure that youth concerns and aspirations are consistently understood and considered.	To partner with youth in each aspect of the CAP process including the development of alternatives and identification of priority strategies.	To place final decision-making in the hands of youth.
Promise to Youth	Coordinating Agency and HEAL Coalition will keep you informed.	Coordinating Agency and HEAL Coalition will keep you informed, listen to and acknowledge concerns and aspirations, and provide feedback on how youth input influenced decisions.	Coordinating Agency and HEAL Coalition will work with you to ensure that your concerns and aspirations are directly reflected in the alternatives developed and provide feedback on how youth input influenced the decision.	Coordinating Agency and HEAL Coalition will look to you for advice and innovation in formulating strategies and incorporate your advice and recommendations into the decisions to the maximum extent possible.	Elected officials and other decision makers will respond to citizen action.
Examples of Youth Participation	<ul style="list-style-type: none"> • Fact sheets and websites • Open houses and health fairs • Presentations • Physical activity and nutrition classes 	<ul style="list-style-type: none"> • Youth feedback and comment • Surveys • Focus groups • Meetings 	<ul style="list-style-type: none"> • Workshops • Training for action • Key informant interviews • Deliberative polling • Youth led data collection, presentations, and advocacy 	<ul style="list-style-type: none"> • Youth participating in HEAL coalition, working groups and action committees • Consensus-building • Participatory decision-making • Youth give feedback on survey questions designed by adults 	<ul style="list-style-type: none"> • Youth-lead HEAL coalition, working groups and action committees • Advocacy and lobbying • Youth design study, collect data, report findings, recommend and implement change • Youth are peer trainers

Hart's Ladder

Key Questions

Which level of Hart's Ladder is our project on?

Which level of Hart's Ladder should our project be on?

What do we need to do to move to the right level on the ladder for our project?

NON-PARTICIPATION

It is important to remember that tokenism, decoration and manipulation are not examples of youth participation. You do have the choice to move away from these methods towards more meaningful participation.

QUALITY OF PARTICIPATION

EXAMPLES

Young people and adults share decision-making

Young people have the ideas, set up the project and invite adults to join them in making decisions throughout the project. They are equal partners.

Young people decide they need a one-stop shop in their community. They partner with adults in different youth organisations and together lobby the government for resources.

Young people lead and initiate action

Young people have the initial idea and decide how the project is to be carried out. Adults are available and trust in the leadership of young people.

A group of students get permission from their principal to run an environmental day. The students make the decisions, and the school provides support.

Adult-initiated, shared decisions with young people

Adults have the initial idea, and young people are involved in making decisions, planning and implementing the project.

A community co-ordinator asks young people for event ideas for Youth Week. The young people suggest having a skating event. The co-ordinator and young people work together to make decisions and apply for funding.

Young people are consulted and informed

Adults design and facilitate the project, and young people's opinions are given weight in decision-making. Young people receive feedback about their opinions.

A local council runs several consultations to get young people's input about a recreation park. Young people tell the council about features in the park they want changed. The council provides feedback to the young people about how their views affected decision-making.

Young people assigned but informed

Adults decide on the project and young people volunteer for it. Young people understand the project and adults respect their views.

A conference creates positions for two young people on a panel of speakers. Young people decide how to select their representatives and work with adults to understand their role.

Tokenism

Young people are given a limited voice and little choice about what they can say and how they can communicate.

A young person is asked by adults to be on a panel and represent 'youth'. The young person is not given the opportunity to consult with peers or understand the role.

Decoration

Young people take part in an event in a very limited capacity and have no role in decision-making.

A group of young people are given a script by adults about 'youth problems' to present to adults attending a youth conference.

Manipulation

Adults have complete and unchallenged authority and abuse their power. They use young people's ideas and voices for their own gain.

A publication uses young people's cartoons; however, the publication is written by adults.