

PARTNERSHIP PYRAMID

YOUTH-DRIVEN PARTNERSHIPS

- Who are you as an organisation

1
MANDATE

- What common values should your partnership be based on?

2
VISION & ALIGNMENT

- How do you envision working together?

3
ROLES & RESPONSIBILITIES

- What are the potential risks & opportunities involved for your organisation entering into the partnership?

4
RISKS & OPPORTUNITIES

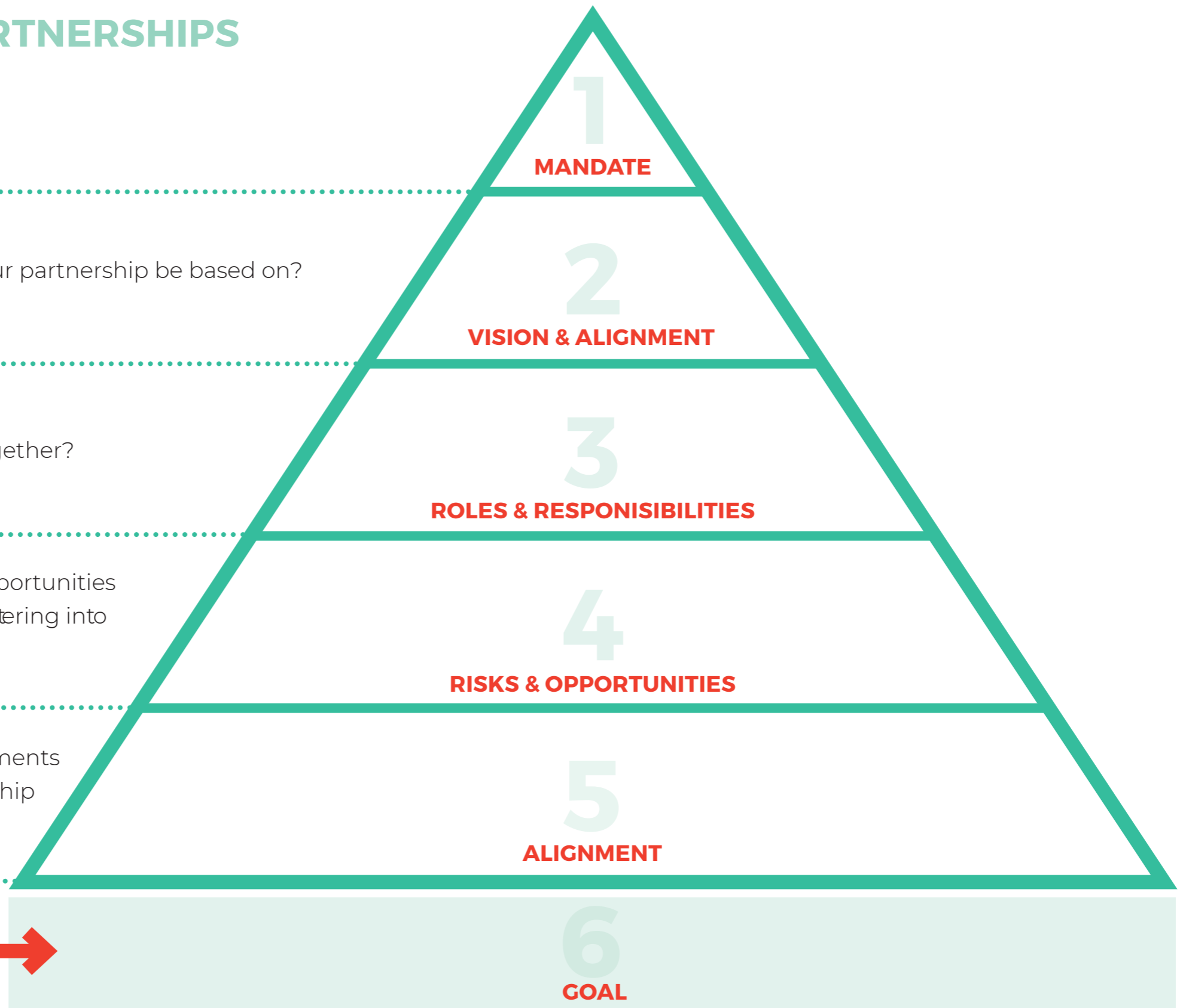
- What are the minimum requirements or conditions for a good partnership for your organisation / group?

5
ALIGNMENT

- Define a goal for establishing a partnership.



6
GOAL



YOUTH OUTREACH & INCLUSION

YOUTH-DRIVEN PARTNERSHIPS

1 WHY DO OUTREACH?

- Is the purpose to consult or listen to the voices of young people who are not heard?
- Is it to engage them and potentially become a part of your project(s)?
- Is it to challenge behaviour and attitudes in a given community? Or at the national level?

2 OUTREACH TO WHO?

Who is being left behind in your country or the programme you are engaged in?

- Young women?
- Persons with disabilities
- Refugees?

3 WHO ELSE COULD HELP US?

Which stakeholders can we partner with to reach the groups of young people?

- Local community-based organisations?
- Local authorities?
- Other Non-governmental organisations?

4 HOW DO WE SUCCEED IN OUTREACH?

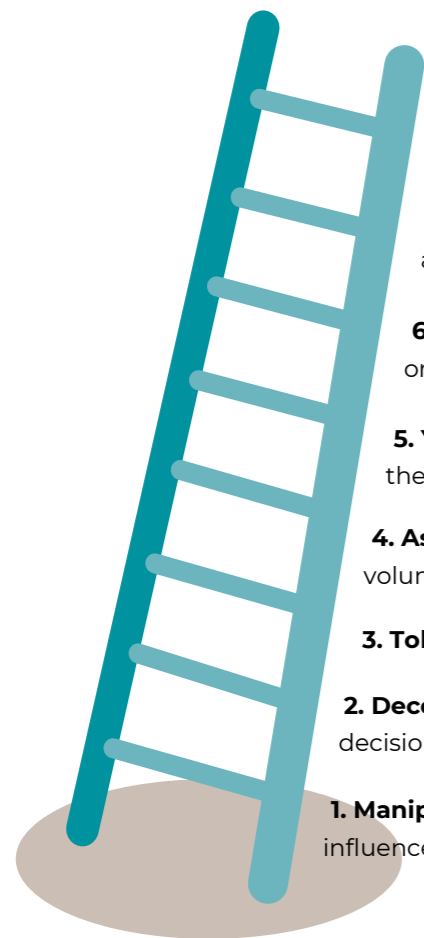
What is the overall goal for our outreach & inclusion?

YOUR PARTICIPATION & INFLUENCE

WHERE IS YOUR ORGANISATION?

1 Where do you currently see yourself on the ladder?

(Mark with a circle on the ladder)



- 8. Youth-initiated and directed:** Youth have the original idea and decide how it is carried out.
- 7. Youth-initiated, shared decisions:** Youth have the original idea and consult with 'adults' on how to carry it out.
- 6. Adult-initiated with participation from youth:** 'Adults' have the original idea and youth are involved in planning and implementation.
- 5. Youth consulted and informed:** Youth are consulted and their opinions are taken seriously.
- 4. Assigned and informed:** 'Adults' decide on the project and youth volunteer for it.
- 3. Tokenism:** Youth are consulted but their opinions are not taken seriously.
- 2. Decoration:** Youth take part in a limited capacity and have no role in decision-making.
- 1. Manipulation:** Youth do as directed but do not understand or have influence over the project.

2 Where would you like to be?

(Mark with an arrow and write out an overall goal)

3 What barriers are there to youth participation & influence in your organisation?

(Write below – these can include formal and informal barriers)

4 Where could you see improvements to youth's ability to participate & influence?

(Write below – these can include formal and informal barriers)

ACTION PLAN BOARD

GOAL:

[Empty box for Goal]

TIMEFRAME:

[Empty box for Timeframe]

