

THE YOUTH ENGAGER



1½ - 3 hours



4 - 20 people



Materials needed

OVERVIEW - 'THE YOUTH ENGAGER'

The following game has been developed in consultation with the Danish Youth Council (DUF), KFUM-Scouts, Les Scouts Tunisiens, East and West Center for Sustainable Development and Danish Egyptian Dialogue Initiative on best practices harvested across youth-driven international projects, drawing inspiration from the Beautiful Rising Strategy Game for youth activism and youth-led movements, and other available toolkits for youth-led processes.

This game is designed to support organisations with the goal to **a) establish youth-driven partnerships**, **b) achieve greater youth participation and influence**, and **c) achieve greater outreach and inclusion**. Packaged within, you will find one overall game and ruleset, with three interchangeable exercises that correspond to the three different overall goals (a, b, and c).

BACKGROUND:

PUBLICATION ON INTERNATIONAL YOUTH-DRIVEN PARTNERSHIPS

This game is inspired by- and draws on best practices that have emerged from Danish Youth Council and partners' youth-driven partnerships under the Youth, Culture and Diversity (YCD) Project. In 2020, a team of consultants were tasked with documenting best practices and lessons learned in the YCD project related to partnerships, participation and influence, and outreach and inclusion of young people. The methods documented in the publication serve as the backbone for the game at hand - for an elaboration of the concrete activities (as found in **Action Cards**) we encourage players to dig into the report for further inspiration and/or clarification.

It is designed to be carried out in a participatory and interactive manner, to facilitate the process of identifying, selecting and prioritising actions to achieve goals related to partnerships, youth participation and/or outreach, as well as associated risks and opportunities. Importantly, the game is designed to be dynamic and organic, meaning that participants will have an active role in shaping the game and that the game cards thereby can evolve over time to accommodate the organisation's needs and vision.

AT A GLANCE

One round of gameplay will, depending on which of the overall goals you select (a, b, or c), support you to either:

- Identify, discuss and prioritise the relevant actions your organisation needs to initiate when your goal is to enter into partnerships for youth-led activities,
or
- Identify “to which extent” your organisation is working with youth participation and influence, and identify, discuss and prioritise how you can reach the goal of strengthening youth participation and influence in your organisation
or
- Identify, discuss and prioritise actions for how your organisation can be more strategic when your goal is outreach and inclusion of a diverse group of young people.

WHO CAN USE THIS GAME?

The game has been developed with the aim to support organisations and other groups that wish to strengthen youth participation, influence, and inclusion in their work. We believe that the game is relevant for adults and youth alike!

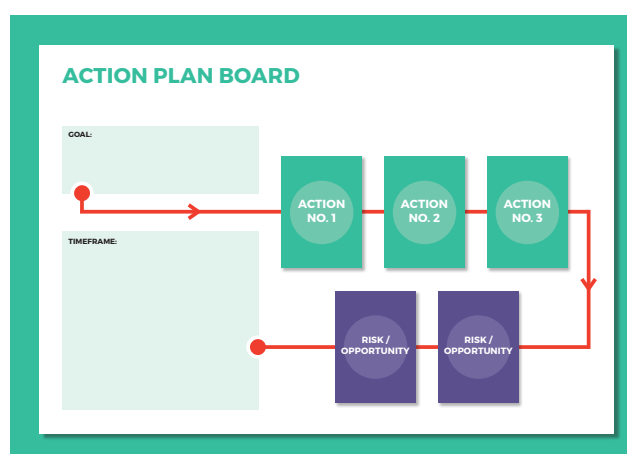
PREPARING FOR- AND SETTING UP THE GAME

MATERIALS NEEDED

- ✔ Print-out of **Strategy Board A, B, or C** (depending on which exercise you choose)
- ✔ Several copies printed of the **Action Plan Board** (concrete number is dependent upon how many groups you break into during the *Second Phase* of game play)
- ✔ Print-out of **Action, Risk and Opportunity Cards** – print only the Action Cards relevant to the exercise you choose (each is marked with a heading in a different colour)
- ✔ Scissors to cut Action Cards
- ✔ Tape or Glue to attach Action, Risk and Opportunity Cards to the Overall Action Plan Board
- ✔ Markers

CONTENTS OF THE GAME

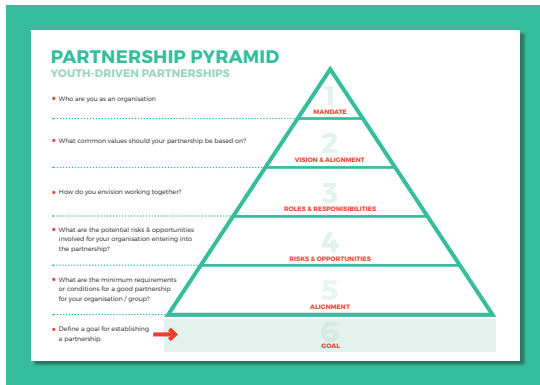
Whether you are using the game to work on partnerships, youth participation and influence, or inclusion and outreach, you will need to print out the *Action Plan Board in size A3*, which forms the basis for all three exercises.



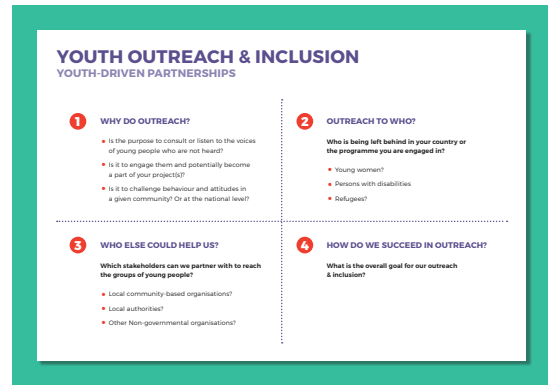
Action Plan Board

There are three different *Strategy Boards (A, B, and C)* in size A3 that you can print and fill out together. There is a separate one for each exercise, so one round of gameplay will only include one of these strategy boards:

- A 1 board on partnerships
- B 1 board on youth participation and influence
- C 1 board on outreach and inclusion of young people



Strategy Board A
on Youth-driven Partnerships

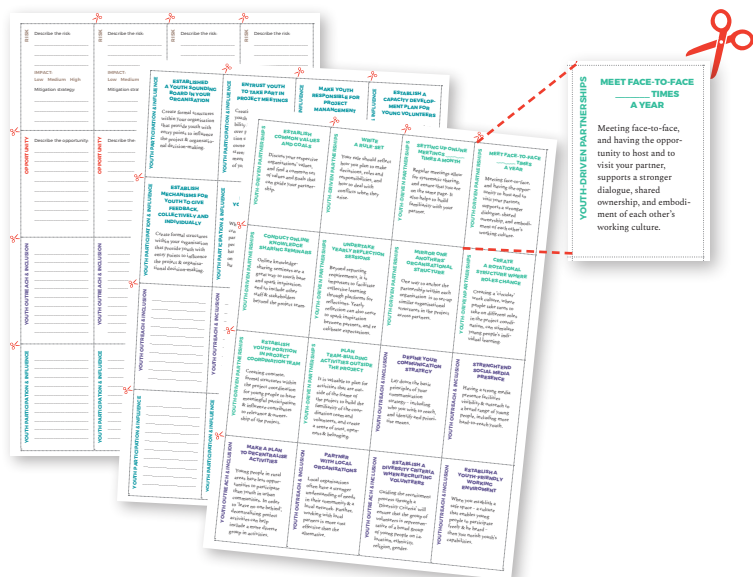


Strategy Board B
on Youth Participation & Influence



Strategy Board C
on Inclusion and Outreach

Finally, there are a set of play-able cards that include *Action, Risk and Opportunity Cards* which can be cut out. A number of action cards have purposefully been left blank so that you and your group can fill them out together, based on other actions that you identify.



Action, Risk & Opportunity Cards

HOW TO PLAY 'THE YOUTH ENGAGER'

Now that you have all of your materials and your game boards printed out, it is time to play 'the youth engager'. If you haven't already decided which of the three exercises you would like to work on (partners, participation & influence, or outreach & inclusion), now is the time to do this.

The game is structured in three separate phases, which will require you to work as a plenary group, and to break into smaller groups. These three phases are described below:

PHASE 1: STRATEGIZING (30 – 60 MINS)

Phase 1 of the game is all about reflecting on where you are as an organisation or group, and where you would like to be. It's important that everyone is heard and that you can agree on a general way forward – therefore *Phase 1* is carried out in plenum

- 1** Place the *Strategy Board* in the middle of the group, or on a wall/ board where everyone can see it.
- 2** Choose one person to take on the role as facilitator, tasked to facilitate the discussion, and another person to manage time and who fills out the responses that the group is arrived at during the discussion on the *Strategy Board*.
- 3** Move through the steps on the *Strategy Board* and use the questions listed on the board to prompt discussion. The overall guiding questions across the three boards are '*where are we now?*' and '*where would we like to be?*'.
- 4** Discuss and reach an overall goal, which is noted down in the 'goal' box on the *Strategy Board*. This goal will transfer to the *Action Plan Board* in the second phase of the game.

PHASE 2: ACTION PHASE (45 - 60 MINS)

Participants are now divided into groups consisting of 2-5 persons. Each group is provided with an overall *Action Plan Board*, as well as a set of *Action, Risk and Opportunity Cards*. In this phase, each group fills out the *Action Plan Board* with the actions they find the most relevant to meeting the overall goal, as well as risks and opportunities associated with these actions. When the groups have filled out the *Action Plan Board*, the next step is to prepare a 2-minute pitch - so it's important to manage time accordingly.

- 5** Each group now fills out the 'goal' box with the overall goal that was identified under Step 4.
- 6** The group reads through the *Action Cards*, discusses them, and fills out more actions, on the blank *Action Cards*, that could contribute to the achievement of the overall goal identified under Step 4.
- 7** Each action that the group identifies as relevant requires resources – and therefore the group will need to prioritise the identified actions. Each group must prioritise the three most relevant actions (and three corresponding *Action Cards*) and attach the *Action Cards* to the *Action Plan Board*.
- 8** With the three actions now on the *Action Plan Board*, each group must consider the risks and opportunities that either pose barriers to- or enable the success of the identified actions. Two risks / opportunities are identified, and the group fills out the risk/opportunity cards (including consideration of measures to mitigate the risks identified). These two cards are attached to the *Action Plan Board*.

EXAMPLE

A group has decided to prioritize the establishment of a youth sounding board as one of their three actions towards achieving greater youth participation and influence in their organization.

The group now discusses potential risks and opportunities related to this action. One opportunity could be that through a youth sounding board, the activities have more relevance to young people, and thereby have a greater impact. On the other hand, a risk could be that the sounding board is seen as the end goal in itself and not really consulted rather than as a means for creating greater youth influence on decisions.

- 9 The final discussion for each group in Phase 2 is to define a realistic time-frame for implementing the actions that have been identified.
- 10 Now it's time for each group to prepare a 2-minute pitch of their action plan that they will present in plenum during Phase 3. Get creative!

PHASE 3: PITCH TIME (30 – 60 MINS)

- 11 All the groups come back together in plenum, and one by one each group presents their *Action Plan Board* through a 2-minute pitch – all of which suggests actions towards the same end goal.
- 12 When every group has had the chance to pitch their ideas, discuss the strengths and weaknesses of each pitch.
- 13 Now you are faced with two options – if one of the pitches has defined an action plan that everyone can agree upon, then you can adopt that *Action Plan Board* as the strategic plan for your organisation/ group going forward. On the other hand, if there are many good elements to be taken from different *Action Plan Boards*, then the task will be to establish a common *Action Plan Board* that draws on the relevant pitches.

**You now have a plan for action to achieve your goal
– thanks for playing 'THE YOUTH ENGAGER'**