

Indy Youth Empowerment Challenge

Investigate Phase

Toolkit



design better together

Toolkit developed by Collabo Creative.

Collabo Creative is an Indianapolis-based, Service Design consultancy that specializes in Design Thinking & Design Research. We're the experts in helping folks frame opportunities and create positive impact through refreshingly, collaborative innovation.

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Even the best games come with a set of rules... so please take the time to read through these instructions that way your voices are sure to be heard.

Challenge overview

Inspired by a group of students at Warren High School who decided to take a stand against youth violence and start a movement called We LIVE Indy, the Indy Youth Empowerment Challenge brings together existing conversations across Indianapolis and a diverse set of voices to co-create solutions that empower youth.

Using a people-centered approach, the Indy Youth Empowerment Challenge will move through a four-month innovation process:

- **INQUIRE (February):** Understanding the barriers and catalysts to youth empowerment
- **IDEATE (March):** Brainstorming ideas
- **INVESTIGATE (April):** Turning ideas into solutions
- **IMPACT (May):** Preparing for implementation

Participation will take place Online and through community and youth-led workshops. While a diversity of voices will be leveraged, the youth voice will be amplified throughout the challenge. For more information, visit: communityINNOVATE.org

The Investigate Phase toolkit

The Investigate Phase toolkit is the third toolkit for the Youth Empowerment Challenge. Each toolkit is set up in a style to easily guide you through all the steps you'll need to complete in order to participate in each phase of the 2018 challenge.

What you will need for this phase:

- Downloaded investigate phase toolkit
- Access to a printer
- Printer paper or cardstock
- Access to the INTERNET (to upload your ideas)
- Color pens or Markers
- Scissors
- Post-its
- A timer
- A camera

The Goal of the Investigate Phase toolkit

To to develop ideas gathered from the Ideate phase into complete solutions to address the issue of youth empowerment.

Getting Started

To get started using this toolkit, follow along and complete the tasks below:

1. Print out this complete toolkit
2. Designate areas in the room for each Idea Map
3. Cut out Persona Cards and Feedback Sheets

Things to Remember

- * We are in the INVESTIGATE phase, so be as detailed as possible when making your prototype.
- * You can do this activity in small groups or individually
- * If you're doing this at home/on your own, use the templates provided to explain your idea

Rules of Play

Before playing this game, be sure to have all your elements ready to go (cards, post-its, markers, prints, etc.). ***It is very important to make sure you create a safe space for everyone to contribute while they are participating.***

Contents

1. ***Idea Maps*** (4)
2. ***Solution Details*** sheets
3. ***Solution Feedback*** sheet
4. ***Paper Prototypes***

Object

- *To make a prototype of an idea and improve it*

Set Up

1. Print out the 4 ***Idea Maps***.
2. Cut out ***Worksheets***.
3. Grab a pen or marker.
4. Grab post-its or scrap paper.

What You'll Do:

- Look @ Ideas
- Choose Idea/Groups
- Build Idea
- Get Feedback
- Improve Idea

Starting Out (5-10 mins)

1. Look over the 4 different ***Idea Maps***.
2. Use stickers or a marker for selecting Ideas.
3. Put a sticker or a mark (star, circle, check mark next to 3 ideas you're interested in.

Choose an Idea (~5min)

1. Choose the idea(s) that you are most excited to develop. (2mins)

Make a Prototype (10-15 mins)

2. Grab and fill out the ***Solutions Details*** sheet so you won't have to think about all that information as you're trying to draw/doodle your solution. (5mins)
3. Prototype the solution using ONE of the following ***Paper Prototype*** options: Solution Storyboard, Solution Portrait, Website, App, Portrait, Poster, or Flyer to visually and verbally explain your solution. Use whichever version you're more comfortable with. (10 mins)

Gather Feedback (3 mins)

4. Show you ***Solution Details*** sheet and ***Prototype*** to another group and write down any questions or suggestions they have on the ***Solution Feedback*** sheet.

Improve Your Solution (5 mins)

5. Use the feedback to improve your solution. If need be fill out a new Solution Details sheet or Prototype. (5mins)

Submit Your Solution (~2 mins)

6. Take a pic of your revised prototype next to the revised ***Solution Details*** sheet. (2mins)
7. Upload your picture to the Investigate section of the Youth Empowerment Challenge at communityinnovate.org
8. Interested in applying for a Do Something grant? Please visit communityinnovate.org for more information.

Let Us Know (5 min)

We want to know how participating in the Youth Empowerment Challenge made you feel. Please fill out the CLOSE UP/FEEDBACK form and email it to stephanie@communityinnovate.org.

SOLUTION DETAILS!

This worksheet will help you to describe in words the parts and pieces of your solution.

<p>1) <i>What is your solution?</i></p>	<p>2) <i>Why this solution? How will it empower youth?</i></p>
<p>3) <i>How will the solution work? What role will youth play in developing it?</i></p>	<p>4) <i>What youth will this solution target? Who else needs to be involved?</i></p>

Solution Name: _____

PAPER PROTOTYPE: Storyboard

If someone were to implement your solution how would it work? Feel free to print and add more sheets if there's more than 4 steps.

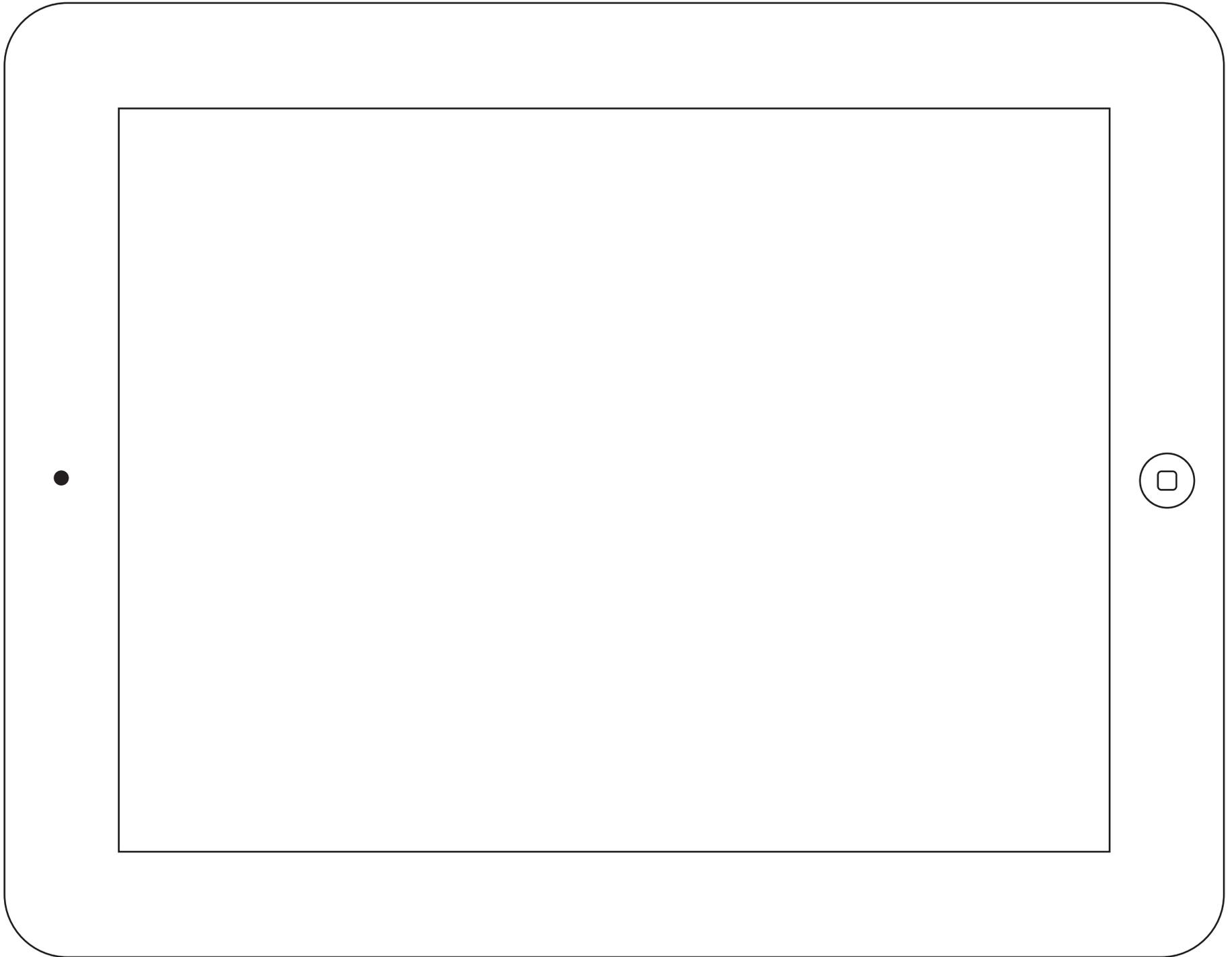
Name of Solution: _____

What happens first?	What happens second?	What happens next?	And then what?
<i>show:</i>	<i>show:</i>	<i>show:</i>	<i>show:</i>
<i>describe:</i>	<i>describe:</i>	<i>describe:</i>	<i>describe:</i>

PAPER PROTOTYPE: Portrait Use this sheet to show what your solution would look like. You could also make a poster or flyer to showcase your solution.

Name of Solution: _____

PAPER PROTOTYPE: *App/Website*



SOLUTION FEEDBACK!

This worksheet will help you to think on the missing part and pieces of a solution.

Questions?

Is this solution clear? What else would you like to know about this solution that is not being mentioned here?

Suggestions.

What parts or pieces of this solution could be improved? Why?

Idea Map 1: Self Discovery

Skill Development

Skill training and development.

Example Programs

- Bike Repair w/STEM
- “Pedals” entrepreneurship training
- Pop-up maker spaces
- Singing at church
- Clubs (e.g. chess)
- Apply skills to real situations
- Partner with local businesses
- Tech class
- Assessing youth skills/interests

HOW MIGHT MORE YOUTH DISCOVER AND GET INVOLVED IN AREAS THEY ARE PASSIONATE ABOUT?

Volunteering

An opportunity for self-discovery while giving back.

- Youth volunteer opportunities
- Required community service hours at school
- Teen volunteers (tutoring, coaching)

Exposure To New Things

Discovering unknown interests.

- “Fear Factor” to try something new
- Youth community tour
- Life swap (rural and urban exchange)
- Time, Treasure & Talent (exposure to experts in different areas)
- Rotating clubs during school day
- Passions fair (connect experts with youth)

Idea Map 2: Leadership/Job Opportunities

Opportunities for Youth to Work

Providing a chance for youth to gain work experience.

Teen Jobs

- Groundskeeping
- Summer jobs at apartment complexes
- Sports Jobs (e.g. concessions, referee, coach)

Adding Educational Components to Teen Jobs

- On-site internships
- Leadership/professional development training
- Mentorship training for supervisors on-the-job

Programs to Prepare Youth

Initiatives to prepare youth for future.

Career/Leadership Training

- Future preparedness / job readiness workshops
- Career centers
- Develop Work ethic
- Entrepreneurship
- Teach skills and techniques needed for leadership

Understanding/Exercising Rights

- Practice 5 Freedoms of 1st Amendment

HOW MIGHT MORE YOUTH EXPERIENCE LEADERSHIP OR JOB OPPORTUNITIES THAT DEVELOP THEIR SKILLS?

Opportunities For Youth To Lead

Providing a chance for youth to gain leadership experience.

Tackling Real World Problems

- Planning a Senior Class Trip
- Youth-led Community Challenges
- Fundraising

Leading Youth Initiatives

- Clubs at Schools (e.g. Chess)
- District-wide Student Council
- City-wide Newspaper

Summer Camps

Provide growth opportunities in the summer.

Possible Themes

- Social entrepreneurship camp
- Youth nature camp
- Youth film festival and camp
- Life Swap (urban and rural exchange)

Idea Map 3: Youth Voice

Showcasing Youth

A space for youth viewpoints and stories to be shared.

Existing Media

- Local newspaper publishing student viewpoints
- Local TV highlight positive youth stories “Good morning Indy kids”

New Media

- City newspaper (NUVO for youth)

Shifting Adult Perspectives

Helping adults gain empathy/understanding toward youth.

Mindsets

- Allowing Youth to Make/Fix Mistakes
- Understanding “Controlling” vs. “Supportive”
- Listening More
- Recognize Human Rights of Youth

Organizations

- Youth advisory committees

**HOW MIGHT WE CREATE MORE OPPORTUNITIES
FOR YOUTH VOICES TO BE SHARED AND UNDERSTOOD?**

Engaging in Current Events

Giving youth a place to engage in current events.

Understanding Current Events

- Connecting with local government officials
- Safe place to learn and discuss current events
- Current events social media

Creating Change

- “Gateways” Youth activism web portal
- Logistical/legal support for youth initiatives
- Place for youth to learn skills needed to be active and critically engaged

Public Forum

A public space for sharing ideas/opinions.

Speaking

- Addressing issues during time-outs @ games
- Youth “Town hall”
- Voices 2B Heard (encourages youth to speak)
- Youth public service announcements

Sharing Ideas

- Platform to share ideas with community
- Youth solutions competition

Idea Map 4: Peer Support

Homework Support

Youth providing/receiving help with homework.

- Peer tutoring
- “Echo Project” (peer teaching)
- Mixing fun and sports with homework
- Rewards program
- Homework night at apartment community

Who?

- Youth helping youth
- College students – youth
- Adult-teen-youth

HOW MIGHT WE CREATE MORE OPPORTUNITIES FOR YOUTH TO MENTOR AND SUPPORT OTHER YOUTH?

Sports Mentorship

Youth supporting each other through sports.

- High school athletes teaching younger kids
- Teaching dance to younger kids
- Neighborhood games
- Being part of a team
- All Star Sports Project (academic plus sports)

Who?

- Youth –Youth
- College student-youth

Youth Mentoring/Support

Youth feeling supported and heard.

- Safe space / Group circle share
- Feel loved and respected 24/7
- Kids as second family
- Ask for help & sharing experiences
- Youth support group
- Strengths-based learning
- Mentoring in classroom

Who?

- Youth mentoring youth
- Adult-teen-youth mentoring

CLOSE UP/FEEDBACK

Scan the QR code or visit <https://goo.gl/forms/6ahPCkMNsf5jFIXF2> to access the Online feedback tool on your INTERNET enabled device. Respond to the following prompts Online or on paper forms.



Please respond to the following questions on a scale of 1-5, with 1 being *disagree* and 5 being *agree*.

	disagree	somewhat disagree	neutral	somewhat agree	agree
I feel like I engaged in meaningful conversation on youth empowerment.	1	2	3	4	5
I feel like my voice was heard.	1	2	3	4	5
I feel an increase sense of community.	1	2	3	4	5

What is one word that you would use to describe the workshop?

Other comments/feedback

What voice(s) do you represent?

- Youth
 Business
 Government
 Education
 Community
 Faith-based
 Other: