**M5-T2-H1-Overview of Youth-led Design**

This document is used by Restless Development staff to conduct design processes for our programs. This stage includes prioritising the problems we hope to address, setting objectives, assumptions and indicators, and selecting an implementation strategy which outlines what needs to be achieved in order to reach our objectives.

**DEFINING OBJECTIVES**

Our objectives come directly from our problem analysis. Each problem that has been identified as a cause, core problem or effect problem now becomes an objective rather than a problem. We do this by creating an objective tree from our original solutions tree. This is a great session to do with stakeholders as it means that the problems they have already identified become feasible solutions.

* Example 1: Objective Tree

Here, problems are reformed into future, positive statements. Objectives and outcomes should always be written as future states using words such as increased, improved, and decreased. For example, “Decreased new transmissions of HIV virus in this village by 2015”. Impacts should be written as the reason for your intervention: “Reduce HIV related poverty in this community”. Objectives are ALWAYS the things we hope to achieve in order to address certain problems. They are NEVER the things that we do in order to solve those problems. This is one of the most common mistakes in identifying objectives.

Objective trees also need analysing in various ways and should be checked with desk research and analysis to ensure that the steps are logical.

* Example 2: “If... Then...” Method

This simple method allows those involved in identifying the objectives to check the logic of the objective tree.

**PRIORITISATION**

Prioritising the objectives that need to be addressed is an essential step in the formulation of a strong programme design. The rationale for this prioritisation must be strong and based upon both the priorities of young people on the ground and our own strategy and mandate. A country’s national strategic framework should guide decision making about priorities and this enables us to design programmes that contribute to our global strategy. At the same time, our main concern has always been, and will continue to be, the young people we work with. Ultimately we need to prioritise based on what is going to have the most needed results.

Young people and community members must be involved in prioritising the problems that will be addressed so as to ensure continued ownership, transparency and relevance. This can be done through programme leadership groups if these have been set up and there are a number of tools that can help in making decisions. If a programme cannot succeed without a certain problem being resolved, we must endeavour to address this problem or change our intervention. For example, if an organisation chooses to build a school in order to address illiteracy problems, it will be of no use whatsoever unless there are trained teachers to deliver lessons and it would be a poor use of resources to build a school without also addressing the need for teachers.