



Module 5: Putting your knowledge into practice



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Learning objectives:

By the end of this module, participants should be able to:

- Explain why and how youth leadership and engagement can be structured and supported.
- Refer to and use a number of practical models and frameworks for meaningful youth engagement in program cycles, global processes and internal systems.
- Identify priorities and projects where youth can be better engaged

How we will achieve this:

- By offering participants an overview of the discussion around the challenge of structuring youth leadership in development.
- By exploring various practical models and frameworks for meaningful youth engagement from program cycles to global processes and internal systems.
- By tailoring appropriate tools for implementing partners/USAID to engage their identified groups of young women and adolescent girls.
- By designing an 'Action Plan' specifying priorities and projects for implementing new youth engagement knowledge and skills which will be used to guide the following four month mentorship program.





Read and Reflect:

Youth engagement is the vision that young people help to implement, manage and oversee development in their communities and wider society and play a major role in deciding how resources are allocated. But how do development practitioners and decision makers do this in practice? Even for agencies that articulate a role for youth in delivering their policies and programing, most are struggling to make this a reality in their programming.



Harnessing your experience

Q. In what ways have you tried to engage young people in your work? What existing plans do you have?

Q. What has been successful?

Q. What has been challenging?

Q. What opportunities are you anticipating?



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Youth-Led Agenda Setting

Example: Scorecard

Useful for defining priorities and conducting needs assessments. Also useful for:

- Monitoring and evaluation
- Accountability for service delivery

Example: Youth Parliament

A useful model for gaining youth priorities and views on how to solve the problems and make use of the opportunities they identify while building their skills and confidence to engage in decision making processes.



Youth-Led Monitoring and Evaluation

Youth-led evaluation (of projects) can make your project/program more relevant and more accountable, and can promote ownership of programs.

Example in toolpack: Restless Development's annual review process in which we involve young people





Youth Engagement in Design

1. **Objective setting** - Analyzing problems with the young people and setting these as objectives for program (try using an objectives tree).
1. **Prioritization** - Young people and community members must be involved in prioritizing the problems that will be addressed so as to ensure continued ownership, transparency and relevance.

Case study in tool pack: Youth-led design of this training with DREAMS Youth Ambassadors





Youth-Led Research

Youth Research is an opportunity to implement the principles of youth engagement in a way that can help build authentic insight into youth issues and priorities, as well as building the skills of young people and helping to develop an understanding of the value of youth-led initiatives within communities.

Case study in toolpack: The MasterCard Youth Think Tank (supported by Restless Development) is a research group of 15 young people who were recruited to undertake livelihoods research in East Africa.



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Youth-Led Communications

Communications work (defined as engaging audiences through public communications channels like media, print, social, advertising, etc) may be used to communicate within youth programming (e.g. behaviour change, recruitment) or about programmes (e.g. marketing, thought leadership). Youth-led communications on youth-led programming/issues is the right of the young people involved as well as being a more effective way to reach those audiences.

Examples in toolpack: Hackathon, mobile journalism, using digital technologies





Youth Panels and Boards

Youth boards:

- Youth representatives placed on key governance and decision-making boards.
- Ensure meaningful engagement at all levels
- Embedding young volunteers in your organizations will build a youth hub of young knowledge

Youth Panels:

- Development organizations can support motivated young people to take a leadership role in the full program cycle.
- Key to supporting youth panels is one-to-one support from a dedicated staff member, a training program to increase their knowledge, skills and confidence, and a range of opportunities and platforms to engage in.





Volunteer Peer Educator Model

Using peer educators and mentors in your programming not only allows youth to communicate to youth, but builds the skills and confidence of the peer leaders. It ensures a community embeddedness where the educators understand the cultural contexts and barriers their fellow youth may face. Allowing the young people to lead this aspect of the DREAMS project needs to be also implemented in conjunction with a capacity building approach.





Models and Tools for Review:

- Youth-led Agenda Setting
 - Youth-led Monitoring and Evaluation
 - Youth Engagement in Design
 - Youth-led Research
 - Youth-led Communications
 - Youth Panels and Boards
 - Volunteer Peer Education
1. How are Young People being engaged?
 2. How applicable is this to their work? How could it be adapted?
 3. For what kind of work / in what context is this tool or framework particularly useful?

Example action planning template

YouthPower Action DREAMS youth engagement training

Action plan template. Please use this template to develop your plans and actions for implementing the YouthPower Action DREAMS youth engagement training. This action plan will be used by your mentors to review your progress in implementing the training. We have suggested objectives you may wish to develop actions for, but please do add your own objectives in addition.



Objective	Actions to achieve this objective in your work.	Who is responsible for these actions? (i.e. who will lead on it?)	What is the timeframe for achieving the objective? Break it down into stages.	What resources ¹ will be needed (including staff and support from Restless Development mentor)?	Are there any challenges/ barriers in implementing the action? What can be done to mitigate against these?
<i>E.g. Train wider staff in Youth Engagement</i>					
<i>E.g. Increase Youth Engagement in programmatic review and monitoring</i>					
<i>E.g. Introduce stronger youth consultation in design process</i>					

See pg. 81 - 88 of [Youth Participation in Development](#) for suggestions on engaging young people as partners and leaders in all elements of your program cycle



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