

YOUTH ACTION UNLOCKED



WHAT ISSUES CAN WE ADDRESS?

Youth Action Unlocked Projects need to address one of the four key issues young people identified that mattered most to them at the NCS Hope Hack and North East Youth Symposium:

- Community Safety
- Poverty & Inequality
- Education & Employment
- Physical & Mental Health

WHAT SHOULD WE AIM TO ACHIEVE?

The aim for Youth Action Unlocked is to use the £1000 of funding to try and achieve **long-term** impact and change. Projects are encouraged to be ambitious and try a different approach - don't be afraid to be innovative and think outside the box. You have a unique perspective, share it! The issues identified are complex and multiple solutions are needed, you're just as likely to have an answer as anyone else!

CAN YOU GIVE US AN EXAMPLE?

We want to see projects that think about the longer term causes and lasting solutions, rather than just addressing the immediate need.

If you are passionate about addressing Food Poverty in your area, one solution could be to buy lots of microwave ready meals, but the change will end when the meals run out. An alternative might be to run a cooking course that brings people together and helps educate about cheaper ways to make nutritious meals. You could supplement this with a recipe book for the participants to take away with them so they can continue to eat more healthily and make their money go further long after the course has finished.

Your project doesn't necessarily have to directly address the issue you have identified either. For example, current research from the Youth Endowment Fund, suggests that one of the most effective ways of combatting Youth Violence is actually running a Community Sports Programme as this gives young people a positive activity to engage with, improves mental health and promotes community cohesion.
(<https://youthendowmentfund.org.uk/toolkit/sports-programmes/>)

WHAT RESOURCES MIGHT HELP?



UK YOUTH



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EXAMPLE SESSION PLAN

Time	Activity	Additional Information
00:00 10m	Icebreaker Open the session with an icebreaker to help the group get to know each other better.	Suggestion: Go round each of the group and ask them to introduce themselves and say one thing they have never done, but think everyone else has. Then ask the rest of the group to put their hand up if they have done the activity - the person who gets the most hands up wins a small prize!
00:10 10m	Group Rules Get the group to agree on a number of rules they all will follow while working together	This could be 'no phones', 'no talking over each other' etc. This works most effectively when young people choose and all sign up to their own rules.
00:20 5m	Group Name Come up with a Group Name to be registered on the system	Remind them there is a Key Award for the best name. (Current holders of the award are 'Everyone and a guy named Kevin'!)
00:25 15m	Social Action Issue The group need to identify which issue they want to address and why. They need to pick from the following themes: <ul style="list-style-type: none"> • Community Safety • Poverty & Inequality • Education & Employment • Physical & Mental Health 	You could use the The Key's Social Action resources to help generate ideas and spark conversation. There are also some case studies here for inspiration too.
00:40 20m	Project Idea The group now need to decide what they want to do for their Key Project.	A good old-fashioned brainstorm on a flip chart is often effective. If the group are struggling to narrow it down, take a vote on which are the most popular choices and encourage them to do some preliminary research about what is feasible for their budget. Remind the group that they have £1000 to spend so can do something ambitious and impactful.
Home work	Register the group If you haven't done this in the session, the group needs registering on KIT	You can find out how to register a group using our how-to guide here . The idea doesn't need to be fully thought out, a Draft can be saved and amended on the day itself