

PURPOSE

Activate Our Voice cards help you to initiate Youth Voice. Use **Snowball** to:

- **Consult** – gather initial feelings, opinions and ideas quickly.
- **Collaborate** – vote on or prioritise options.
- **Co-produce** – generate lots of possibilities before focusing on a few.

PROCESS

1. Lay out the 'court' – large wide area divided into 2 halves.
2. Each person has a piece of paper and a pen/pencil.
3. They write their response(s) to your question, e.g. What would make physical activity more enjoyable for you? Crumple up the paper into balls (snowballs).
4. Divide into 2 teams.
5. Players throw their balls into the other team's half whilst trying to keep their own half clear.
6. Play for max. 60 seconds. Which team has fewest snowballs in their half?
7. Play as many rounds as time permits.
8. Players select one snowball and share its contents – small or whole group.
9. Collate the responses as players share them. Go on to discuss themes if wish.

BUILD BELONGING

Pair and share responses; play in smaller teams; discuss themes in small groups.



EQUIPMENT

- 1 sheet of paper per person
- 1 pen per person
- Cones or tape/chalk line

TIME

- Approx. 15 mins
- 5 mins writing
- 1 min x 3 rounds playing
- 5 mins sharing

THINK INC

- Draw or write responses
- Pairs to write and share
- Play seated

FEEL SAFE

- Anonymous responses
- Value/respect all responses
- Play in smaller groups

PURPOSE

Activate Our Voice cards help you to initiate Youth Voice. **Use A Brick in the Wall** to:

- **Consult** – gather detailed insights on challenges and solutions.
- **Collaborate** – reflect on the advantages and disadvantages of a decision.
- **Co-produce** – suggest adaptations and additions to basic ideas.

PROCESS

1. Sign up to Padlet (free): <https://padlet.com>
2. Create a Padlet 'wall' with a question, topic or idea, e.g., What stops you from taking part? How should we promote this event? What are the benefits of...?
3. Share the link with participants as a weblink or QR code (Padlet will create this).
4. Give a deadline for responses to be posted.
5. In their own time/space, individuals post their responses as 'bricks' to the wall. They may post as many as they wish.
6. Analysis: sort the posts into colours to highlight trends (click on the 3 dots of each post); use posts to identify issues/ideas/preferences.
7. Optional analysis: participant sub-groups look at specific themes (colours) and summarise them for the whole group and/or tackle the theme.

BUILD BELONGING

Recognise commonalities; create like-minded discussion groups; explore the 'why'.



EQUIPMENT

- Padlet 'wall' set up via laptop
- Individual access to internet-connected device (in own time or in group session)

TIME

- Approx. 25 mins
- 5 mins set up
- 10 mins individual answers
- 10 mins analysis of answers

THINK INC

- Post starter example responses
- Share verbally – a buddy posts
- Send voice messages to email, SMS or a WhatsApp group

FEEL SAFE

- Anonymous responses
- Time and space to reflect
- See other posts to know others share similar views

PURPOSE

Activate Our Voice cards help you to initiate Youth Voice. Use **Comic Strip** to:

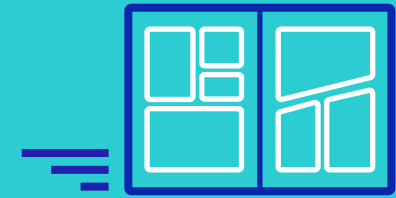
- **Consult** – understand and empathise with different perspectives.
- **Collaborate** – gauge feelings about previous/potential decisions/process.
- **Co-produce** – evaluate the qualitative impact of a programme/experience.

PROCESS

1. Share the situation to be reviewed, e.g., unit of work in PE, activity programme.
2. Describe it as a story with key plot points, each representing a key moment, action or decision within the situation; log the plot points as visual reminders.
3. By drawing one or more emojis for each plot point, individuals create a cartoon or comic strip to represent how they felt/feel about the situation.
4. Encourage creativity: make it as much like a comic strip as possible. Consider style, e.g., manga.
5. Options for sharing:
 - Interact with individuals as they are working (small group).
 - Young people share with each other (pairs, small groups).
 - Gallery comic strips – identify commonalities, e.g., most highs, most lows.

BUILD BELONGING

Small groups create stories/plot points together; every image is shared and valued.



EQUIPMENT

- 1 A3 sheet of paper each
- Coloured pens/pencils
- Optional: emoji examples
- Optional: comic strip example

TIME

- Approx. 30 mins
- 5 mins share story with group
- 15 mins individual working
- 10 mins sharing

THINK INC

- Copy/cut out readymade emojis
- Move to emoji cards on floor as each plot point is called out
- Point to picture board emojis

FEEL SAFE

- Choose personal working space
- Only volunteers share their comic strips
- Discuss key themes, not individuals' responses