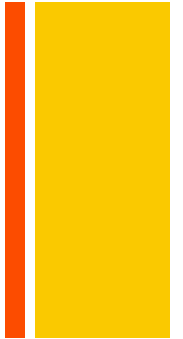


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## Creative Ways to Solicit Youth Input

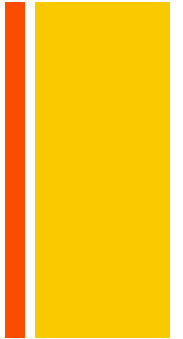
*Break out of the survey box!*

# + Before You Begin...Ask



- How will we use the data?
- Are there specific concepts, vocabulary, or methods that we teach?
- Who is the right person to ask?

# + Kinesthetic Methods



## ■ Sort (p.14)

- Organize cards with similar concepts together

## ■ Values Walk (p.18)

- Create spaces in the room that people stand in to reflect their opinion

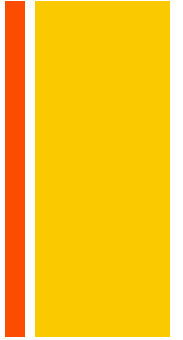
## ■ Candy or Token Surveys (p.10, 12)

- Jars = Questions, Candy colors = Responses

## ■ Showtime (p.16)

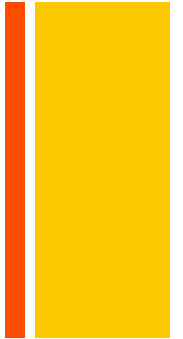
- Respondents create a song, poem or play

# + Let's Play! Kinesthetic Methods



- Values Walk
- Sort
- Candy Survey

# + Visual Methods



## ■ Candid Camera (p. 27)

- Have youth react to a video clip (usually of themselves)

## ■ Manga Mania (p. 32)

- Draw or create a comic with the “Comic Creator” web site ([www.readwritethink.org](http://www.readwritethink.org))

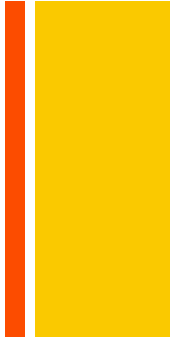
## ■ Picture Pages (p. 34)

- Drawing
- Clip art collage
- Reviewing and responding to photos



# Let's Play!

## Visual Methods



- **Clip art collage**
  - Activities this summer
  - Benefits for kids
  
- **Reviewing and responding to photos**
  - Close your eyes and pick a picture
  - “This is about out-of-school time because...”



# Visual Methods

## OMG Resource: Noun Project

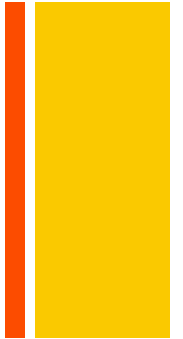


### Iconathon

by [Iconathon](#)



# + Verbal Methods

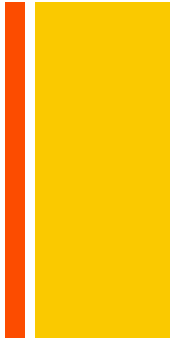


- **One-on-one interview** (p. 23)
  - Be specific, give examples, have backups
- **Group interview** (p. 20)
  - Good for older kids
- **Focus group** (p. 20)
  - Good for kids who are used to working in groups
  - Encourage cross-talk and piggybacking



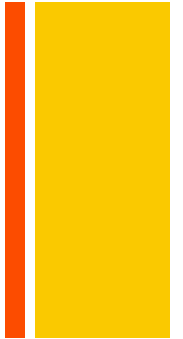
# + Let's Play!

## Verbal Methods



- Asking good questions
- Note taking

# + Traditional Methods



- **Surveys**
  - End-of-Project
  - Retrospective Pre-Test
  - Matched Pre/Post
- **Assessments & Tests**
  - Reading & math
  - Behavior & social skill
- **Observation**
  - Point of service quality
  - Task mastery

# + The Good, the Bad and the Ugly

## Kinesthetic

- Pros: Engaging, Quick
- Cons: Limited record of results

## Visual

- Pros: Allows complexity, Fun
- Cons: Time consuming, Hard to interpret

## Verbal

- Pros: Allows complexity, Checks for understanding
- Cons: Time consuming to do and to analyze

## Traditional

- Pros: Familiar, Standardized
- Cons: Familiar, Standardized



## + Taking it Back

Which method are you most likely to use, and why?



## Creative Ways to Solicit Youth Input

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*A Hands-On Guide for Youth Practitioners*



+ Thanks!

*Download a free copy of the  
**Creative Ways** manual on our web  
site!*

[www.publicprofit.net](http://www.publicprofit.net)