Project Brief (using Erasmus+ template questions)

⬭ Project Call name

Youth Voice Lab

▨ Project Full Title

"Youth Voice Lab: A Platform for Changemaking"

✸ ! Impact (Desired Impact)

The Youth Voice Lab is a student-led, school-based initiative that empowers 12-year-olds to identify issues in their school or community and design actionable solutions with adult mentorship. The project combines civic education, creative problem-solving, and community engagement, allowing children to practice changemaking and amplify their voices in real decision-making contexts.

🔍 Key Impact Indicators

Student Agency & Voice

- % of students who report feeling more heard at school/community after project participation (pre/post survey).
- Number of students who present their ideas to decision-makers (teachers, school leaders, local officials).
- Quality of student-led decisions (e.g., scope and autonomy of their chosen projects).

🎯 + Outcome (Expected Impact)

1. Increased student agency and confidence
Students will feel more empowered to identify issues, propose solutions, and take action in their school and community.
 Indicators:
- Growth in students' self-reported confidence to lead and contribute to decision-making
- Increased sense of their voices being valued in school settings

2. Development of key changemaker competencies
Students will demonstrate improved skills in empathy, collaboration, problem-solving, and resilience.
 Indicators:

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- Ability to work in diverse teams and navigate challenges
- Evidence of thoughtful, inclusive, and creative solutions to real issues
- Growth in emotional literacy and reflection

3. Greater visibility and inclusion of youth voice in school and community decision-making

The project will create structured, visible pathways for children's ideas to influence change and be heard by adults in positions of authority.

Indicators:

- Presentations to school leadership, parents, or local councils
- Integration of student-generated ideas into school practices or policies
- Engagement from adult mentors, NGOs, or community members in student projects

📦 + Outputs (Results)

🔬 *Research & Design*

1. Youth changemakers readiness insights (research output)

A synthesis of student perspectives gathered through participatory workshops, revealing:

How 12-year-olds define a changemaker (empathy, action, resilience).

Where they feel heard (home) and excluded (school/community).

Their desire to act on global/local issues but lack of structured opportunities.

Purpose: Establishes the foundation for why this age group is ready for civic action and what barriers must be addressed.

2. Youth Voice Lab Framework (design output)

A replicable, school-based model that activates student-led changemaking through:

- Formation of Changemaker Teams
- Guided ideation using design thinking tools
- Implementation of student-driven action projects
- Real-world engagement via mentorship and public presentation
- Structured reflection and storytelling

Purpose: Translates research insights into a practical structure for action in schools.

3. Changemaking Tools & Templates (design output)

A suite of student- and teacher-friendly resources to support project delivery, including:

- Project Planner – guides students from problem to action
- Team Charter – builds group cohesion and accountability
- Reflection Worksheets & Surveys – measure learning, growth, and impact

Monitoring & Evaluation Framework – tracks progress across empathy, agency, and community impact

Purpose: Ensures usability, consistency, and reflection throughout the project cycle.

The Youth Voice Lab project significantly contributes to capacity building by developing the skills, confidence, and structures that enable students, educators, and communities to support meaningful youth participation in change-making.

Student Capacity Building - The project equips students with practical 21ˢᵗ century skills, mindsets, and opportunities to act as changemakers as follows:

> 1. Civic & Social Literacy - Students learn how to identify issues, engage in public debate, and take responsible action.
> 2. Leadership & Agency - Through hands-on projects, they practice initiative, decision-making, and accountability.
> 3. Collaboration & Communication - Teamwork, presentations, and storytelling build communication and interpersonal skills.
> 4. Critical & Creative Thinking - Design thinking tools foster empathy, analysis, and innovative problem-solving.

Students become more capable and confident participants in civic life and future changemaking efforts.

Educator and Mentor Capacity Building - The project trains or supports adults in creating inclusive, student-led environments as follows:

> 1. Facilitation Skills – Teachers/educators learn to guide rather than lead, allowing for authentic student voice and leadership.
> 2. Child Participation Awareness - Educators build understanding of children's rights and how to engage youth meaningfully.
> 3. Co-creation Practices - Mentors shift from top-down instruction to partnership-based support.

Schools develop a stronger foundation for participatory education and inclusive decision-making.

Organisational & System-Level Capacity Building - The project strengthens the ability of schools and communities to embed youth voice in their systems as follows:

> 1. Youth representation structures - Presentations and feedback loops create real pathways for youth perspectives to influence policy or school culture.
> 2. Partnerships with NGOs & Community leaders - Schools connect with external changemakers, building networks and shared learning opportunities.
> 3. Scalable Tools & Templates - The project's planners, charters, and reflection tools can be reused and adapted by other schools.

Institutional cultures evolve to better recognise, value, and sustain youth involvement.

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⚗ *Sustainability*

The sustainability of the Youth Voice Lab lies in its integration of student-led practices, reusable tools, and school-wide engagement strategies. By embedding changemaking into existing school structures (e.g., class time, assemblies, student councils), the project becomes part of everyday learning rather than a one-off event. Mentorship by teachers and community partners ensures continuity and adult buy-in. Scalable templates, reflection tools, and team charters allow the model to be easily replicated and adapted. Over time, it fosters a culture of participation, where student voice and action are not just encouraged but expected—ensuring long-term impact beyond the initial implementation.

🤝 :: Partners

1. **Teachers and School Leadership**
   They provide access, structure, and support for student teams. Their buy-in ensures the project is embedded into the school environment and not treated as an extracurricular or isolated initiative.
2. **Local NGOs and Community Changemakers**
   These partners offer real-world insights, mentorship, and legitimacy to students' efforts. Their involvement bridges the gap between classroom learning and civic action, making student projects more impactful and connected.
3. **Parents and Guardians**
   They reinforce the value of youth voice at home, help with logistics, and can advocate for the program's continuation within the school or wider community.
4. **Local Government Bodies** and **Media Outlets** to amplify student impact.