

LOCAL YOUTH XPERTS

MENTAL HEALTH &
LEISURE ACTIVITIES



INFORMATION FOR ALL THE TOOLS

Who can benefit from the tools

- decision-makers in the municipal council, the executive committee, the heads of childhood and youth services board, or other main committees
- service managers, headteachers, project leaders, or advisors in the municipal administration

Those who are invited must receive understandable, engaging information about

- what the theme is and what the answers will be used for
- who is wondering about this and why these questions are being asked
- how the answers will be used

The responsibility of decision-makers when collecting answers from children and young people

- ensure that the participants receive a greeting or a video as thanks for taking part
- ensure that the participants know how they can get in touch if they have more to contribute or are wondering about something
- ensure that the participants are told how the answers they have contributed have been used as the basis for the decision and what weight it has been given. This can be done through a text, an audio file, or a video
- publish on the municipality's website or social media how the answers have been used as the basis for the decision and what weight it has been given

07 DECISION-MAKERS & YOUNG PEOPLE WHO DRIVE

Purpose of the tool

To help shorten the distance between young people in environments that are rarely listened to and decision-makers with power. decision-makers are obliged to collect answers from groups of young people concerned when they are making decisions that affect them. The answers will rarely be representative, but they may be important answers from groups of young people who are interested in different vehicles and who may feel that this interest is not viewed positively.

What the tool can be used for

- Decision-makers can collect advice from young people who drive cars, scooters/mopeds, snowmobiles, quad bikes and/or groups of "cruisers". Young people who drive are invited to contribute advice and ideas for creating the best possible municipality for young people like them
- Decision-makers can gain a better understanding of why young people drive a lot of cars, scooters/mopeds, quad bikes or spend time in car parks or petrol stations. decision-makers can receive advice directly from them

Which children and young people can take part

Young people who enjoy driving/cruising



USER GUIDE

Places decision-makers can go to

- Places where young people who drive often spend time, such as petrol stations, car parks, or other meeting places

How invitations can be made

- Directly to people who are part of these environments
- Post on social media with information that decision-makers would like to meet young people who drive, or that the young people are invited to the town hall. It is important to clearly describe why the decision-makers want to meet young people who drive and what the answers will be used for
- It must be clearly stated that the media cannot attend, in order to make it safe

Examples of themes decision-makers can ask about

- The themes must be important both for those who are going to make decisions and for the young people who drive, for example:
 - What decision-makers can do to make the municipality feel like a good place for these young people
 - What is good about this environment, and why do young people choose to be part of it?
 - How the municipality can facilitate that the young people can do what they enjoy in a safe way, both for themselves and others

How decision-makers can go out

- In small groups, to make it safe enough for the young people they meet
- Sit in a visible place so that the young people can come over
- Go several times to make it safer and show that they genuinely want to understand

How to carry out the meeting points

- Invite everyone to first get to know each other a little; the decision-makers also share a bit about themselves
- Invite to conversations between 1–2 decision-makers and a few young people
- Invite young people to answer questions anonymously, on Kahoot/Mentimeter

The decision-makers' responsibility after they have received advice and ideas

- Leave information on how the young people can get in touch if they have more to contribute or are wondering about something
- Post information on social media about how the advice from the young people has been taken forward