

## YOUTH FEEDBACK FORM

This Youth Feedback tool is part of the Youth Programming Self-Assessment Tool (YPAT). YPAT is a tool to support youth- serving civil society organizations (YSOs) to reflect on their own practices, evaluate how their programming performs against best practices, and identify areas for improvement. The goal of this youth feedback tool is to capture your experiences and perceptions as youth participants to ensure youth voices are heard in the organization self-assessment process.

Youth engagement in the self-assessment follows a two-stage process: 1) completion of Youth Feedback Form in Youth Reflection Group(s), followed by 2) participation of selected youth representatives in the Self-Assessment Committee. In the first stage, one or more groups of youth convene to fill out the Youth Feedback Form below. The form captures youth experiences and perceptions regarding key standards contained in the main Self-Assessment Form. In the second stage, two or more youth representatives selected from within the youth reflection groups participate in the Self-Assessment Committee to present the views, opinions, and suggestions that arose from their group reflections.

## NSTRUCTIONS:

The Youth Feedback Form contains a series of statements, each related to one standard contained in the main YPAT tool. Read each statement below carefully, discuss and reflect as a group, and respond with your honest feedback. Rate each statement on a scale of 1 ("Never True") to 4 *"Always True") based on how true this is within your program. Then, rate on a scale of 1 ("Not important") to 4 ("Very important") based on how important it is to you that your program incorporates this statement. Finally, provide concrete evidence of how this statement is or is not implemented within your program.

Important: Each youth reflection group should fill out only ONE tool.
*Program staff may refer to teachers, volunteers, and anyone else who works as staff.

| Standard | Youth Statement | 1. Never <br> 2. Rarely <br> 3. Sometimes <br> 4. Always | How important it is to you that your program incorporates this? <br> 1. Not important <br> 2. A little important <br> 3. Moderately important <br> 4. Very important | Evidence |
| :---: | :---: | :---: | :---: | :---: |
| ASSETS AND AGENCY |  |  |  |  |
| Program design for youth skills building |  |  |  |  |
| Statement is asked to frame for following questions in this section | Examples of soft skills that we learn are....[write examples in evidence column, and reference those skills for the questions below] |  |  |  |
| 1.A. 1 The program explicitly targets specific skills and has structured activities to develop the skills throughout the program. | Do you practice skills throughout the program? |  |  |  |
| 1.A. 2 The program uses experiential or projectbased activities to promote youth skill development. | Do you have different kinds of opportunities to practice the skills you learn throughout the program? <br> (examples: role plays, mock scenarios, simulations, community service, outdoor projects) |  |  |  |
| 1.A. 3 Youth experiences in the program are paired with time to reflect on what was learned and how well a skill was applied. | Towards the end of activities, do you have a set time for reflection (individually or in groups) where you think about what you learned, how you did, what you liked/disliked, and challenges you experienced? |  |  |  |
| 1.A. 5 <br> The program is designed to provide youth | In the program, do you have challenging activities that help you learn new things and gain more confidence in yourself? |  |  |  |


| opportunities to develop and master new skills and experience challenging activities to develop confidence. |  |
| :---: | :---: |
| 1.A. 6 <br> The program incorporates opportunities for youth to develop plans and vision for the future to contribute to agency. | During the program, do staff help you reflect on your future goals and plans? |
| Facilitator/Staff practices for youth skills building |  |
| 1.B.1.Program staff consistently adapt skillbuilding opportunities to fit youths' skills levels (activities are challenging, but doable). | Do program staff change the activity when you find it too difficult or too easy? <br> **This happens throughout the activities, not only staff asking for feedback at the end of the program or day. |
| 1.B.2. Program staff provide adequate level of support to stimulate skill growth | Do program staff challenge you to find the answers to problems yourselves, but also give you support when you are completely stuck? |
| 1.B.3.Program staff use participatory and interactive facilitation techniques | During activities, do staff ask open-ended questions, guide interactive brainstorming, and/or have discussions and debates with you? |

$\left.\left.\begin{array}{|l|l|l|l|l|}\hline \text { Standard } & \text { Youth Statement } & \begin{array}{l}\text { How often is this } \\ \text { part of your } \\ \text { program? } \\ \text { 1. Never } \\ \text { 2. Rarely } \\ \text { 3. Sometimes } \\ \text { 4. Always }\end{array} & \begin{array}{l}\text { How important it is to you } \\ \text { that your program } \\ \text { incorporates this? } \\ \text { 1. Not important }\end{array} \\ \text { 2. A little important }\end{array}\right] \begin{array}{l}\text { 3. Moderately important } \\ \text { 4. Very important }\end{array}\right]$


| comfortable in the program <br> and help youth to overcome <br> the challenges. |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- |
| Positive Norms, expectations, | and perceptions |  |  |  |
| 3.D.1. Guidelines for behavior <br> and ground-rules are <br> documented and are created <br> collaboratively with youth | Do you work with the staff to create program <br> rules? | Are the rules created displayed in ways that <br> are visible to everyone (e.g., poster)? |  |  |

