



WORKSHOP PLAN SAFER SOCIETY



SUPPORTED BY PEACEPLUS, A PROGRAMME MANAGED BY THE SPECIAL EU PROGRAMMES BODY (SEUPB)



PEACEPLUS
Northern Ireland - Ireland

Co-funded by the

Introduction

These workshop plans are designed to support youth workers (or anyone working with children and young people) across Northern Ireland, the Republic of Ireland, Scotland, and Wales in delivering engaging, meaningful sessions that connect young people with the Voices for Impact digital platform.

Each workshop uses participative and youth-centred methodologies to explore one of the Voices for Impact six thematic areas aligned with the United Nations Sustainable Development Goals (SDGs). Through these activities, young people are encouraged to reflect on their lived experiences, discuss the issues that matter to them, and contribute their views in a way that supports real change.

These workshops also uphold the principles of the UN Convention on the Rights of the Child by supporting Article 12 - every child's right to express their views freely and have those views taken seriously in matters that affect them.

The six thematic areas are:

1. *Good Health and Well-Being (SDG 3: Good Health and Well-Being)*
2. *Learning, Skills and Work (SDG 4: Quality Education)*
3. *Safer Society (SDG 16: Peace, Justice and Strong Institutions)*
4. *Fairer Society (SDG 10: Reduced Inequalities)*
5. *The Planet (SDG 12: Responsible Consumption and Production)*
6. *Digital Access (SDG 9: Industry, Innovation and Infrastructure)*

Each workshop is structured as a 60-minute session and concludes with participants completing the relevant survey on the Voices for Impact website (www.voicesforimpact.ai) ensuring that young people can share their views in an informed, confident, and engaged manner.

Two workshop plans are provided for each thematic area, giving you flexibility to choose the session best suited to your group's age, background, interests, and level of awareness. An additional resource pack is also included, offering a range of icebreakers, energisers, and games that can be used to tailor the session to your group's needs. Please note timings are only suggestions and adjust to suit your group and context.

Workshop: Safer Society - Plan A

Learning Objectives

- Explore what makes young people feel safe or unsafe in their communities.
- Identify the biggest safety issues young people face in everyday life.
- Share ideas on how young people and communities can help create safer places for everyone.

Materials Needed

- Pen / markers
- Flip chart paper / paper
- Coloured stickers or coloured markers
- Post its

Workshop plan

5 min Ice-breaker

Select one suitable for the group or from the list provided.

5 min Welcome

- Ask young people to share their name
- Share that Voices for Impact is an online platform where young people like you can share your opinions on things like school, friends, and the environment, so leaders can make better decisions for young people.
- What makes it unique is that you do this digitally and quickly.
- Across NI, ROI, Scotland and Wales lots of young people are using this to help us gather collective data, to enable us to impact and influence decision making.
- Share the learning objectives for the session.
- If appropriate, discuss and establish ground rules for sharing and listening respectfully.

20 min Our Community Map

- Explain that we are going to do a community map.
- Divide into group of people who live in in the same area; suggest that there is 1 leader per group.
- In the small groups, create a map of their local community.
- Map out all the places that are relevant to young people and that young people go to or use, including parks, schools, shops, transport areas, (you could add a section for online spaces)
- Once finished progress onto discuss which of these spaces are safe / neutral or unsafe for young people.
- Ask the young people to individually mark some of these using coloured stickers or markers e.g. red for unsafe, green for safe, orange for neutral.
- As they do this discuss what makes places feel safe or unsafe in their community? And for young people?
- Pull back into full group and share key findings with larger group

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15 min Community Safety Wall

- Put up a large sheet labelled “What & who makes our community safe?”
- Give participants post its and a pen. Or else leader write down their suggestions.
- Get them to think about and answer:
 1. Thing or people that makes them feel safe personally (e.g. parents, rules, helmets).
 2. Thing of people that makes a community safe for young people (e.g. streetlights, friendly adults, safe crossings, police, teachers, parents, older young people).
- Get them to put their answers onto post its and put on the wall
- As they put them up get them to share with other or leaders read out
- Ask them to explain why this is and discuss.
- Summarise the discussion and thank them for taking part.

10 min Survey

- Move into the full group
- Guide participants through the Safer Society survey on Voices for Impact website
- Support those who need help reading or understanding questions
- Encourage honest responses based on their own experiences
- Hand out tablets / laptops to get young people to complete; or if young people have their own device share the website or a QR code to the survey.

5 min Reflection and Close

- Reflection: One word describing how they feel or what they are thinking at the end of the sessions.
- Explain how their contributions will contribute towards collecting data on a local and national level, to help make more informed decisions on issues that impact young people.
- Thank participants and share that they can see the collective results through the website.

Workshop: Safer Society – Plan B

Learning Objectives

- Explore what makes young people feel safe or unsafe in their communities.
- Identify the biggest safety issues young people face in everyday life.
- Share ideas on how young people and communities can help create safer places for everyone.

Materials Needed

- Markers / pens
- Flipchart paper / paper

Workshop plan

5 min Ice-breaker

Select an ice breaker that will work for the group or from the list provided.

5 min Welcome

- Ask young people to share their name
- Share that Voices for Impact is an online platform where young people like you can share your opinions on things like school, friends, and the environment, so leaders can make better decisions for young people.
- What makes it unique is that you do this digitally and quickly.
- Across NI, ROI, Scotland and Wales lots of young people are using this to help us gather collective data, to enable us to impact and influence decision making.
- Share the learning objectives for the session.
- If appropriate, discuss and establish ground rules for sharing and listening respectfully.

20 min Safety Perspectives Café

- Arrange 5 tables / stations, each with one of the following safety theme (change these as appropriate for your group):

1. **Community violence & crime**
2. **Online safety & digital harm**
3. **Hate crime & discrimination**
4. **Domestic & relationship violence**
5. **Substance-related harm**

- Participants split into small groups and move around each different table or stations.
- If enough leaders, one go with each group.
- Explain as they go around we want then to discuss and note down reflections on these two questions:

1. What does this issue look like in your community?
2. What factors make it worse?"

- Leaders make sure groups rotate around all stations - you can do this in sync or let groups work it out.
- Get them to read what previous group wrote, add new ideas, and suggest one possible solution.
- Pull back into the full group & bring all the pages.
- Leaders go over and highlight common themes and surprising insights.
- Check in how they found completing this.

15 min Move forward - solutions

- Get everyone to stand in a line.
- Explain they can take a step / move forward with each suggestion they make.
- The challenge is to get to the other side of the room.
- We will go through the 5 areas we explored and you gives suggestions around what could be done to make these issues better for young people.
- When you put forward a suggestion you move / step forward.

1. **Community violence & crime**
2. **Online safety & digital harm**
3. **Hate crime & discrimination**
4. **Domestic & relationship violence**
5. **Substance-related harm**

- Leaders facilitate discussion on the answers given.
- At the end ask people to share which ideas sticks out the most to them.

10 min Survey

- Move into the full group
- Guide participants through the Safer Society survey on Voices for Impact website
- Support those who need help reading or understanding questions
- Encourage honest responses based on their own experiences
- Hand out tablets / laptops to get young people to complete; or if young people have their own device share the website or a QR code to the survey.

5 min Reflection and Close

- Reflection: One word describing how they feel or what they are thinking at the end of the sessions.
- Explain how their contributions will contribute towards collecting data on a local and national level, to help make more informed decisions on issues that impact young people.
- Thank participants and share that they can see the collective results through the website.