



# THE FREECHILD PROJECT YOUTH VOICE RUBRIC

|                    | THE WAYS YOUNG PEOPLE ARE ENGAGED   | CHALLENGE  | REWARD  |
|--------------------|---|--|---|
| ENGAGEMENT         | 8. Youth/Adult Equity. All youth, young adults and older adults are recognized for their impact and ownership of the outcomes.  | This is an exceptional relationship in communities that requires conscious commitment by all participants. Deliberately addresses barriers and constantly ensures shared outcomes.                               | Creates structures that establish and support safe, supportive, effective and sustainable environments for engagement, and ultimately recreates the climate and culture of organizations and communities.                     |
|                    | 7. Completely Youth-Driven Action. These activities do not include adults in positions of authority; rather, adults are there in secondary roles to support young people. | Young people may operate in a vacuum, often without the recognition of their impact on the larger community. Activities driven by youth and young adults may not be seen by older adults with deserved validity. | Developing complete ownership in communities allows young people to effectively drive community engagement. Young people experience the outcomes of their direct actions on themselves, their peers and the larger community. |
|                    | 6. Youth/Adult Equality. This is a 50/50 split of responsibilities, authority, obligation and commitment.   | There isn't recognition for the specific developmental needs or representation opportunities for young people. Without receiving that recognition, young people may lose interest and become disengaged.         | Young people can substantially transform adults' opinions, ideas and actions.   |
| PARTIAL ENGAGEMENT | 5. Youth-Consulted. Adults actively consult young people while they're involved.  | Young people have only the authority that older adults grant them, and their engagement is subject to external approval.   | Young people can substantially transform adults' opinions, ideas and actions.   |
|                    | 4. Youth-Informed. Young people inform adults.  | Adults do not have to let young people impact their decisions.   | Young people may influence adult-driven decisions or activities.  |
| NON-ENGAGEMENT     | 3. Tokenism. Adults assign young people only token roles.   | Youth and young adults are used inconsequentially by adults to reinforce the perception that young people are engaged.   | Validates youth and young adults attending events without requiring effort beyond that.   |
|                    | 2. Decoration. Adults use young people to decorate their activities.  | The presence of young people is treated as all that is necessary without reinforcing active engagement.  | Attendance by youth and young adults is a tangible outcome that may demonstrate consideration for engaging young people.  |
|                    | 1. Manipulation. Adults manipulate young people.  | Young people are forced to attend without regard to their interest.  | Adults experience involving young people and gain rationale for continuing activities.  |