Co-Design Protocol

Description in the Youth Voice Guide

The third stage, co-design, serves to use existing structures, such as the Community School Council meetings, to design protocols for scaling leadership development opportunities for students and adults with attention to disconnected students.

Introduction:

Creating Together is a protocol intended to support teams as they design and implement new programs, processes, and learning experiences. It is designed to provide equitable access to all members of a design team no matter their role, experience or age. This protocol will help facilitate a process of co-creation between youth and adults.

Team: 5-15 people (a 2-1 blend of students to adults – for example, with 15 participants, you could have 10 students and 5 adults.
Time: 2 Hours
Space: Open room for circle with tables to break into small groups and work

Bring the group together to sit in a circle or some formation where everyone can see everyone's face. We sit in circle to ensure that everyone in the group sees themselves as a leader and an equal voice with everyone else. We ask people in the circle to leave behind competition, role hierarchy, and perceptions we might have of each other. This is an opportunity for a group to come together and build. Find ways to honor all ideas and learn from and through your conversations together.

1. **Whole Team: Discussion, What's the problem?**
   Discuss the problem or issue (use chart paper to capture these ideas)
   In this step, our purpose is for the group to clarify and come to consensus about the problem or issue that you wish to address through design.
   - ✓ Who is involved or impacted by the issue?
   - ✓ Who can make decisions?
   - ✓ Who is excluded?
   - ✓ Why does the issue exist?
   - ✓ What are all the component parts of the problem or issue?

2. Solo: Reflection

Everyone should find a comfortable spot to reflect and write about the first discussion. Here are some things to consider:

✓ Did the discussion help clarify for you the purpose of the work together?
✓ What are your thoughts about the problem or issue?
✓ What else do you need to know or discuss before you can move on?

3. Whole team: Reflection debrief:

Are there any questions or missing information that you would like to know before we move on?

4. Whole Team: Discussion, Desired State

A desired state is what you think the world looks like when your design is successful. For instance, if the issue that you are looking at is youth access to more non-sports related activities then your desired state might be a catalog of options for after school activities that could include things like chess, hiking, drama, music, etc...

1. As a group, brainstorm the desired state. Record those ideas on chart paper
2. Then, what are some ways to get to that desired state (one idea is to design more programs; another idea is to design a structure where students lead the activities).

5. Solo: Reflection, What is your desired state and why. Each person writes this on chart paper

6. Whole Team: Building Consensus

One way to build consensus is to take time getting to know each other's ideas. We will use a chalk talk, to get to know the ideas of your peers. The chalk talk is a silent conversation using the ideas on the chart paper.

1. Chalk talk: Read all the ideas on chart paper and use a marker to respond:
   - ask questions
   - Build on their idea
   - Make connections to other ideas in the room

2. Consensus building:
   - After reading all the chart paper responses stand by the chart paper response that you think the group should use.
   - As a group, move similar charts to combine them into one lager chart. Try to get down to 2-3 different ideas
   - Now, stand by the chart that reflects the design that you want the group to pursue.
   - Vote with your feet - Hold a conversation across the room to convince others to go with your idea

- Once there is agreement on one idea, Celebrate!

7. **Reflection:** *How do you feel about the process? How can you best support this work?*

Based on Stanford University's, Design Thinking Process and National Equity Project's, Liberatory Design model