

# HAVE YOU ANY IDEA?

If you do, you can get money  
to make it happen...

**NO MESSIN'!**

**NO!  
MESSIN'!**  
Powered by Network Rail

It's not always easy to find somewhere safe to play or hang out. This is your chance to get something going for you and your mates.

It's simple. Your group identifies the problem (could be that you get bored and end up playing in dangerous places, or get pushed around by an older group) then you come up with a project that solves it!

This could include the chance to play a sport or other things to do locally. Then NO MESSIN'! will give you the money, support and training to make it happen.

This is your chance to get up to £200 to turn your idea into reality and the chance to go on a three-day residential training course with other teams from Scotland, Wales and England. The training will help make your project a success as you learn skills in teamwork, problem-solving and communication.

# NO MESSIN'! PLANNING PACK

*Powered by Network Rail*

'No Messin'! is an award winning campaign developed by Network Rail to offer young people alternatives to messing about on train tracks. It is all about giving you the chance to test your skills at a range of activities from boxing, wrestling, creative art, archery, karate, motor biking, freestyle football, climbing and plus much more.

View the website to watch video clips or download music, wallpaper, pictures as well as play online games – all for FREE!!!

You can even put stuff you download onto your mySpace, Facebook or Twitter pages, or just send it to your mates. Have a look at [www.no-messin.com](http://www.no-messin.com) to see for yourself!

Also, read real life stories about those affected by rail crime, as well as other community projects that are sponsored by Network Rail's No Messin' campaign. Plus test your knowledge by entering the on line competitions to win a Nintendo Wii.

**NetworkRail**



in partnership with





in partnership with



THE NETWORK OF YOUTH CLUBS AND GROUPS IN SCOTLAND



THE NETWORK FOR QUALITY WORK WITH YOUNG PEOPLE

**Dear Colleague**

## **No Messin'! Programme Planning Pack**

Thanks for taking the time to register your interest in Network Rail's No Messin'! programme.

Network Rail, Youth Scotland, UK Youth and Youth Cymru hope that you will use this Planning Pack to support young people that you are working with to think about the issues that affect them, and consider ideas that they could undertake to make themselves and others in their area feel safer.

We hope that your Youth Group will complete the Project Proposal Form and return it to your area contact by **12th February 2010**. You should have received the form with this pack and it is also downloadable from <http://www.youthscotland.org.uk/projects/no-messin.htm>

### **By returning the Project Proposal Form, you could get:**

- An all expenses paid No Messin'! Residential event for your No Messin'! Team. Teams from Scotland, England and Wales will meet to develop knowledge and skills that will help you deliver your own project ideas – and take part in some adventurous and fun activities.
- Up to £200 towards the cost of delivering your project idea.
- Accredited awards for your team members.
- Support to raise awareness of the good work your Youth Group is doing in your local community.

### **Your No Messin'! Team**

Your project might involve any number of people of all ages but we are looking for a team of between 4 and 8 young people, aged 10 to 14 between October 2009 and April 2010, who will form your No Messin'! team and lead your project with the help of your own appointed Support Worker. Teams must be based in Scotland, England or Wales.

### **Your Team Support Worker**

You will be asked to name a "Support Worker" on the Project Proposal Form. This person will be the main contact for your team and is most likely to be one of your Youth Group's Youth Workers (voluntary, sessional, part time or full time).

## **Accredited Awards**

All participants will be offered the opportunity to gain accredited recognition for the responsibility they take and the skills that they gain with costs being met by the No Messin'! programme.

Dynamic Youth Awards enable 10 – 14 year olds to measure their own and each other's achievements against benchmarks of responsibility taken, commitment and distance travelled to gain an award accredited by ASDAN, the Award Scheme Development and Accreditation Network. Further details on the Dynamic Youth Awards can be found at [www.youthscotland.org.uk](http://www.youthscotland.org.uk)



Groups that would prefer to use the internally certificated Youth Challenges programme may opt to use these instead. Further details on the Youth Challenges can be found at [www.ukyouth.org](http://www.ukyouth.org)

## **The No Messin'! Residential**

Teams selected to participate will have their reasonable travel expenses paid to travel to UK Youth's Avon Tyrrell Activity Centre in the New Forest, Hampshire, to take part in a packed residential programme that includes team building, knowledge and skills development sessions as well as some adventurous activities.

This event is free and teams selected to participate will be offered one of two dates to take part in during the Easter holidays – 6<sup>th</sup> to 8<sup>th</sup> April or 9<sup>th</sup> to 11<sup>th</sup> April. At least four team members must attend one of the residentials and it is expected that two Workers will accompany each team. There will be six teams at each residential representing youth groups from Scotland, England and Wales. Full details will be provided to teams selected to participate.

## **Your Project Proposal**

We are looking for youth led projects which tackle issues that young people have identified for themselves.

Network Rail is providing the financial support for the No Messin'! Programme and we hope that some projects will be addressing rail safety issues, particularly in areas where there is a high occurrence of railway crime.

We expect the planning for the project to involve the local community and be well underway by the 12<sup>th</sup> February. There is no deadline for project completion but we will be looking for a progress update by 23 July 2010.

We expect all projects to have thought about who will be responsible for maintaining their project.

Youth Groups are welcome to put in as many Project Proposal Forms as they wish but projects should not be reliant on each other's success.

## The Selection Criteria

Project proposals will be selected using the following criteria:

- **Community Involvement**

How involved has the wider community been in identifying the need for the project, changing its design or contributing to its completion? Is there any evidence that the wider community are aware of the project plan?

- **Planning**

Has the team thought through what needs to be done, who will do it and where the resources and skills will come from to achieve it.

- **Purpose rather than Product**

We're interested to know what difference your project idea will have in making communities safer. So don't just tell us what you are planning to do, tell us why you are doing it.

- **Permission**

If permission is required for the project, has it been sought or received?

- **Achievable and Challenging**

Is the project realistic for the team to achieve within the timescale

## Your Planning Pack

The No Messin'! programme team recognises that no two youth groups or youth workers are the same and that you will already have skills, experience and resources to support youth groups to develop project ideas. The following processes are offered for your group to adapt to help you complete and return the Project Proposal Form.

The No Messin'! Planning Pack offers a step by step process:

**Step 1** Use the **Safe in My Place** resource to introduce the topic of community safety to your youth group and explore and record the issues that have been discussed.

**Step 2** Deliver a "Big Ideas Night" where members of the youth group develop ideas for projects that they could deliver to tackle the issues that are most important to them. You could use the **Ideas Storm** activity resource to help deliver your "Big Ideas Night".

**Step 3** Prioritise which idea/s your group want to tackle. This could be delivered as part of your "Big Ideas Night" using the **Sticky Dots** activity resource.

**Step 4** Use the **Spider's Web** activity resource to help plan out how you will achieve your project.

**Step 5** COMPLETE AND RETURN THE **PROJECT PROPOSAL FORM** BY THE CLOSING DATE OF **12 FEBRUARY 2010**.

Note: The **Ideas Storm**, **Sticky Dots** and **Spider's Web** activity resources are copied from Youth Scotland's "Keep It Real" youth participation pack.



## Still got questions?

Email or phone your country contact:

**Scotland** John Nicolson, Tel 01324 504405,  
Email [john.nicolson@youthscotland.org.uk](mailto:john.nicolson@youthscotland.org.uk)

**England** Yvonne Richards, Tel 0845 8620428,  
Email [yvonne@ukyouth.org](mailto:yvonne@ukyouth.org)

**Wales** Robert Brierley, Tel 01545 570837,  
Email [robert@youthcymru.org.uk](mailto:robert@youthcymru.org.uk)



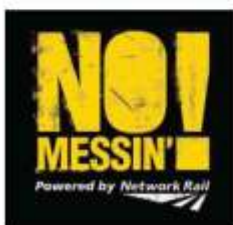
# Safe in My Place

## STEP 1

### No Messin'! Powered by Network Rail

No Messin' is an award winning campaign which aims to signpost young people to local clubs and activities instead of them spending their time less constructively and getting involved in anti social behaviour. The campaign also teaches everyone about railway safety.

Take a look at the No Messin' website [www.no-messin.com](http://www.no-messin.com) which has lots of news updates, video clips, pictures, wallpapers as well as downloadable music and competitions to enter. We also feature real life stories about those affected by railway crime, and the community projects being helped by the NO MESSIN' campaign to keep young people safe.



Youth Scotland is the network of youth clubs and groups in Scotland. It is the largest non-uniformed youth organisation in Scotland and one of the key providers of training, information, advice and support to part time and voluntary youth workers and the young people they support. Working in partnership with a network of area associations and local authorities, Youth Scotland is committed to supporting youth workers to deliver high quality, inclusive and effective youth work. For more information about the range of projects, programmes and training Youth Scotland currently offers log on to [www.youthscotland.org.uk](http://www.youthscotland.org.uk)

## Facilitator's Notes

**SafeInMyPlace** provides a fun and interactive way of supporting young people to share their opinions about their community safety issues in a group setting. The activity forms part of a journey, and should be entered into with this in mind. It is expected that you will be working with a group of young people that show and expect respect from each other and have established their own ground rules for how their group operates.

The activity does not proscribe the outcome, but provides a structure for a journey that might lead to youth led; community campaigning; negotiation for better services; development of a community project; or at least a better understanding of the issues faced by young people in their community.

### Skills Required

The facilitator should be skilled in supporting an environment where the group observes its own rules on respect, listening, valuing the opinion of others and where group members feel confident to voice their own opinion.

### Target Group

**SafeInMyPlace** was designed for use with 10 to 16 year olds, but you may find the activity is equally relevant to other groups. It is recommended that there are a maximum of 8 participants in the group.

### The Aim

To share and debate existing perceptions of community safety issues, in order to prioritise and develop ideas to tackle them.

## What you need

1. **SafeInMyPlace** themed statement cards.  
There are 5 themes, with 9 statements and one blank card in each theme. You can introduce your own statements into the activity using the blank cards.
2. **SafeInMyPlace** Agree and Disagree cards.
3. Enough space for your group to sit in a circle.
4. A space that minimises external interruptions.
5. A space that will allow every member of the group to hear what is spoken by each member.



## How to do it

1. Place the Agree and Disagree cards in the centre of the circle so that all group members can see them.
2. Explain to the group that they will receive a statement card at random and that they should keep their statement secret until it is their turn.

**Tip - You could choose to work with a selected theme or themes rather than using all the statement cards.**

3. Hand out one or more of the statement cards offering them face down for the participant to select at random. (Or leave them in a pile to be picked one at a time from the top of the pack, but this leaves less thinking time for the owner of the card)
4. Ask participants to read their own card and consider whether they agree or disagree and remind them to keep their statement secret until it is their turn.

**Tip – Each theme has one blank card in the pack. You can use this to add your own statement into the activity. Otherwise remember to remove the blanks from the pack before you start playing.**

5. Ask the first group member to turn over their card and read out their statement and then to place it below the Agree or Disagree cards in the centre of the circle. Then ask them to explain why they agree or disagree.

**Tip - You may need to encourage participation by explaining that there are no right or wrong answers to the statements as they are dependent on the opinion of the individual.**

6. Invite other members of the group to share their thoughts and to give them ownership of the activity – the group should ideally start facilitating itself! The owner of the statement card may choose to change their mind following this discussion but this must be their choice. The owner of the card chooses under which heading the card will be placed. Draw the discussion to an end before it dries up.

**Tip - You may need to remind the group of its rules in regard to respect for each others opinions and listening to others.**

7. Move on to the next participants in turn, ensuring that everyone in the group gets a chance to read out their card or cards.

**Tip - Encourage discussion by offering a different perspective on the statement, but keep the pace moving and the activity interesting.**

Contact Youth Scotland if you would like a printed copy of this toolkit.

**NO!**  
**MESSIN'!**

**DON'T MAKE THE TRACKS YOUR FINAL DESTINATION**

Powered by  
**Network Rail**



**The following pages contain the statement cards for the Safe in My Place activity.**

**You will need to print them double sided and cut them in half to create 10 statement cards for each of the 5 themes.**

**You should also print a copy of the Agree and Disagree Cards**

# Safe in My Place

*It is OK for young people  
to hang about in groups*

DISAGREE?



AGREE?



Things to do/places to Go

# Safe in My Place

*Railway Stations are safe  
places to be at night*

DISAGREE?

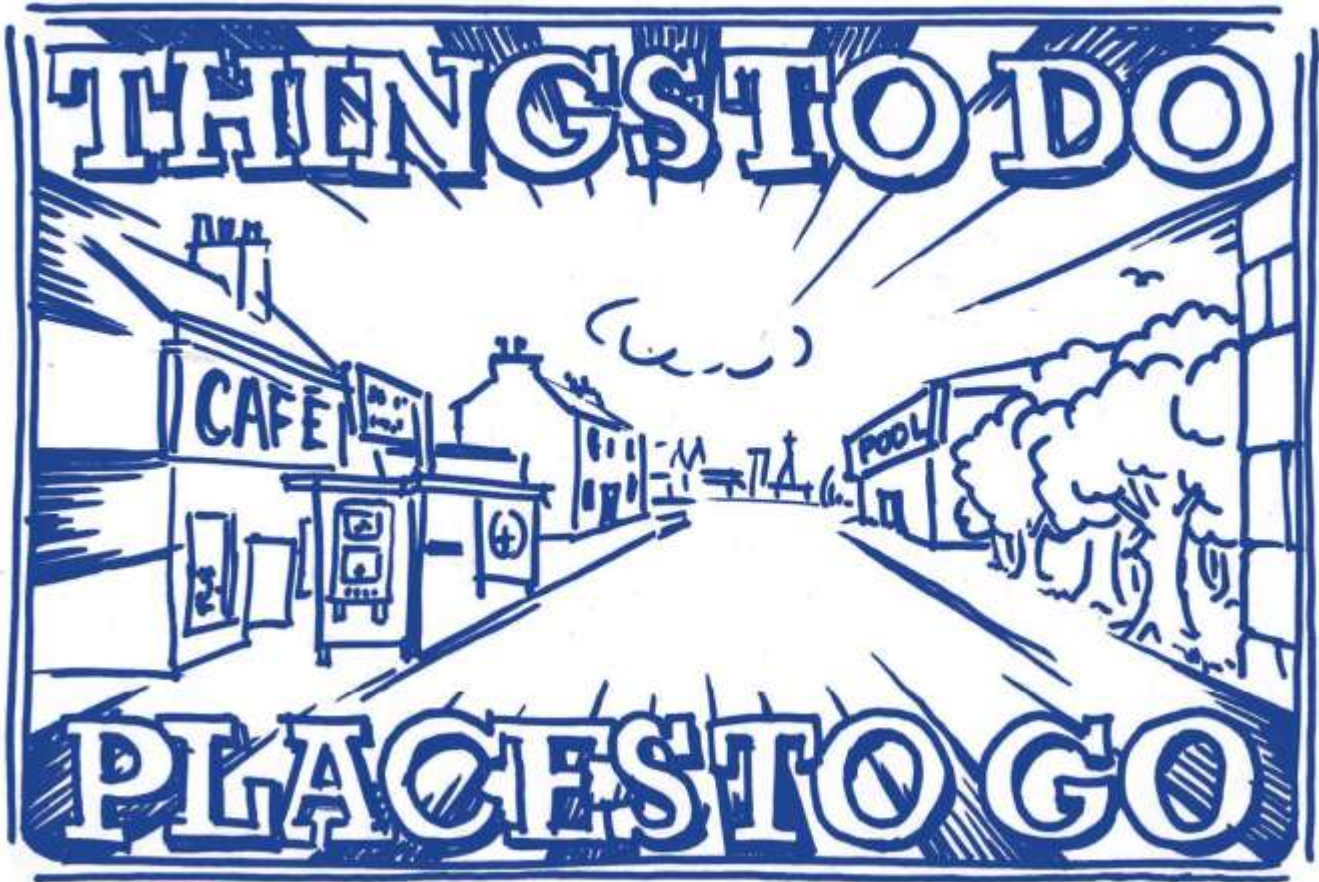


AGREE?



Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place

*Hanging about in the park with a bunch of mates is intimidating for others*

DISAGREE?



AGREE?



Things to do/places to Go

# Safe in My Place

*I know where to find information about things to do where I live*

DISAGREE?

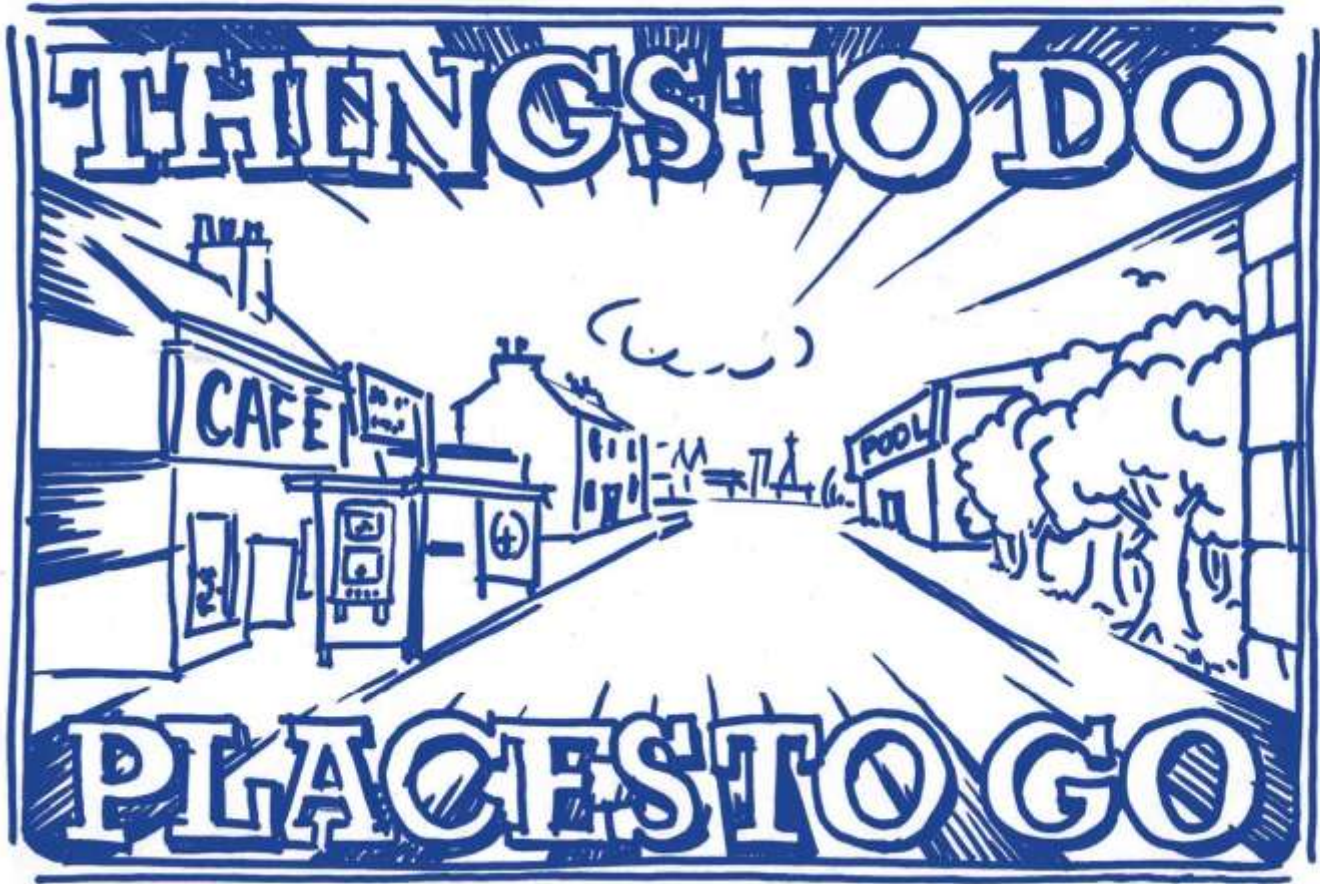


AGREE?



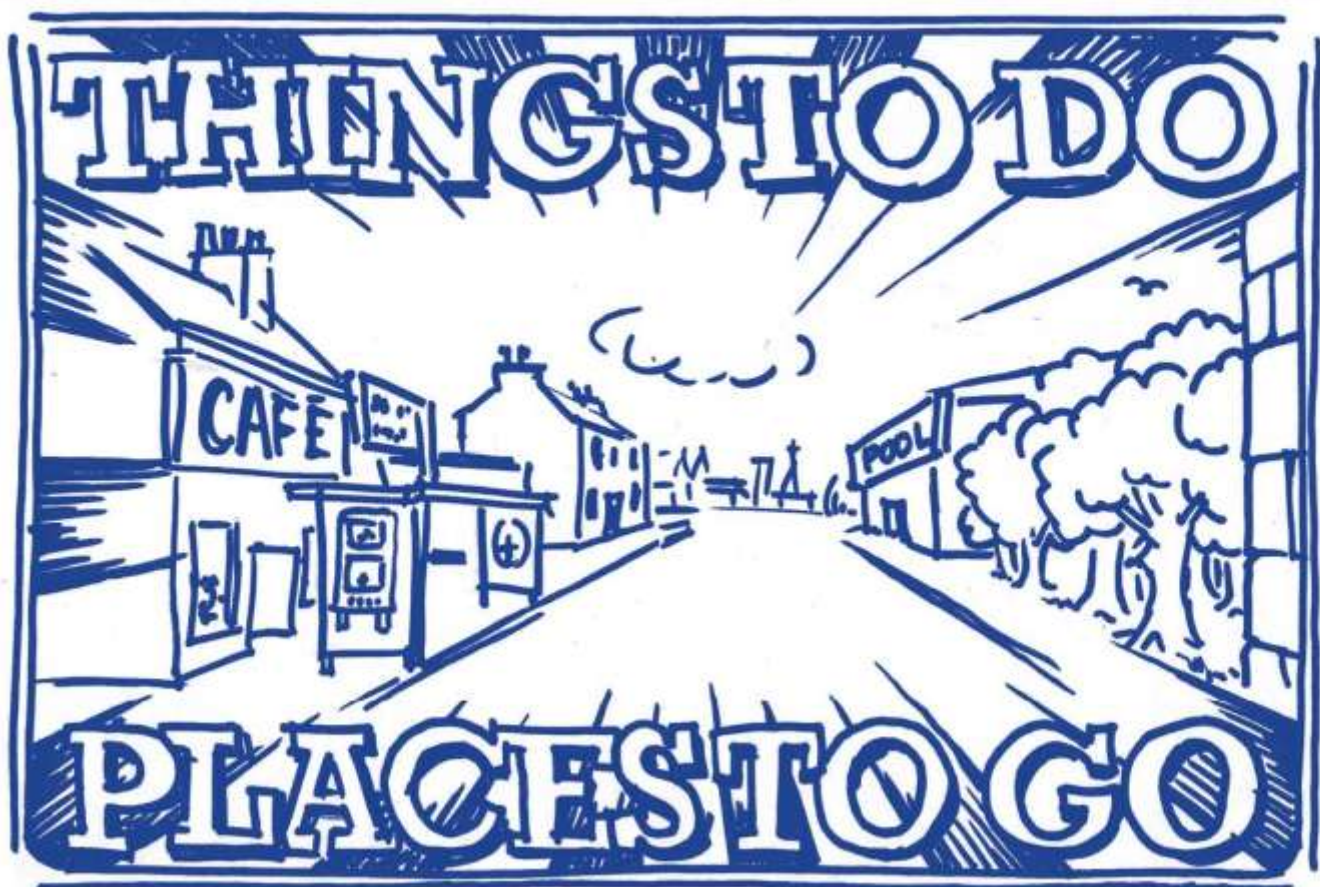
Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place

***Vandalised places don't  
feel safe***

DISAGREE?



AGREE?



Things to do/places to Go

# Safe in My Place

***Passing a group of  
people that I don't know  
is scary***

DISAGREE?

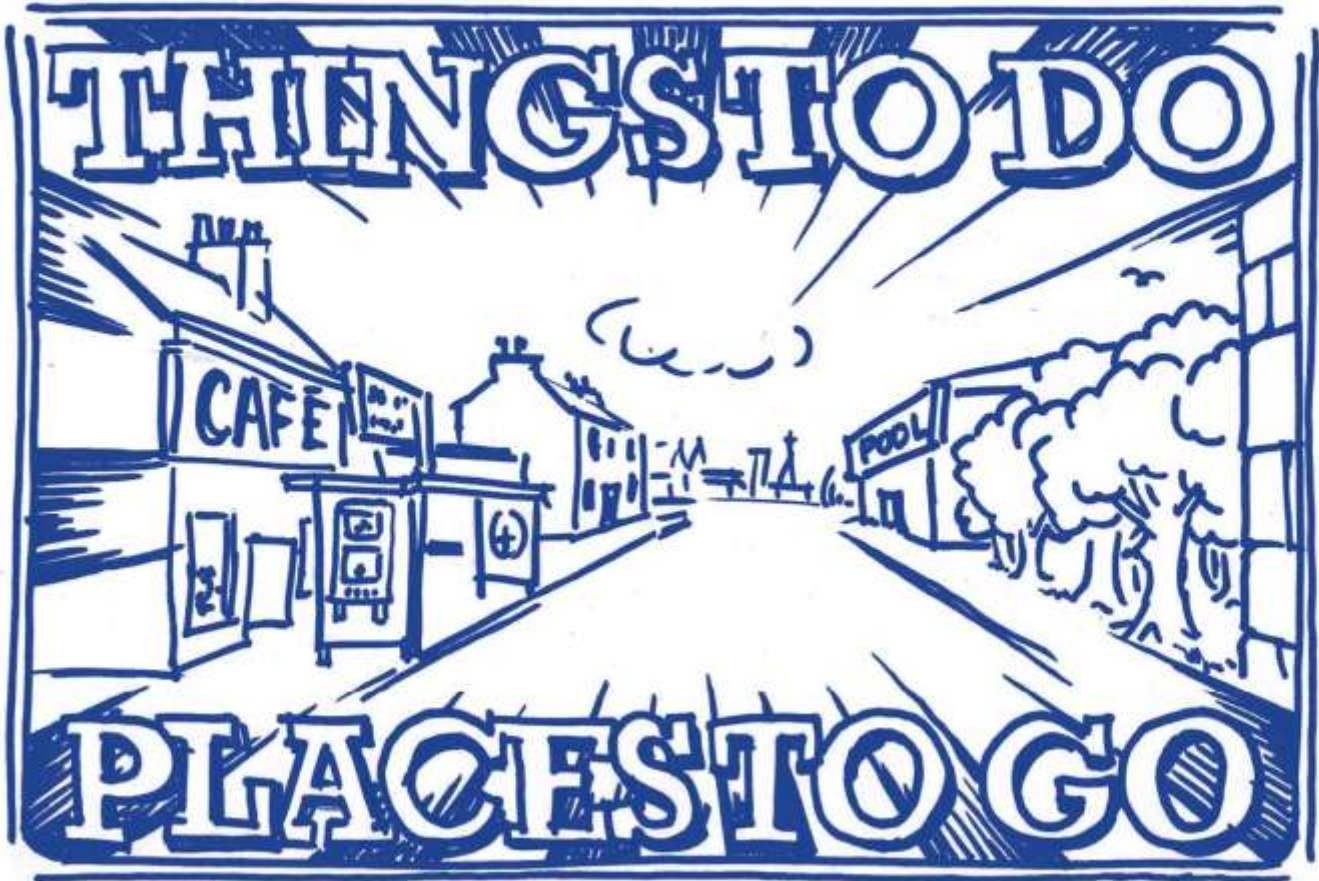


AGREE?



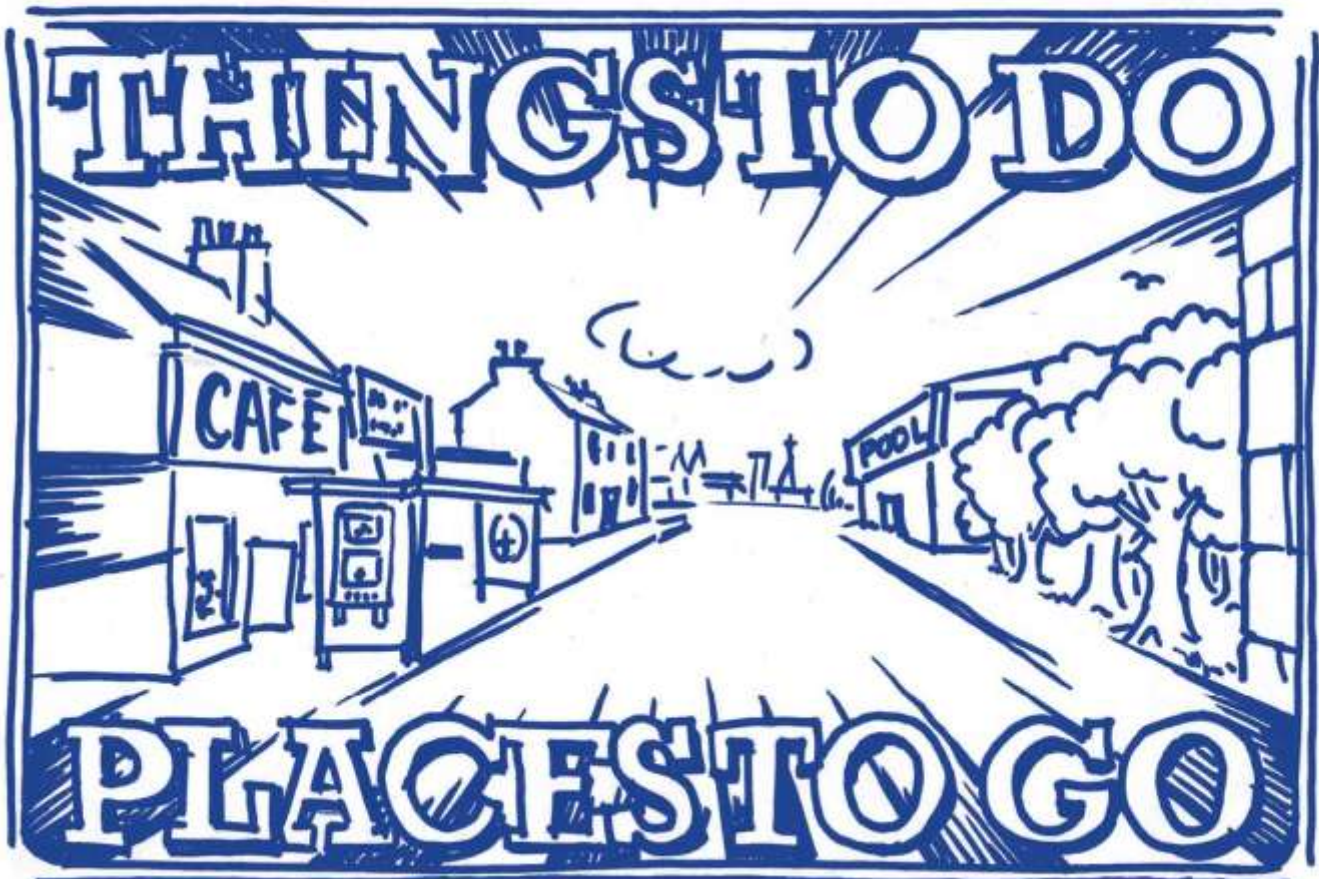
Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place

***Drinking alcohol makes  
people do dangerous  
things***

DISAGREE?



AGREE?



Things to do/places to Go

# Safe in My Place

***I would rather not go  
somewhere, than use a  
train or a bus on my own***

DISAGREE?

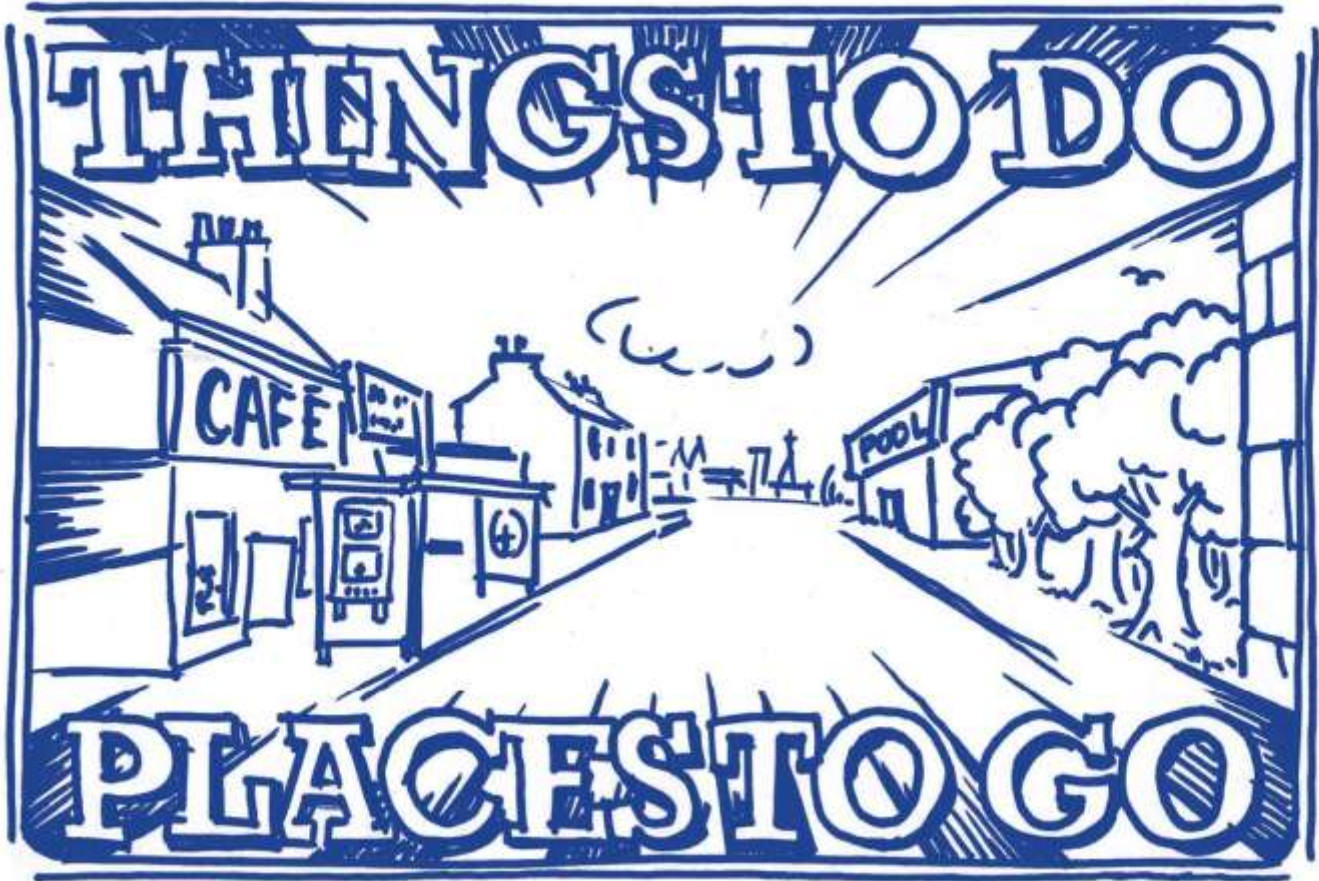


AGREE?



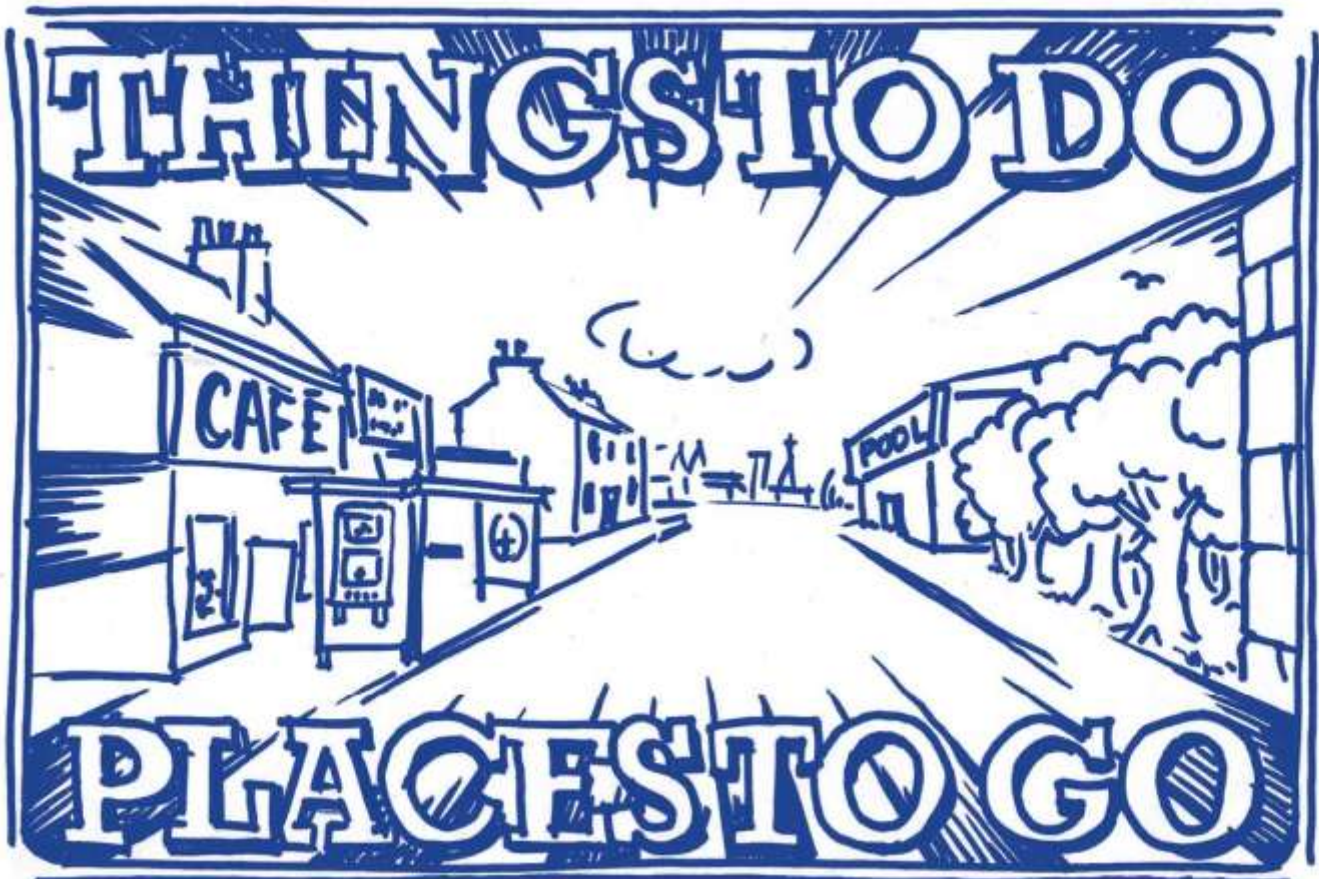
Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place

*All cyclists should pass a test like car users before they are allowed on the road*

DISAGREE?



AGREE?



Things to do/places to Go

# Safe in My Place

DISAGREE?

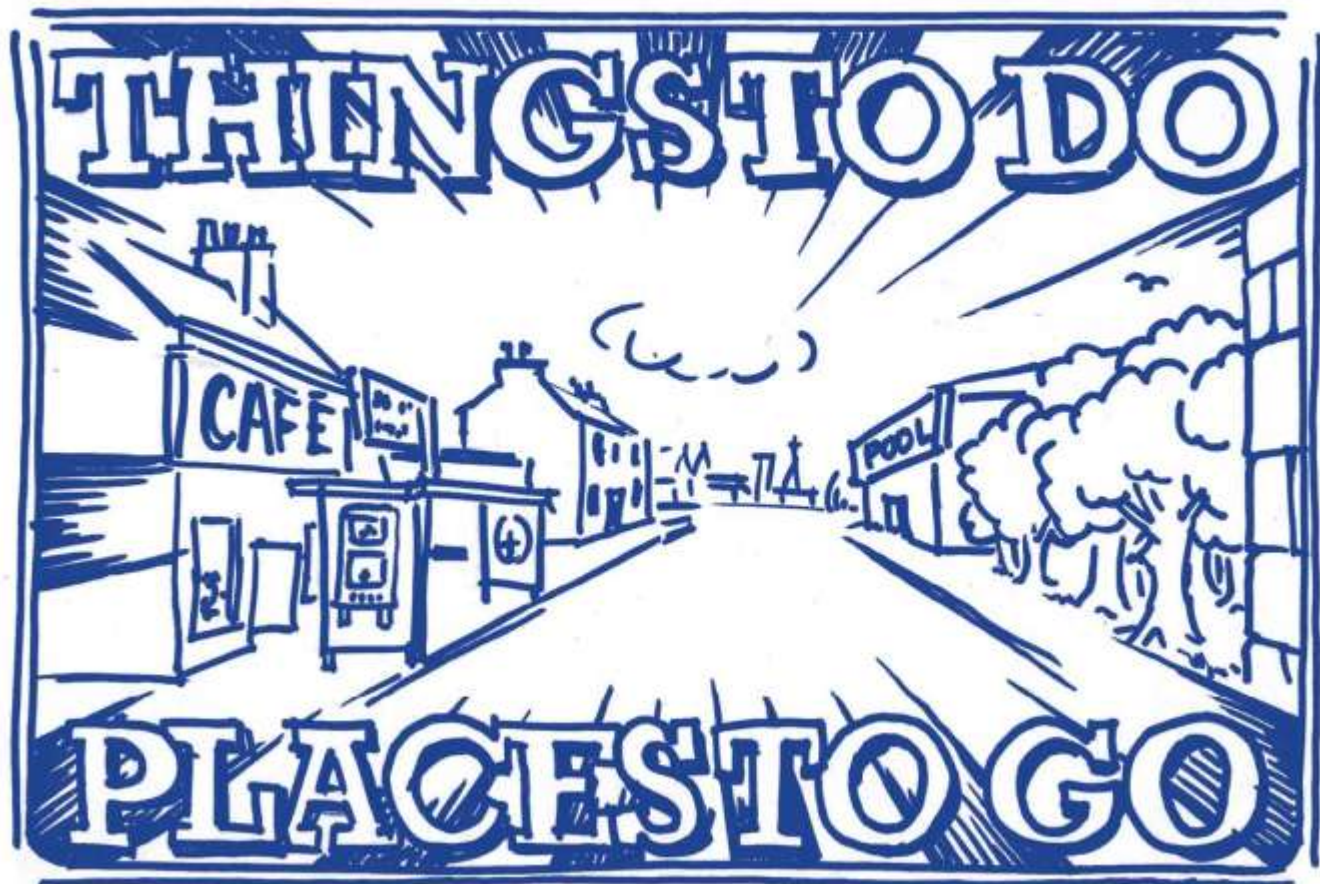


AGREE?



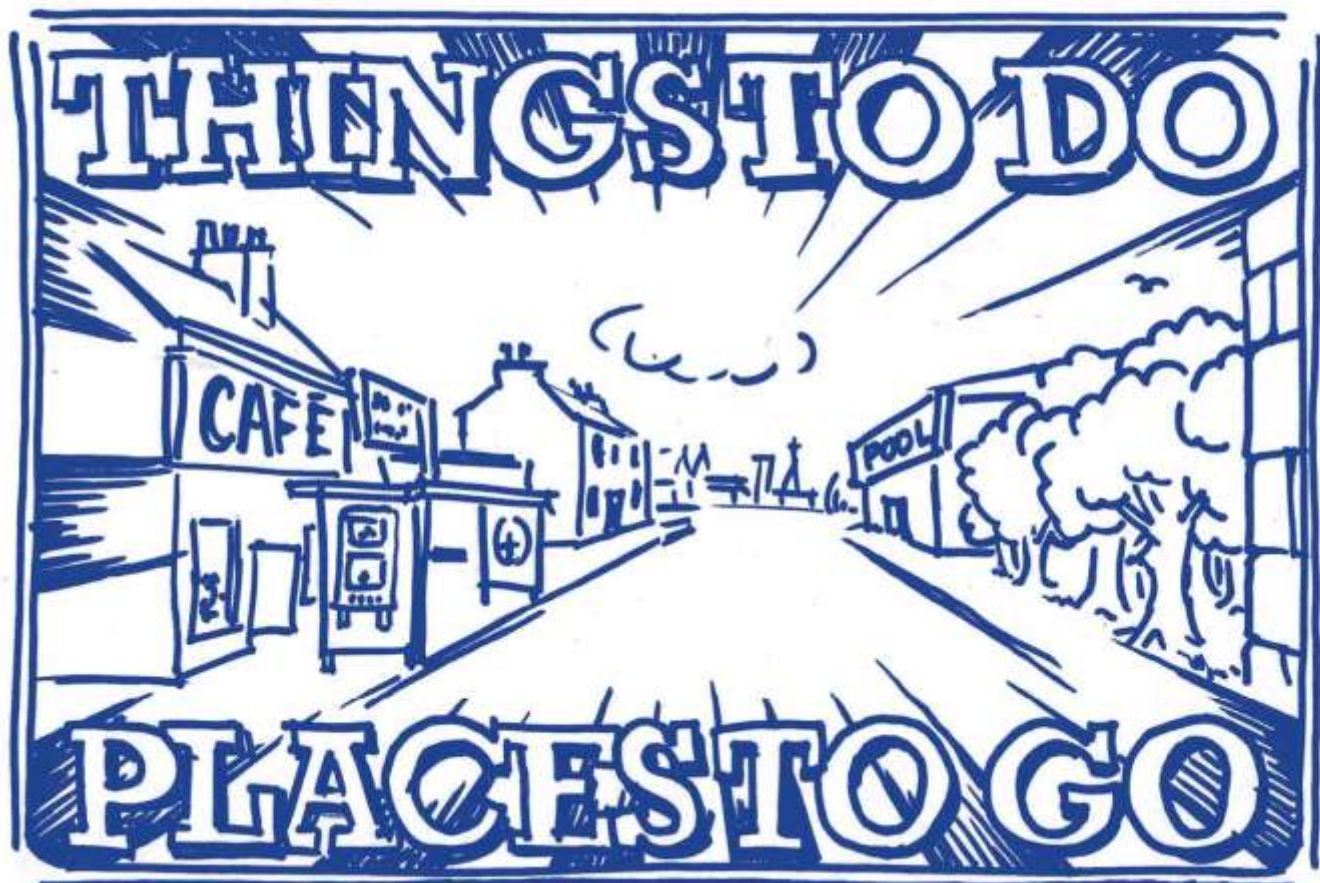
Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place



Things to do/places to Go

# Safe in My Place

*I have the right to ride  
my bike wherever I want*

DISAGREE?



AGREE?



Travel & Transport

# Safe in My Place

*Being able to travel  
safely on my own is very  
important to me*

DISAGREE?



AGREE?



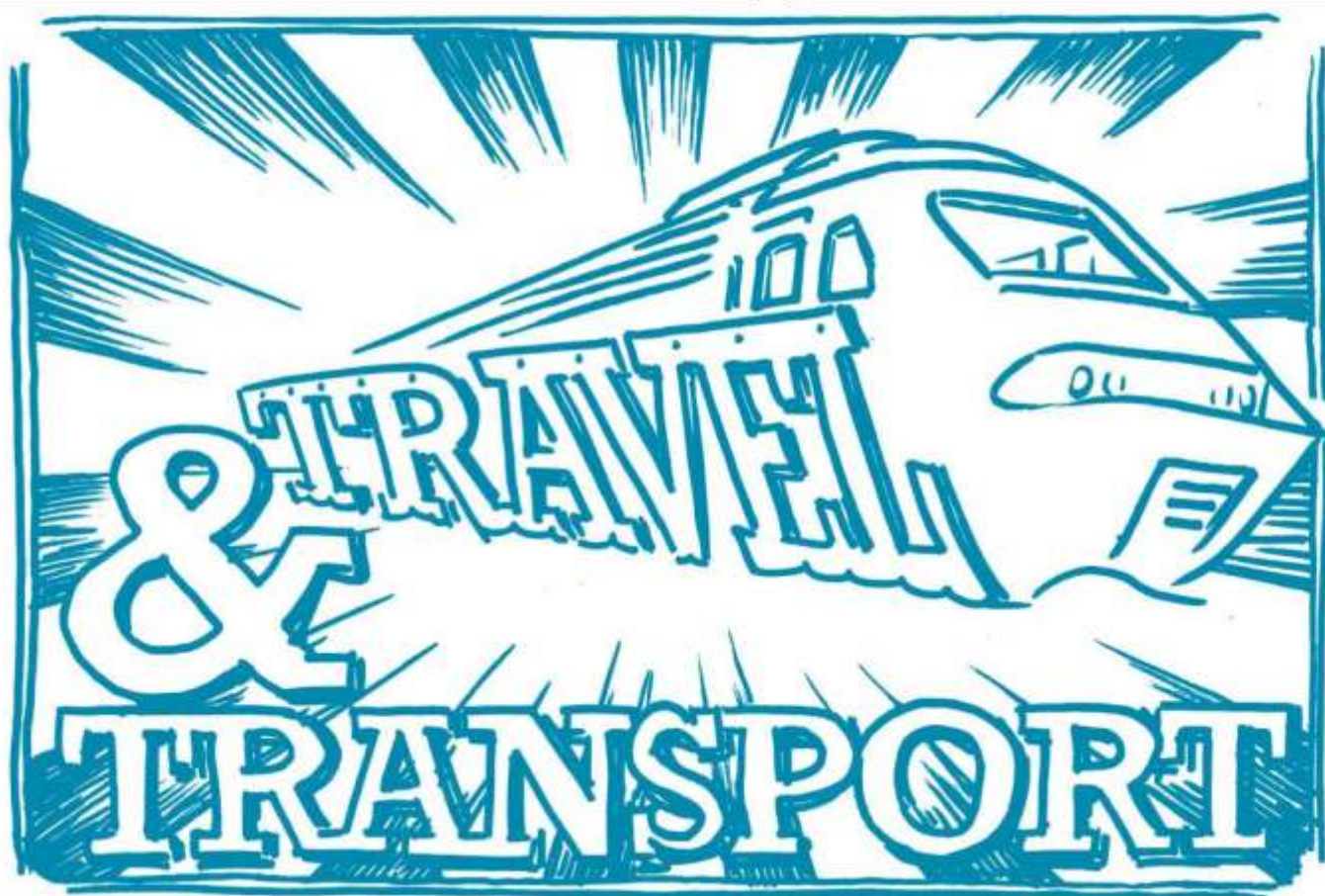
Travel & Transport

**Safe**inMyPlace



Travel & Transport

**Safe**inMyPlace



Travel & Transport

# Safe in My Place

*Not all level crossings  
need barriers*

DISAGREE?



AGREE?



Travel & Transport

# Safe in My Place

*Trains are the safest  
form of transport*

DISAGREE?



AGREE?



Travel & Transport

**Safe**inMyPlace



Travel & Transport

**Safe**inMyPlace



Travel & Transport

# Safe in My Place

*Trains are not environmentally friendly*

DISAGREE?



AGREE?



Travel & Transport

# Safe in My Place

*If I missed the last train or bus, I'd already have a plan of how to get home*

DISAGREE?



AGREE?



Travel & Transport

**Safe** in My Place



Travel & Transport

**Safe** in My Place



Travel & Transport

# Safe in My Place

*If the driver is seriously injured, then the train will crash*

DISAGREE?



AGREE?



Travel & Transport

# Safe in My Place

*It is a good thing if I can dodge paying my fare*

DISAGREE?

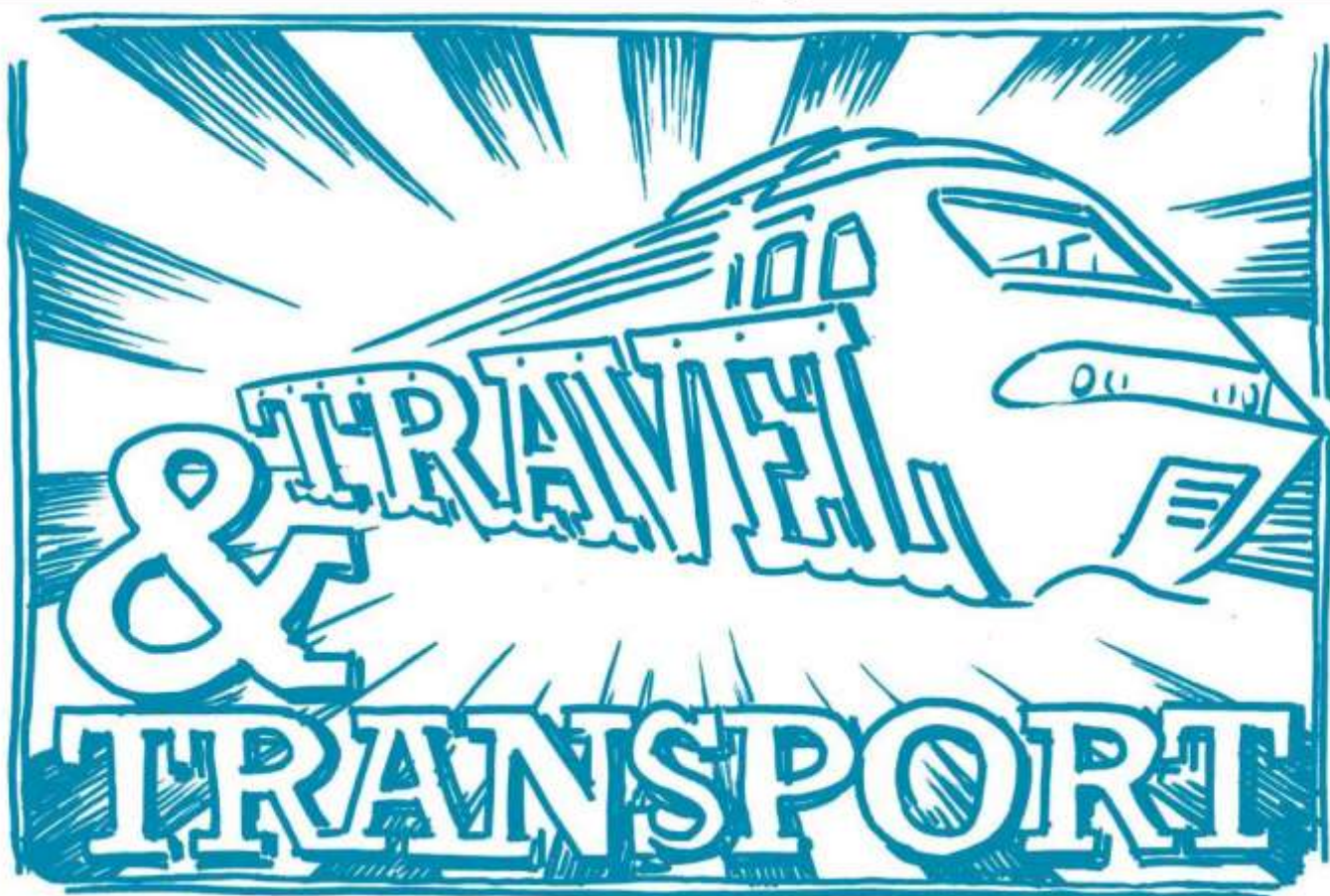


AGREE?



Travel & Transport

**Safe** in My Place



Travel & Transport

**Safe** in My Place



Travel & Transport

# Safe in My Place

*I don't want to hear other people's music on the train or bus*

DISAGREE?



AGREE?



Travel & Transport

# Safe in My Place

DISAGREE?



AGREE?



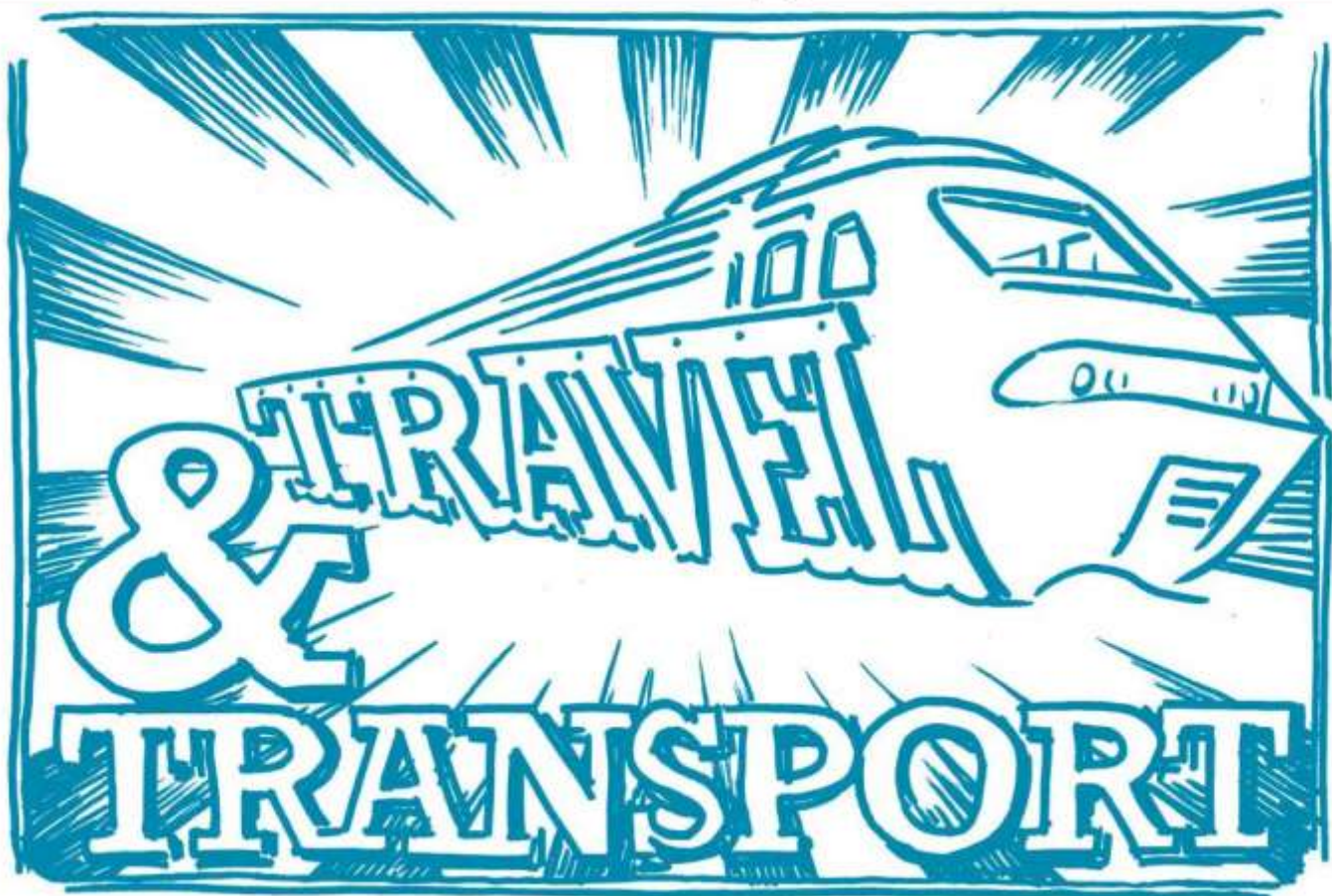
Travel & Transport

**Safe** in My Place



Travel & Transport

**Safe** in My Place



Travel & Transport

# Safe in My Place

*Police patrolling my area  
makes me feel safe*

DISAGREE?



AGREE?



Crime & Law

# Safe in My Place

*Breaking the law is only  
a problem if I get caught*

DISAGREE?



AGREE?



Crime & Law

# Safe in My Place



Crime & Law

# Safe in My Place



Crime & Law

# Safe in My Place

***Drunken people should  
not be allowed on trains  
or buses***

DISAGREE?



AGREE?



Crime & Law

# Safe in My Place

***Graffiti is a victimless  
crime***

DISAGREE?



AGREE?



Crime & Law

# Safe in My Place



Crime & Law

# Safe in My Place



Crime & Law

# Safe in My Place

*Carrying a knife makes  
me feel safer*

DISAGREE?



AGREE?



Crime & Law

# Safe in My Place

*I know somebody who  
has had their mobile  
phone stolen*

DISAGREE?



AGREE?



Crime & Law

**Safe**inMyPlace



Crime & Law

**Safe**inMyPlace



Crime & Law

# Safe in My Place

*People who throw things  
at trains should be  
charged with murder or  
attempted murder*

DISAGREE?



AGREE?



Crime & Law

# Safe in My Place

*Young people commit  
crime more than they are  
the victims of crime*

DISAGREE?



AGREE?



Crime & Law

**Safe**inMyPlace



Crime & Law

**Safe**inMyPlace



Crime & Law

# Safe in My Place

*Fencing the railways  
makes my community  
feel like a prison*

DISAGREE?



AGREE?



Crime & Law

# Safe in My Place

DISAGREE?



AGREE?



Crime & Law

# Safe in My Place



Crime & Law

# Safe in My Place



Crime & Law

# Safe in My Place

*I have learnt something  
new about the railways  
or my community by  
watching the news*

DISAGREE?



AGREE?



Press & Security Cameras

# Safe in My Place

*Newspapers and TV  
makes young people look  
like criminals*

DISAGREE?

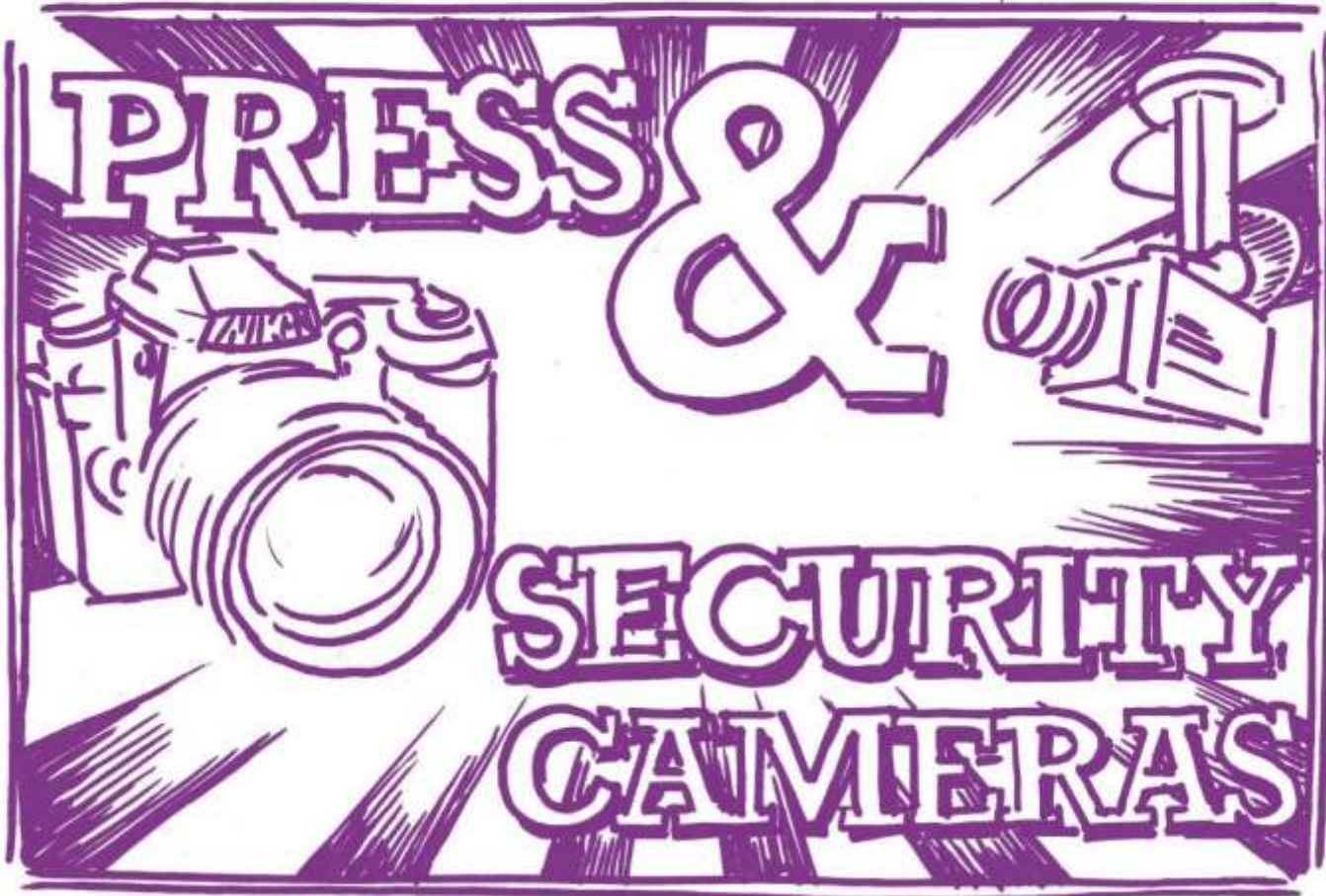


AGREE?



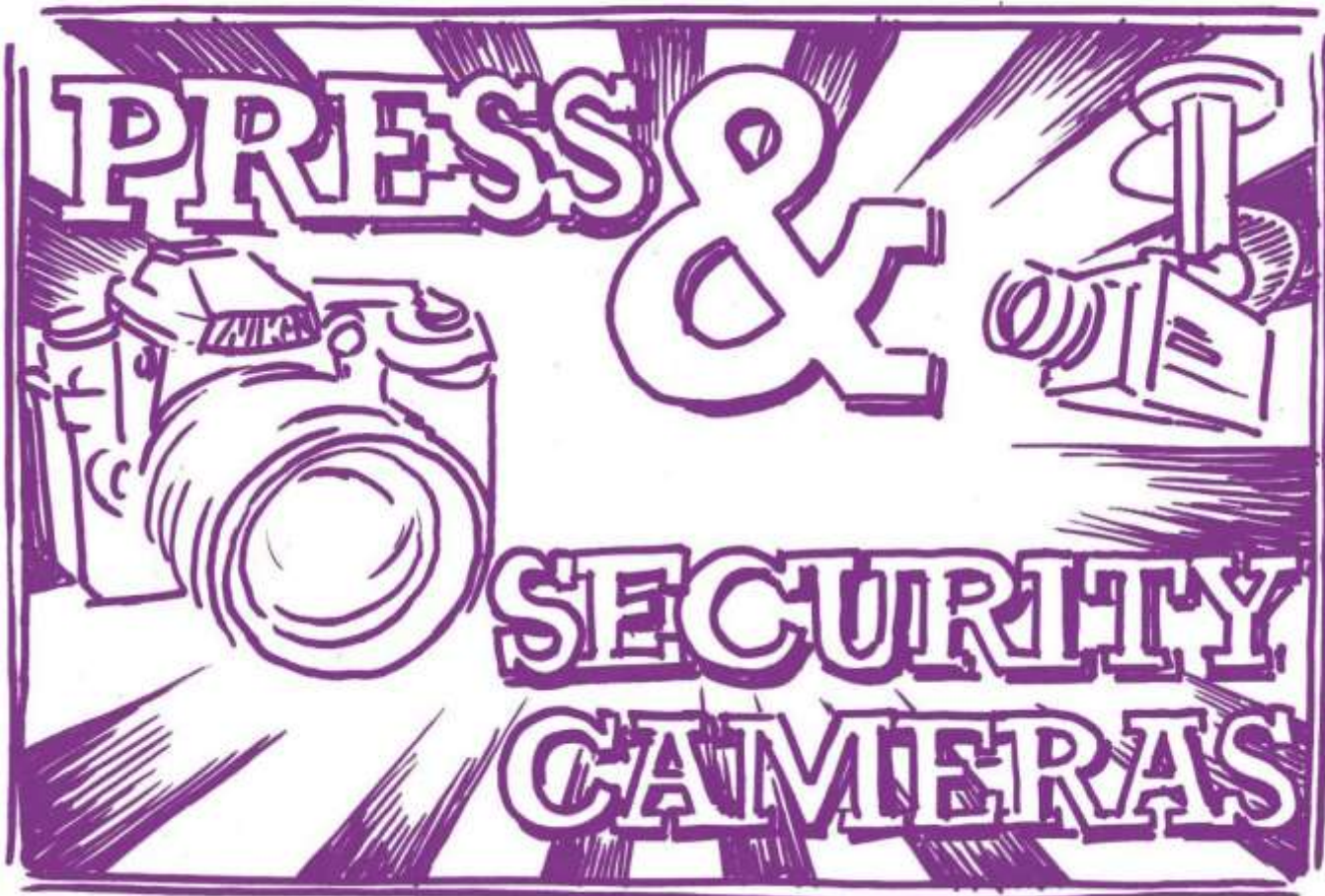
Press & Security Cameras

**Safe**inMyPlace



Press & Security Cameras

**Safe**inMyPlace



Press & Security Cameras

# Safe in My Place

***Video evidence from  
security cameras cannot  
be used in court***

DISAGREE?



AGREE?



Press & Security Cameras

# Safe in My Place

***News on TV is boring and  
of no interest to me***

DISAGREE?

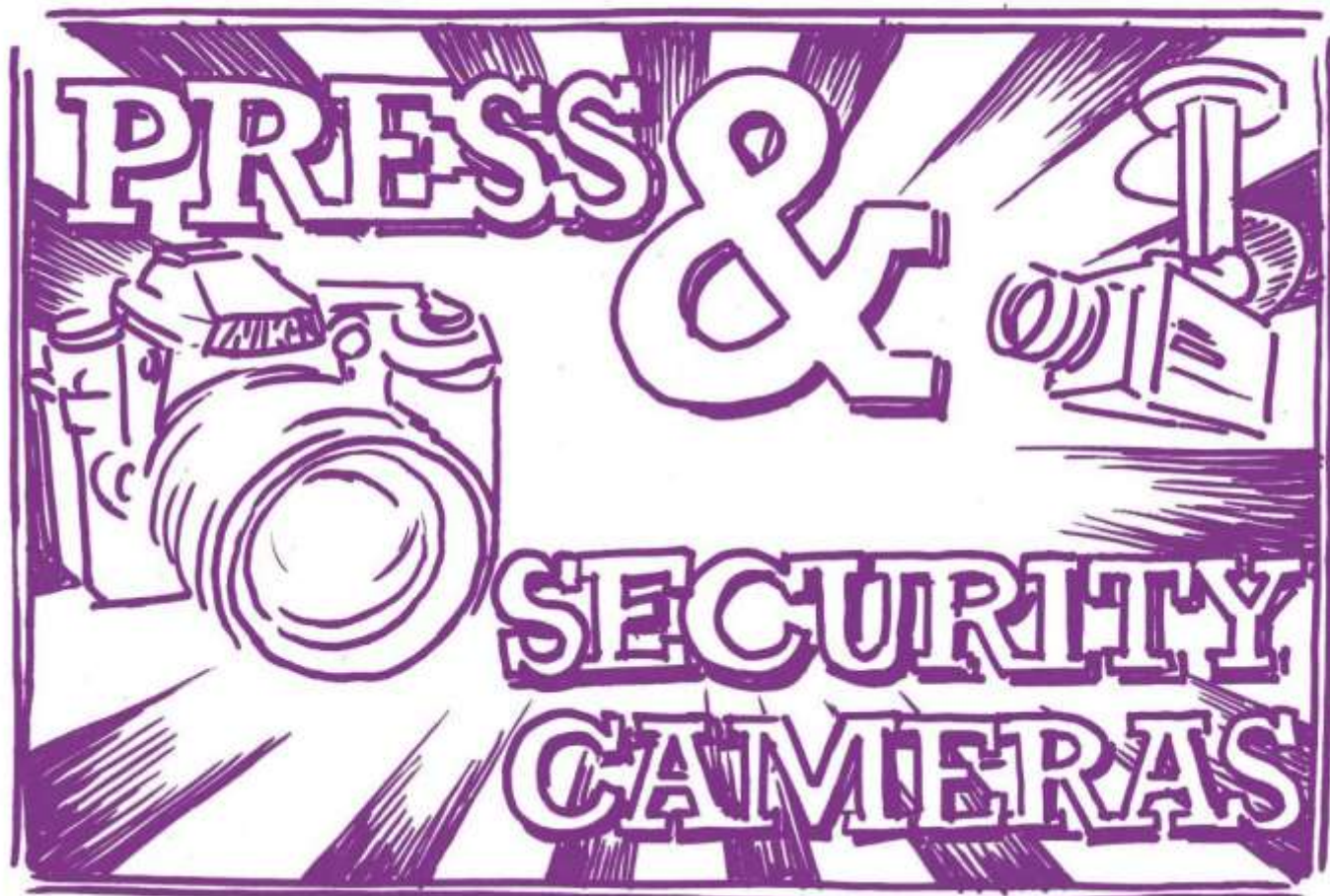


AGREE?



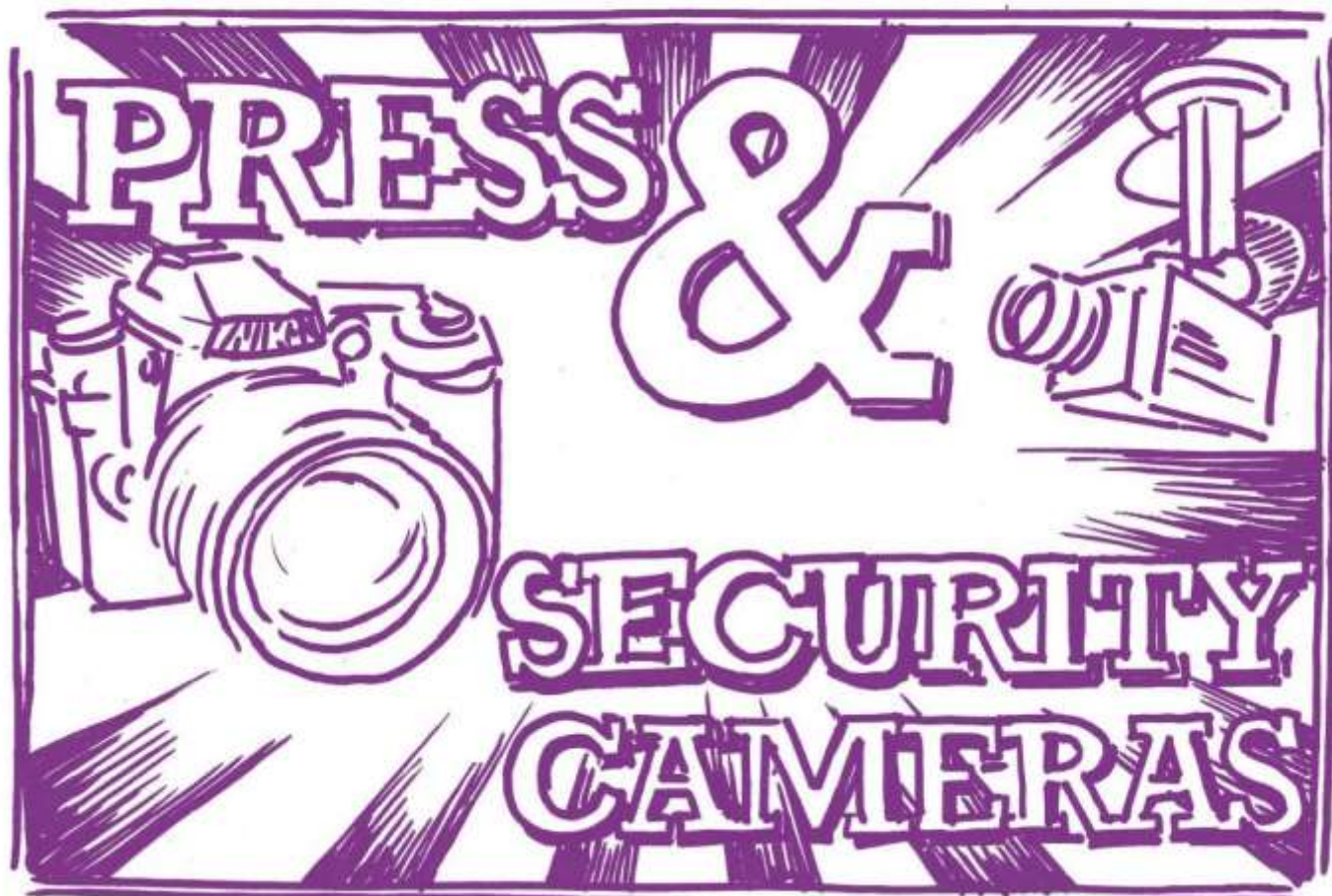
Press & Security Cameras

**Safe**inMyPlace



Press & Security Cameras

**Safe**inMyPlace



Press & Security Cameras

# Safe in My Place

***Older people think all young people are trouble makers***

DISAGREE?



AGREE?



Press & Security Cameras

# Safe in My Place

***Newspapers have more bad stories than good stories when talking about young people***

DISAGREE?

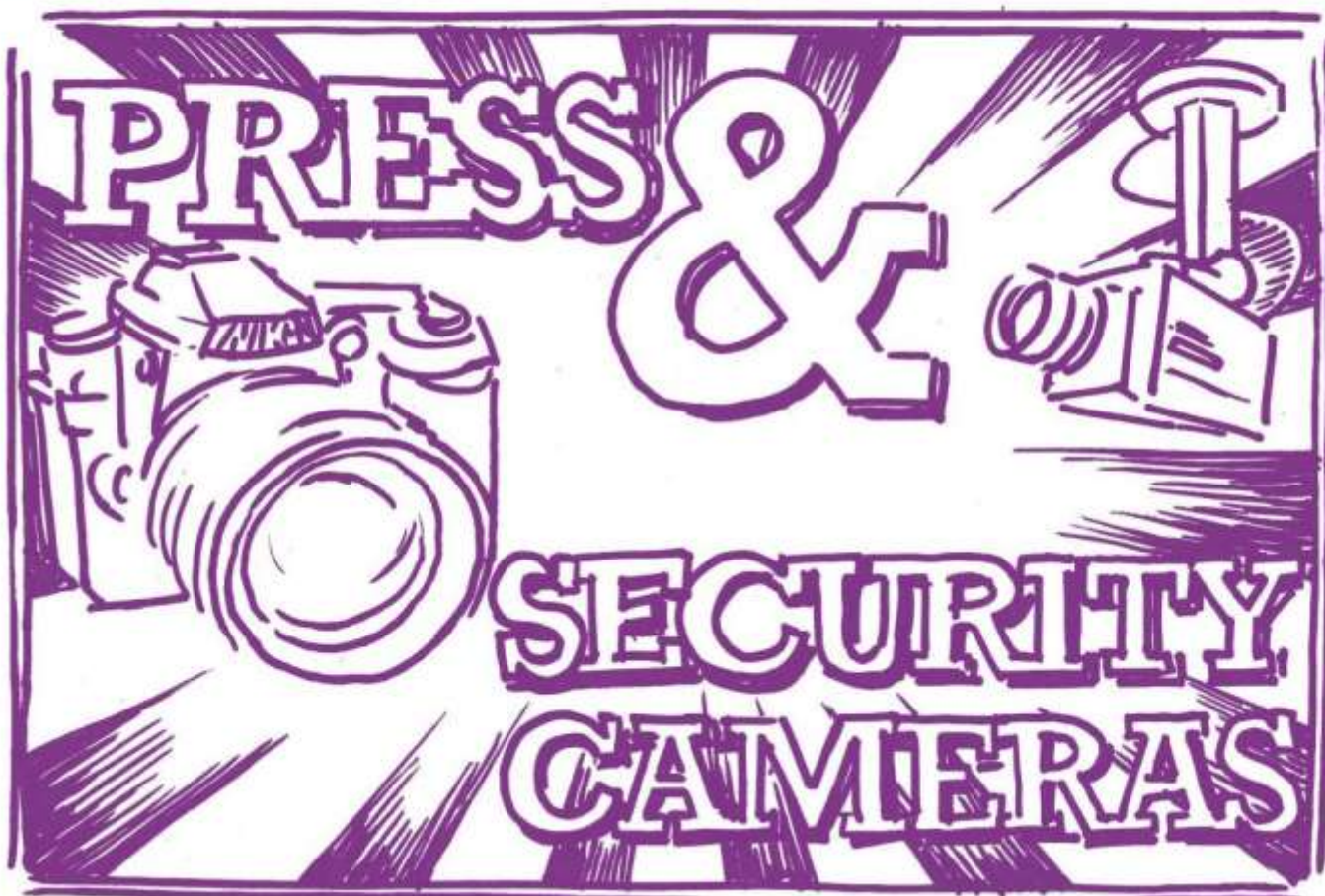


AGREE?



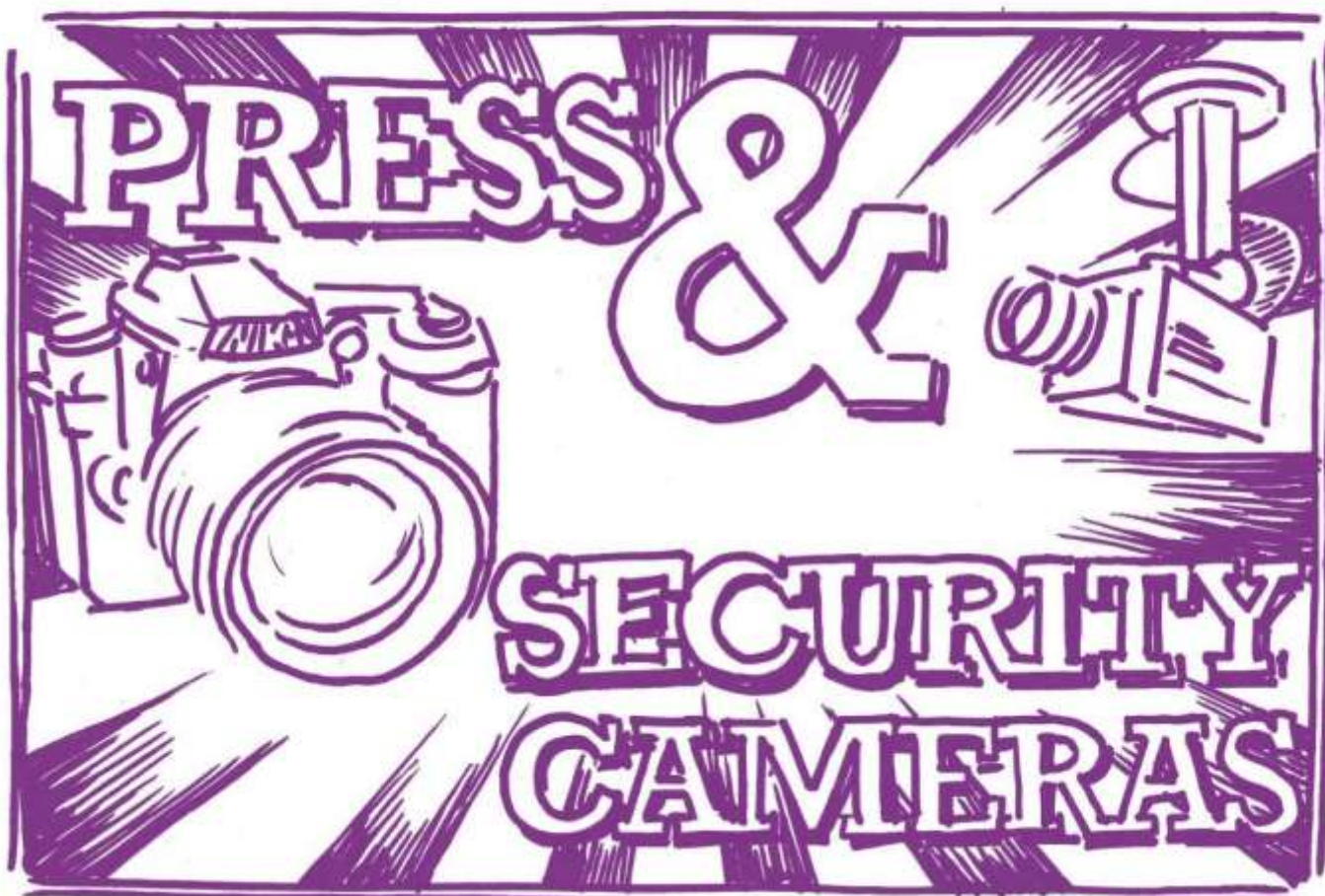
Press & Security Cameras

**Safe** in My Place



Press & Security Cameras

**Safe** in My Place



Press & Security Cameras

# Safe in My Place

***Security cameras do not  
stop crime happening***

DISAGREE?



AGREE?



Press & Security Cameras

# Safe in My Place

***Most security cameras  
on the railway or in my  
community are broken***

DISAGREE?

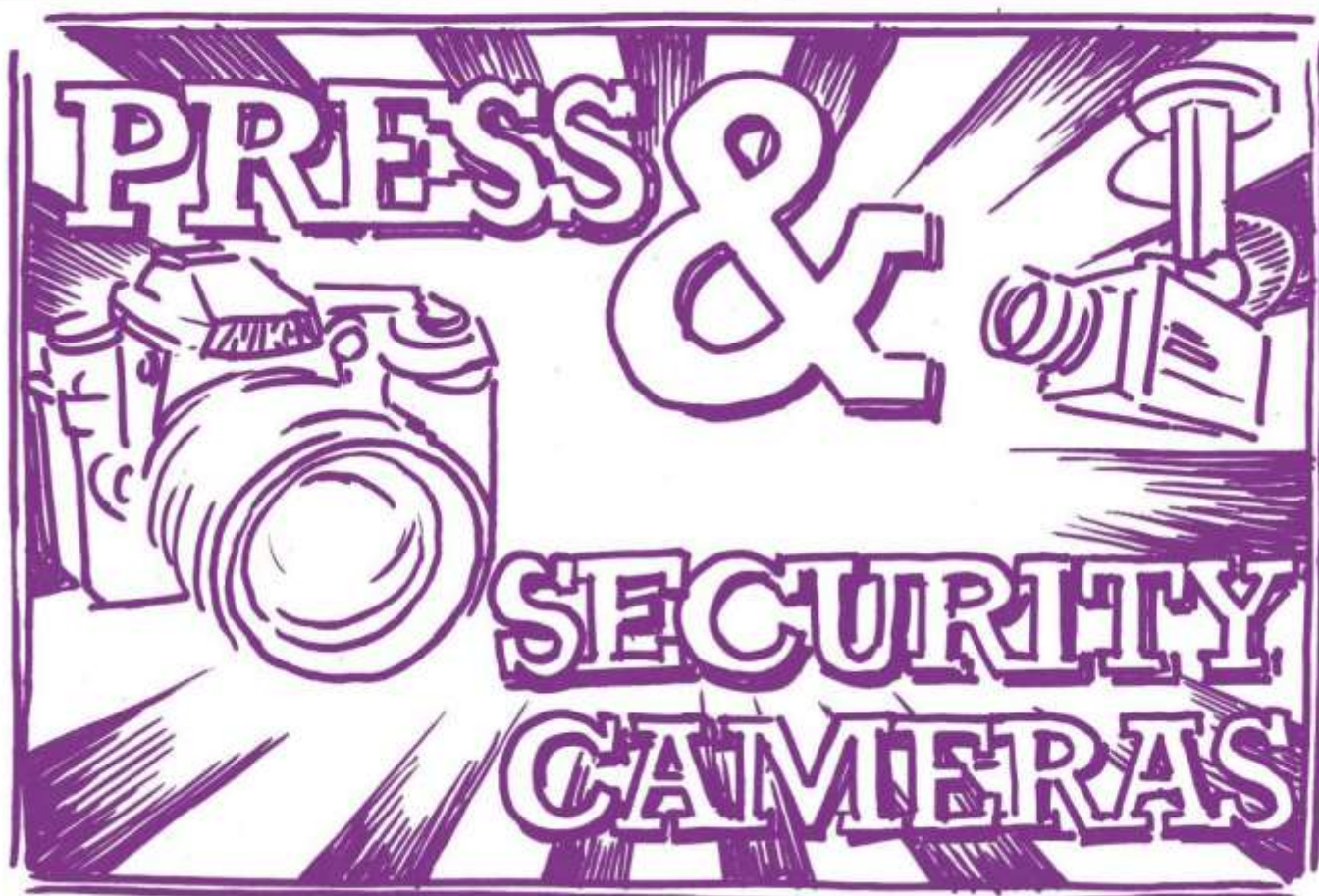


AGREE?



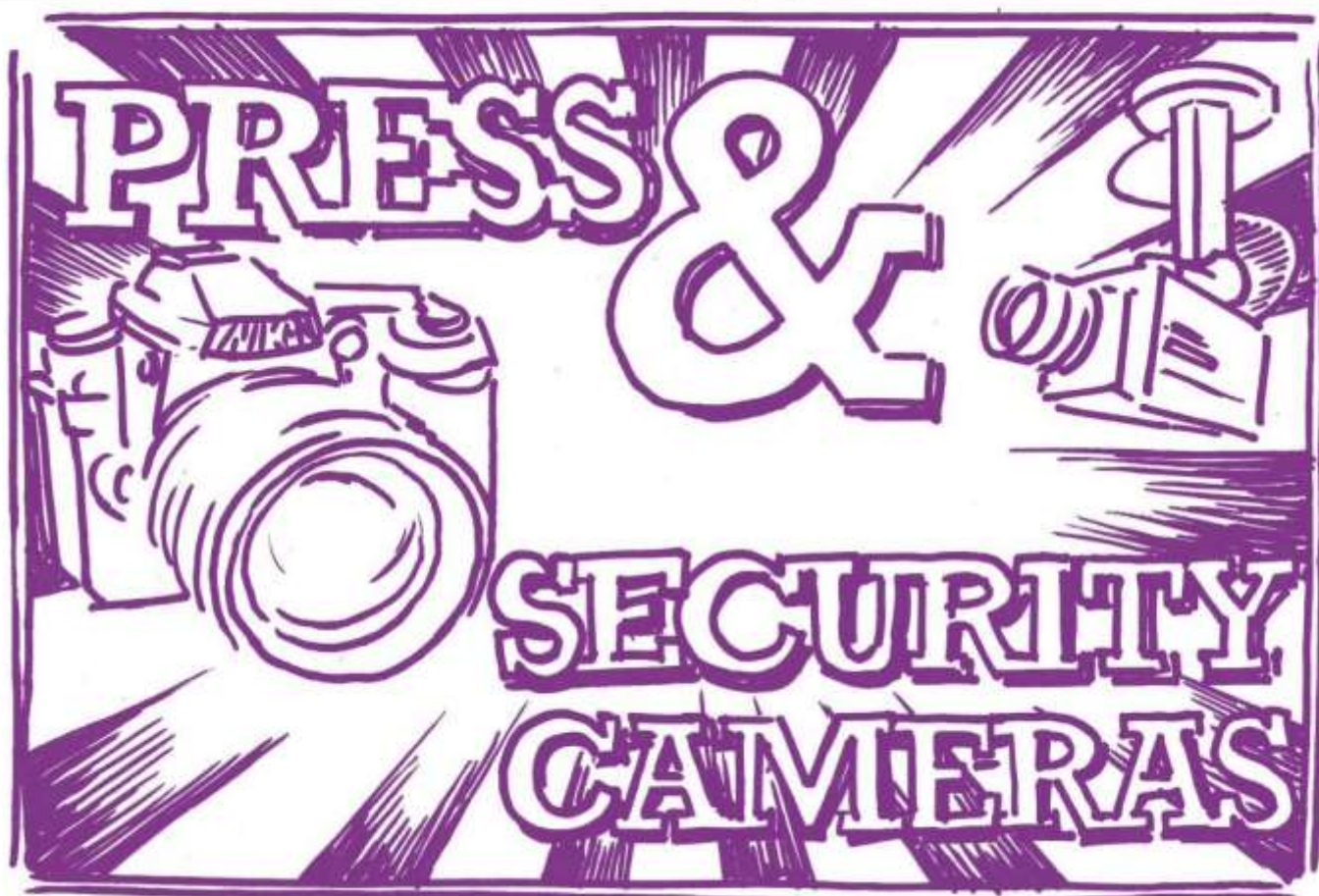
Press & Security Cameras

**Safe**inMyPlace



Press & Security Cameras

**Safe**inMyPlace



Press & Security Cameras

# Safe in My Place

*There are too many  
security cameras*

DISAGREE?



AGREE?



Press & Security Cameras

# Safe in My Place

DISAGREE?

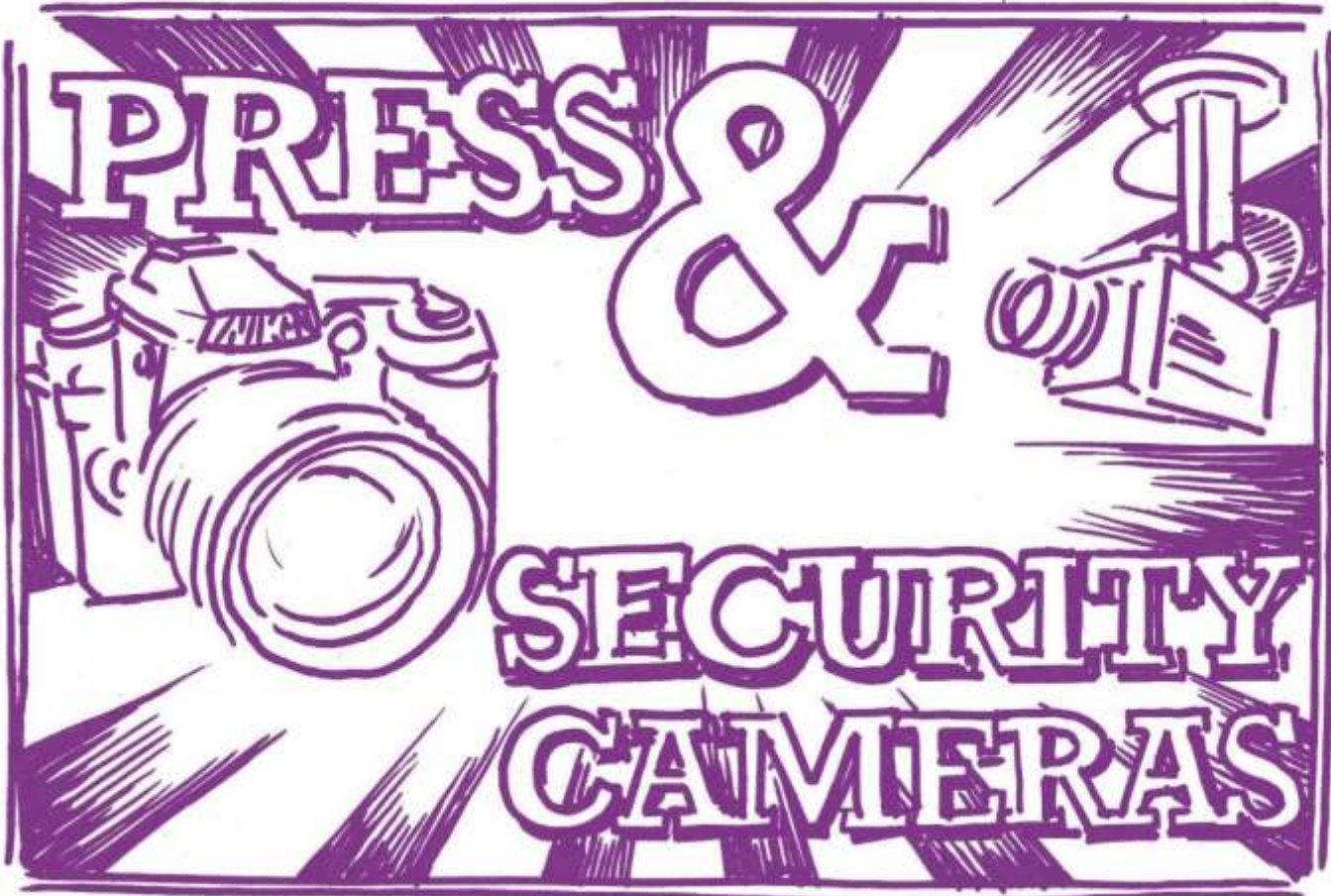


AGREE?



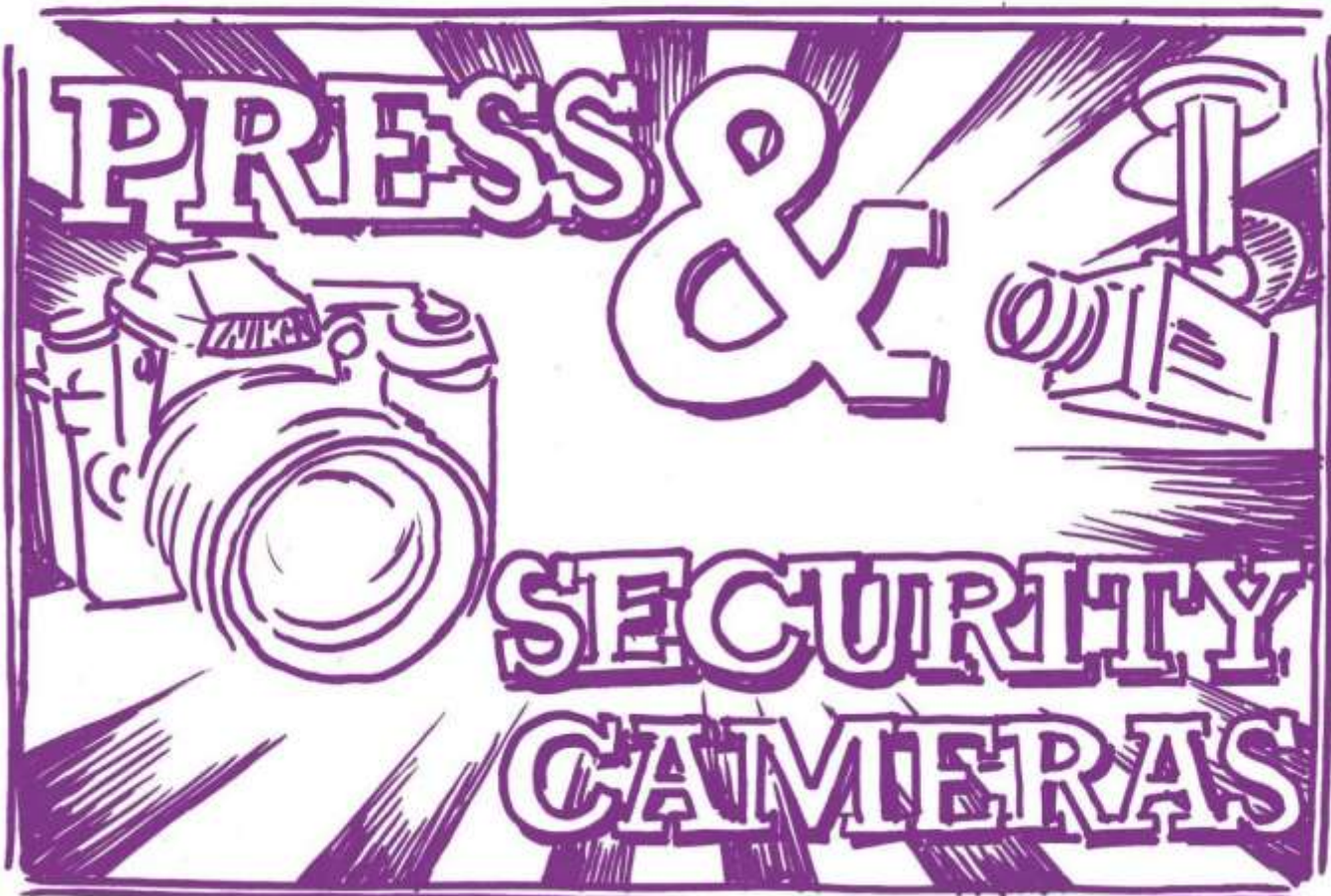
Press & Security Cameras

**Safe** in My Place



Press & Security Cameras

**Safe** in My Place



Press & Security Cameras

# Safe in My Place

***I'm worried that what  
I've said or done might  
have been bullying***

DISAGREE?



AGREE?



**Bullying & Gangs**

# Safe in My Place

***Being in a group or gang  
can make you do stuff  
you don't want to***

DISAGREE?

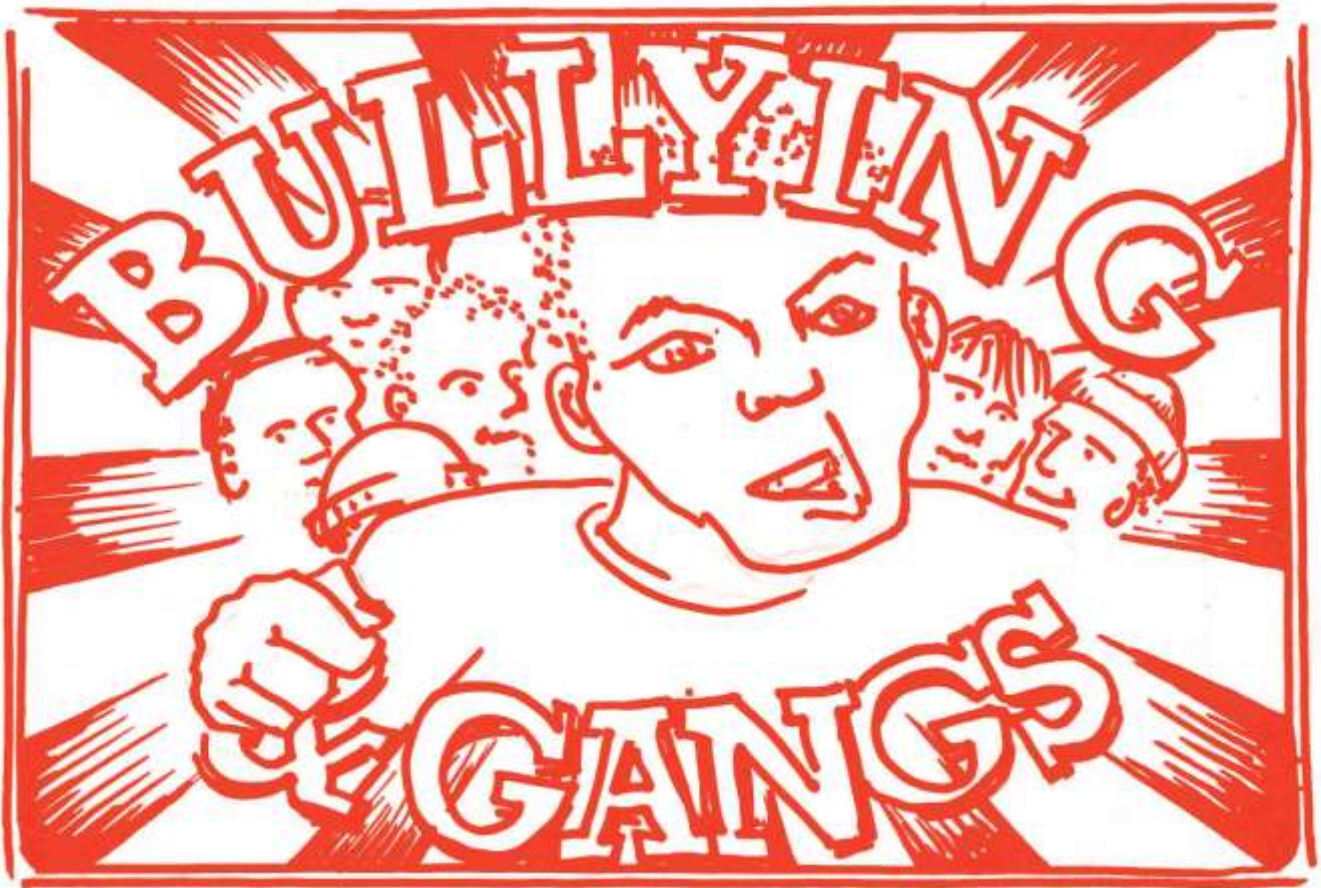


AGREE?



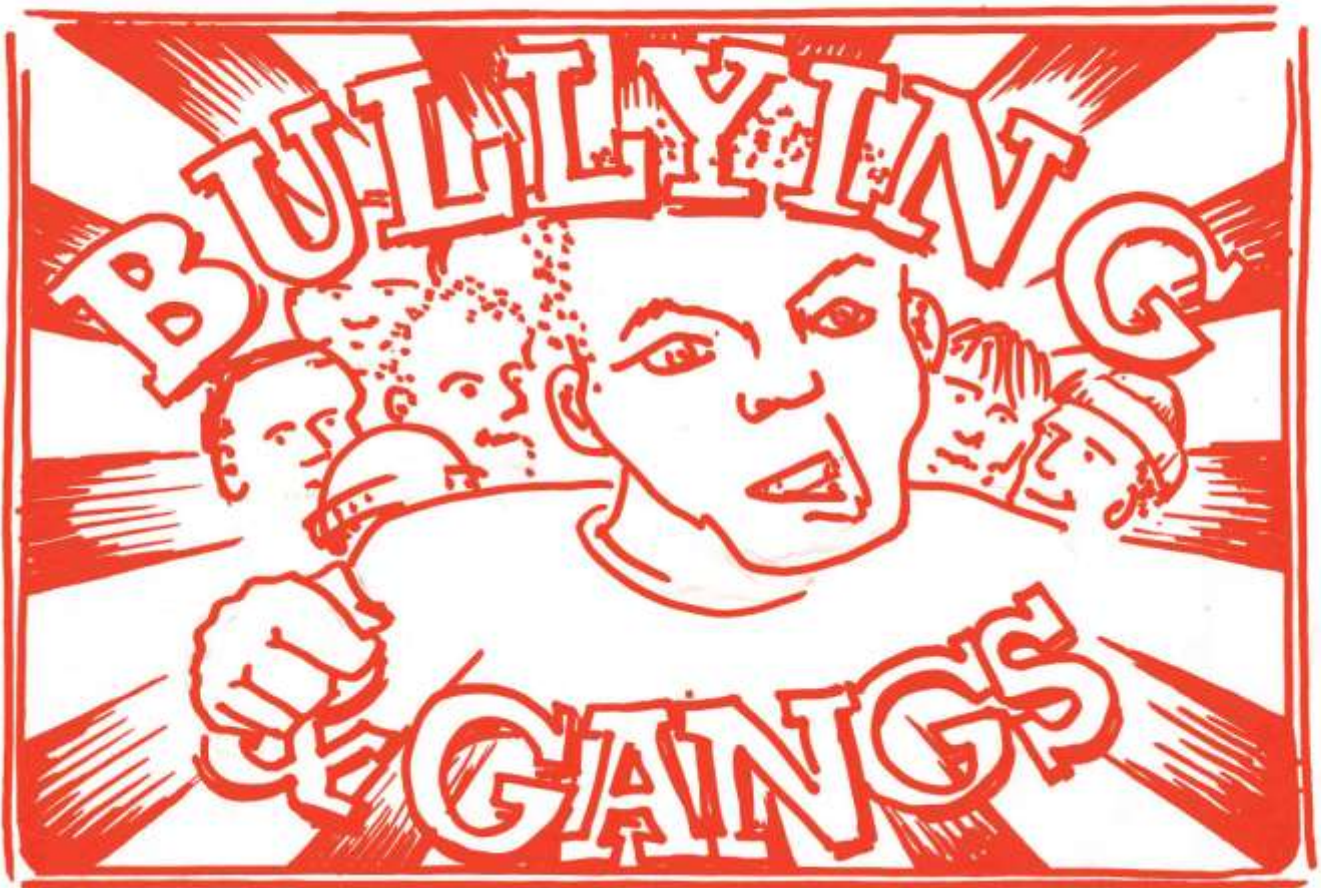
**Bullying & Gangs**

# Safe in My Place



Bullying & Gangs

# Safe in My Place



Bullying & Gangs

# Safe in My Place

***Speaking your mind isn't  
bullying***

DISAGREE?



AGREE?



Bullying & Gangs

# Safe in My Place

***It's OK to use racist or  
homophobic terms if you  
“don't really mean it”***

DISAGREE?

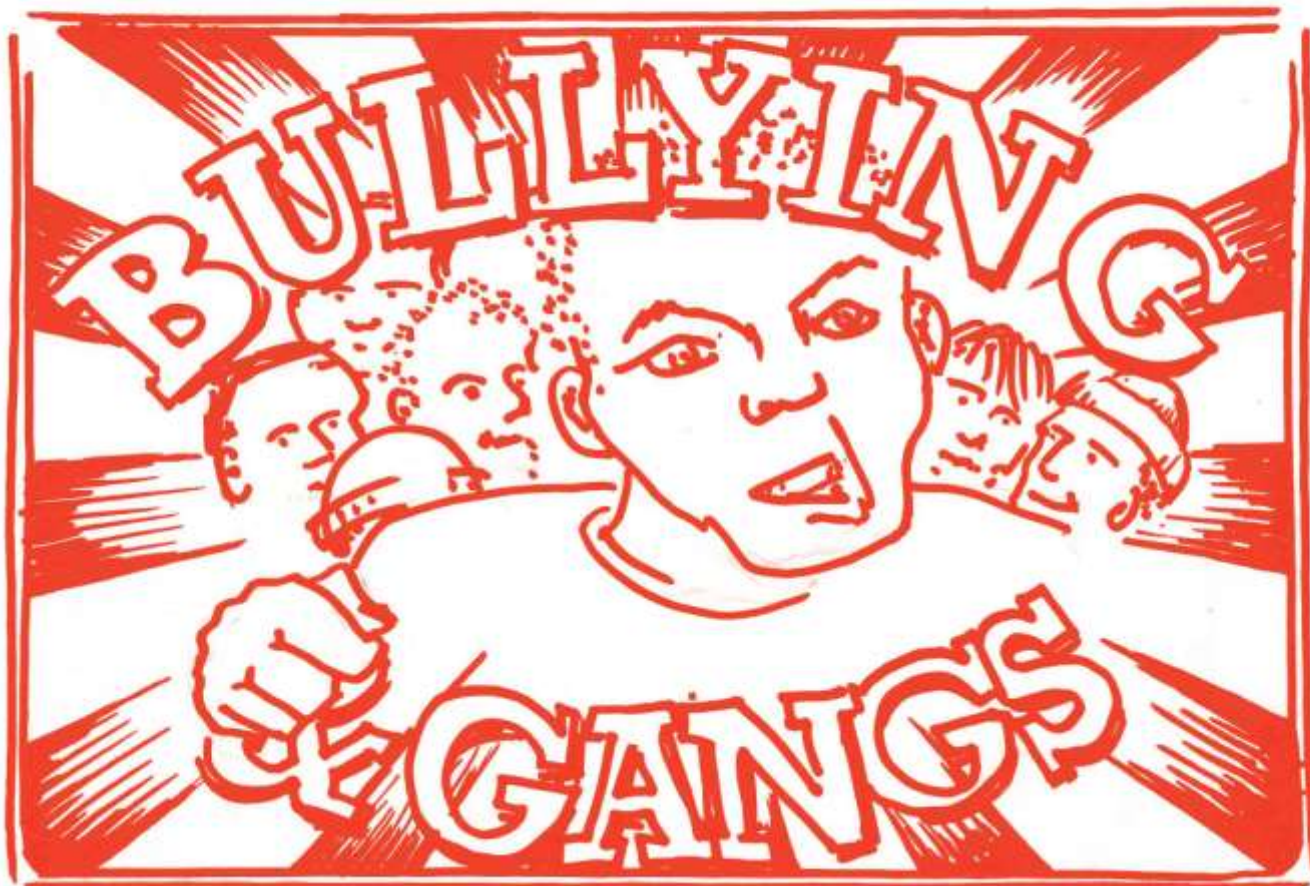


AGREE?



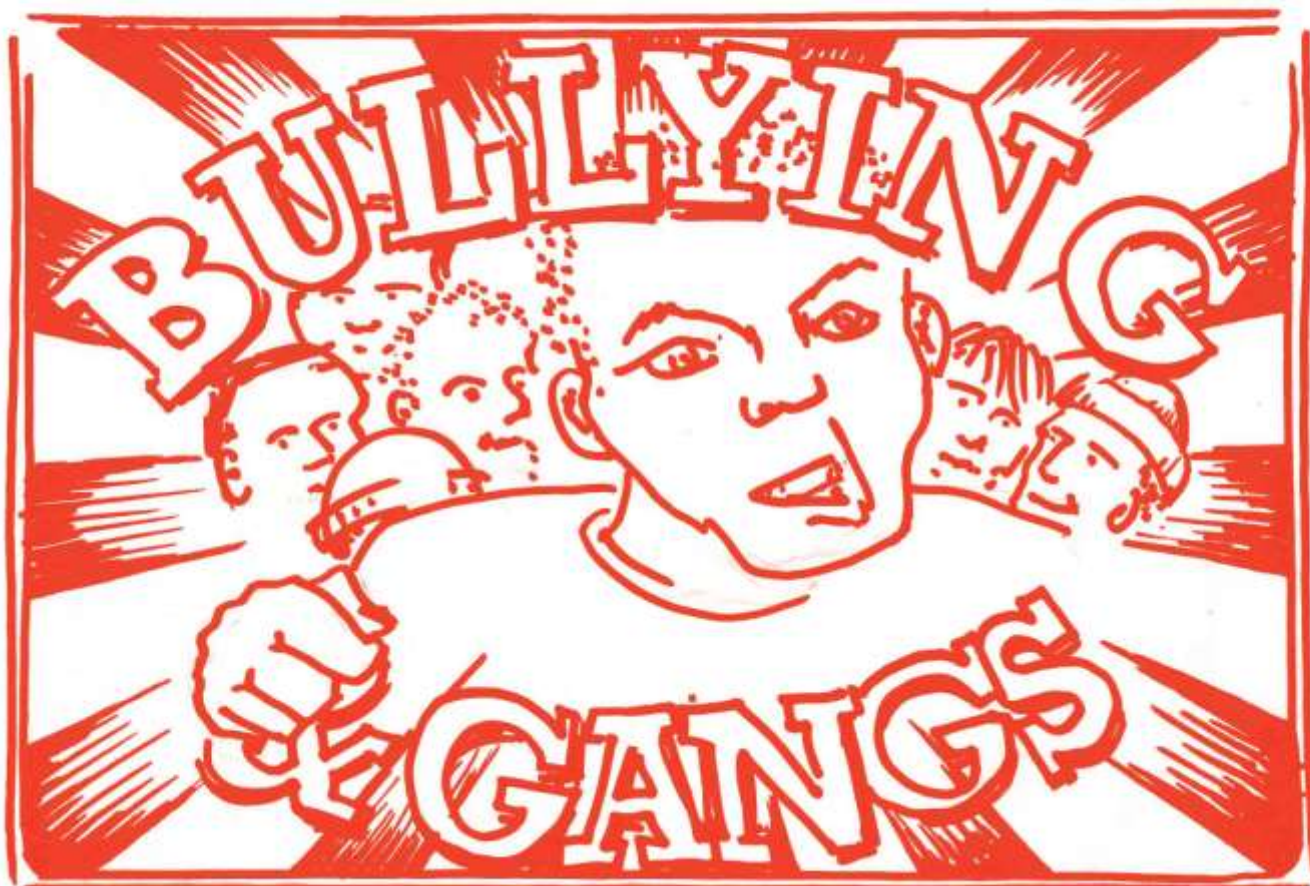
Bullying & Gangs

# Safe in My Place



Bullying & Gangs

# Safe in My Place



Bullying & Gangs

# Safe in My Place

***Gaming online is full of  
people who bully***

DISAGREE?



AGREE?



**Bullying & Gangs**

# Safe in My Place

***The time you can save by  
crossing the railway  
tracks means it's worth  
the risk***

DISAGREE?

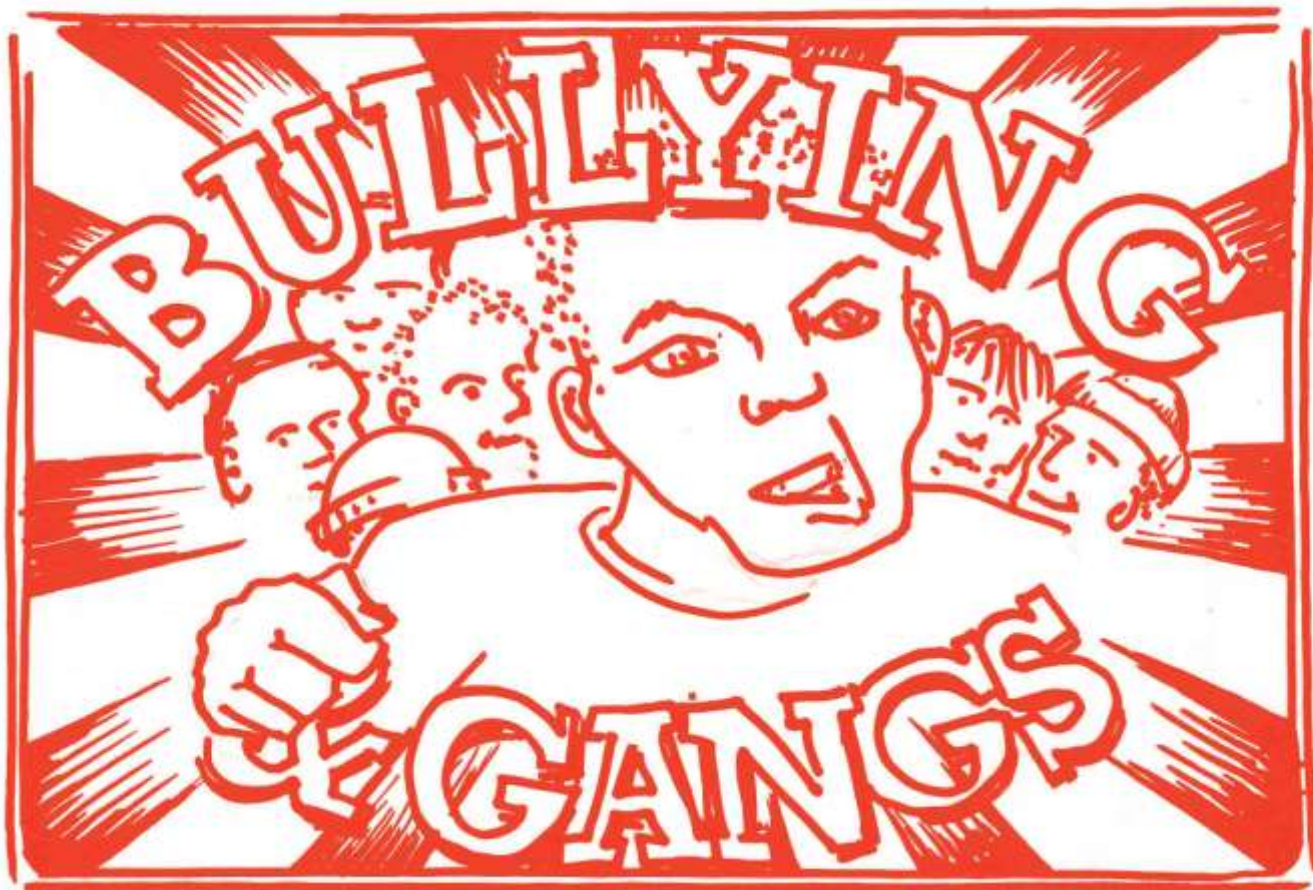


AGREE?



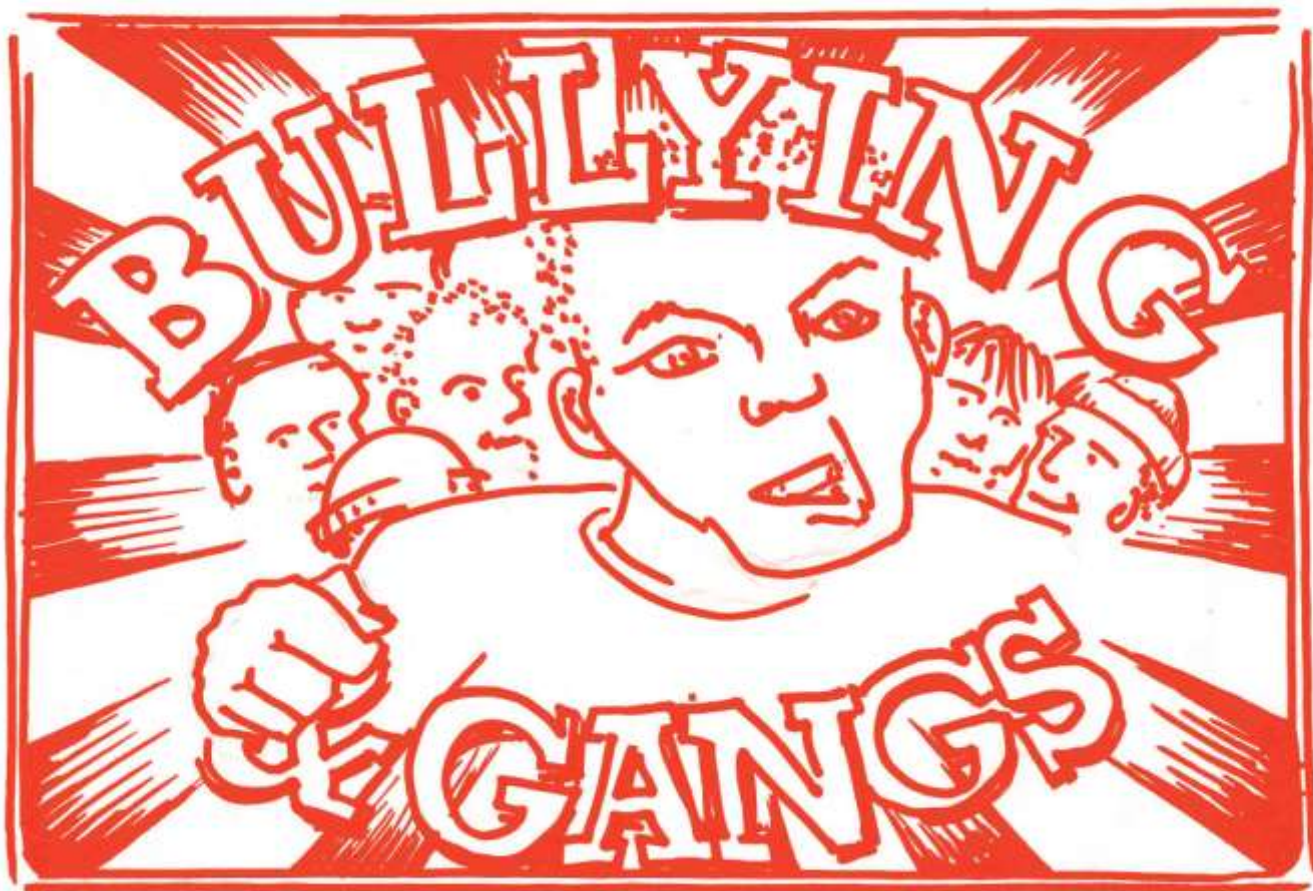
**Bullying & Gangs**

# Safe in My Place



Bullying & Gangs

# Safe in My Place



Bullying & Gangs

# Safe in My Place

***It's not bullying to send a threatening or nasty text***

DISAGREE?



AGREE?



**Bullying & Gangs**

# Safe in My Place

***Being part of a gang means that people respect you***

DISAGREE?

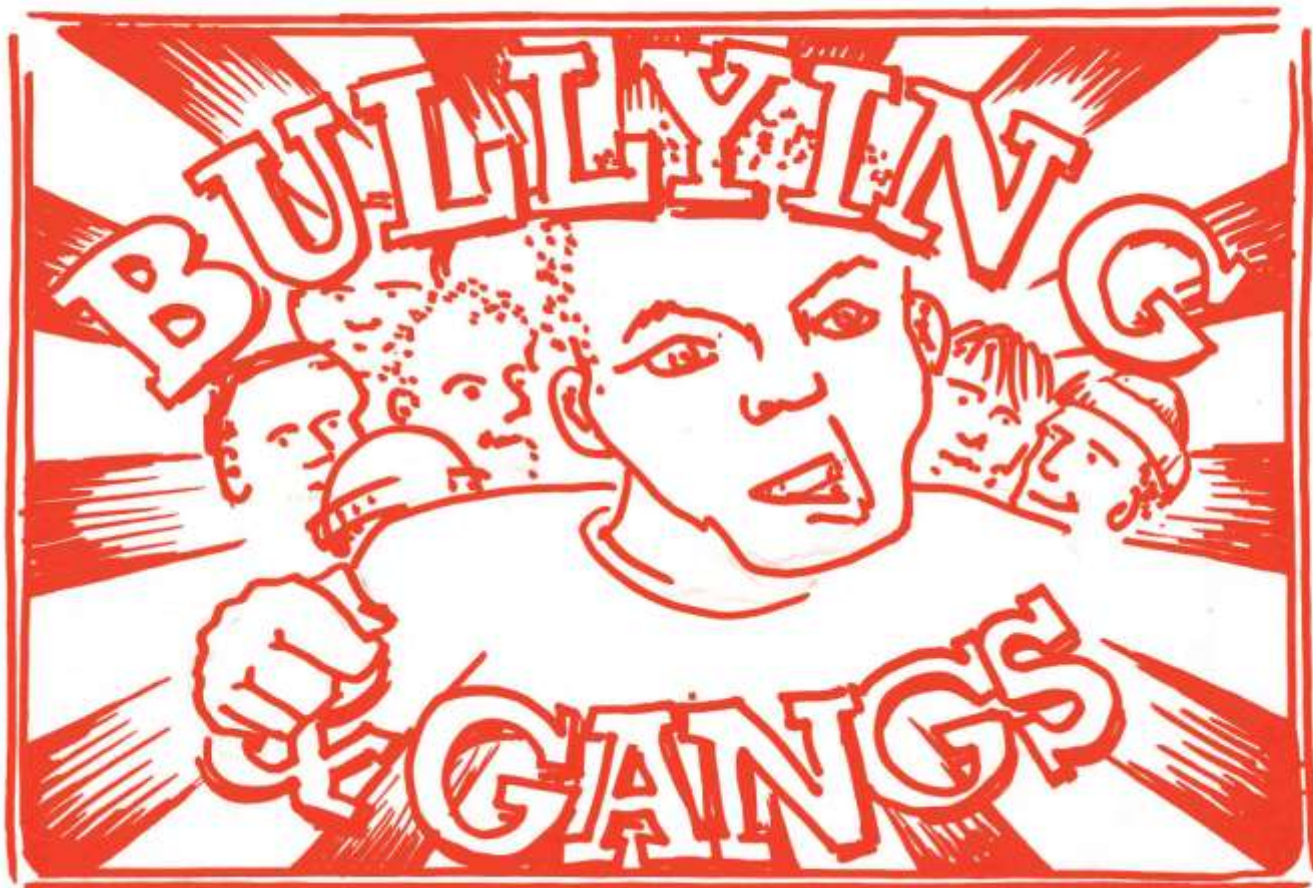


AGREE?



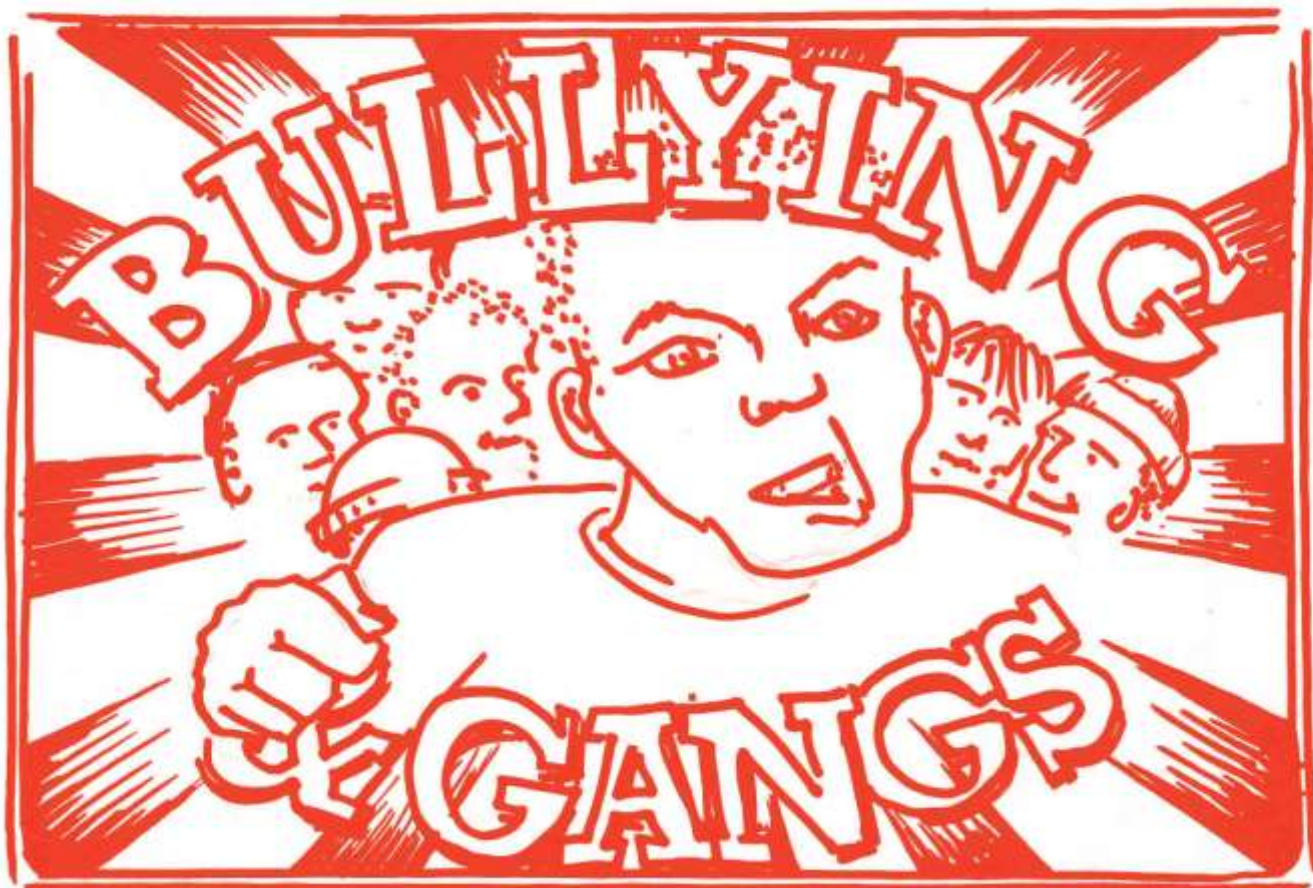
**Bullying & Gangs**

# Safe in My Place



Bullying & Gangs

# Safe in My Place



Bullying & Gangs

# Safe in My Place

*Playing chicken on the railway is harmless fun*

DISAGREE?



AGREE?



Bullying & Gangs

# Safe in My Place

DISAGREE?

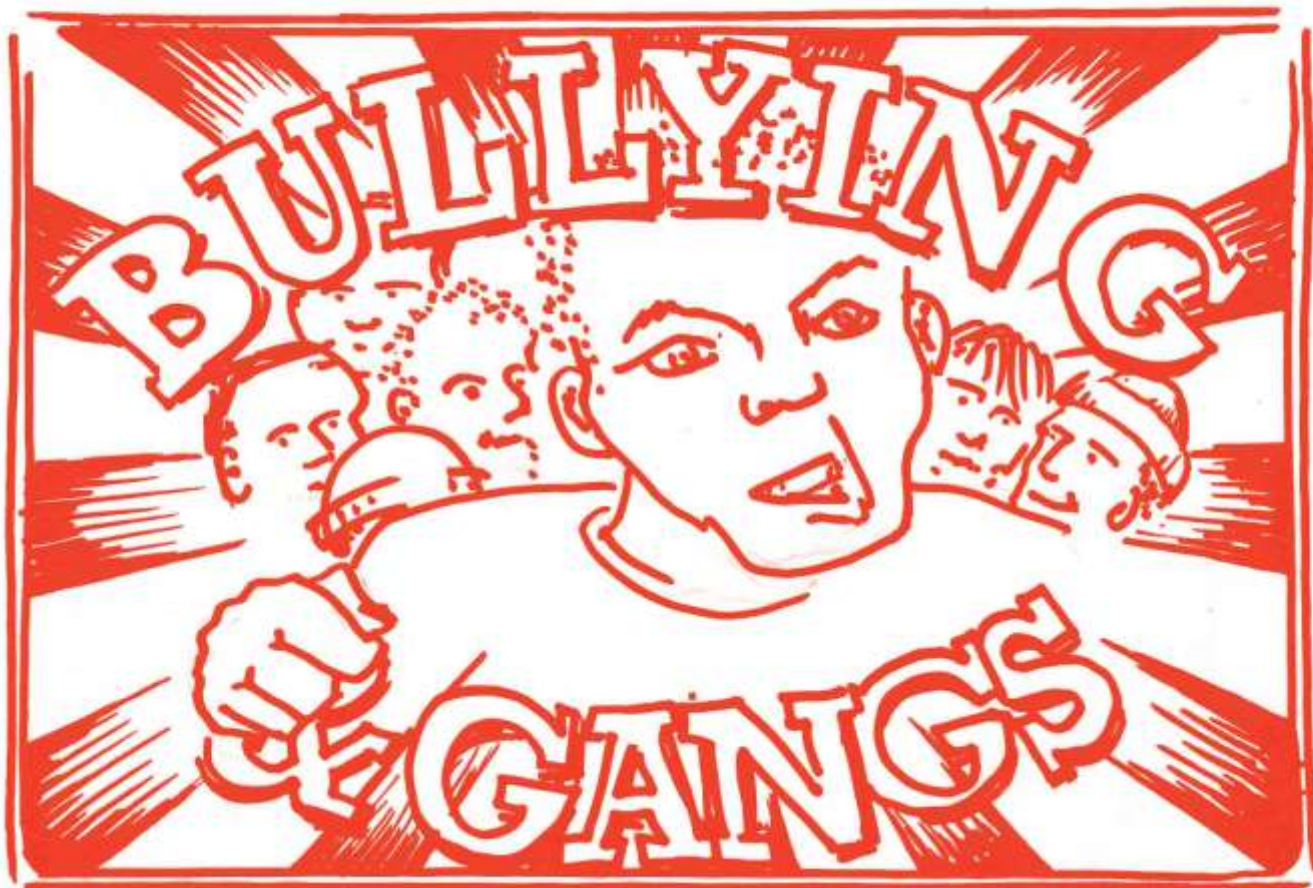


AGREE?



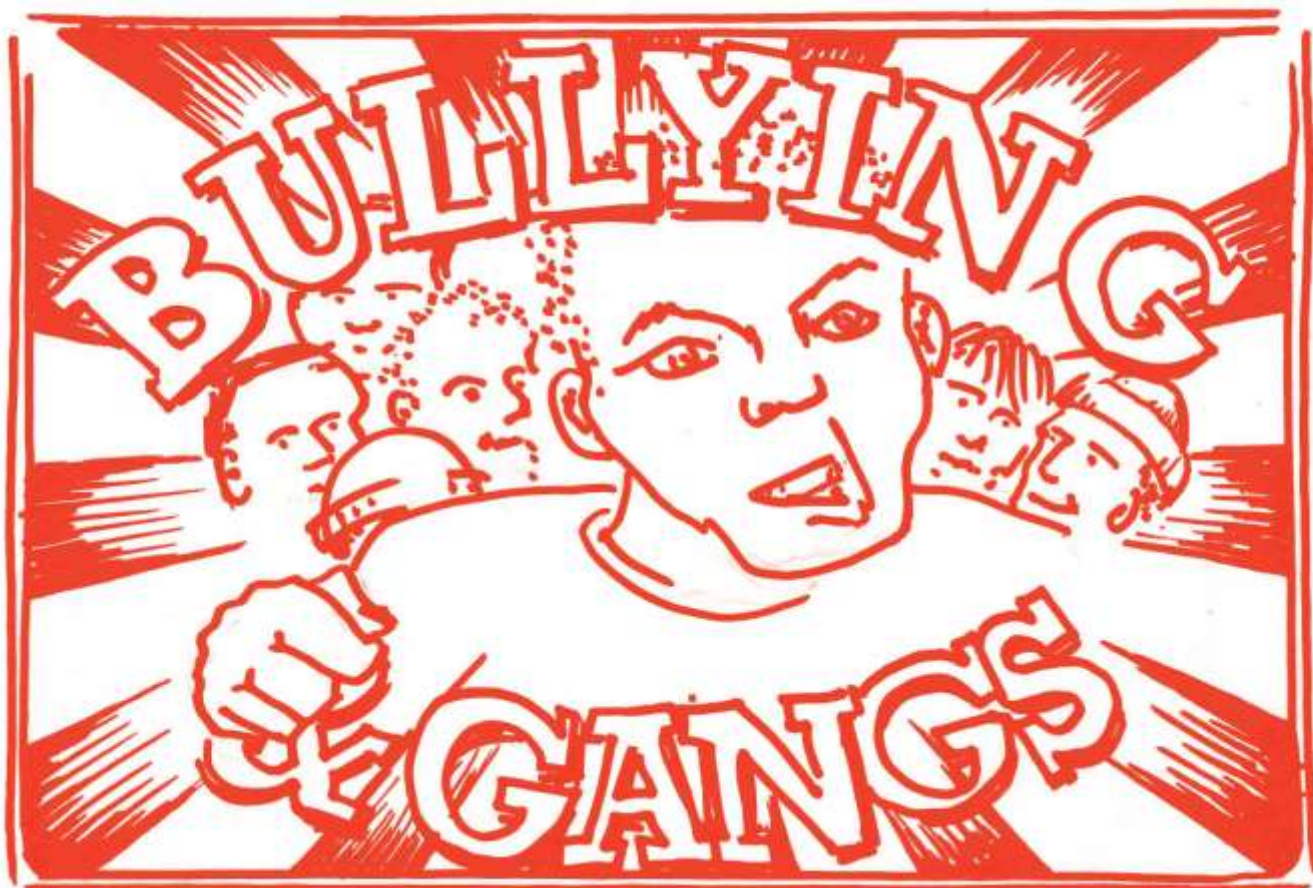
Bullying & Gangs

**Safe**inMyPlace



**Bullying & Gangs**

**Safe**inMyPlace



**Bullying & Gangs**

**AGREE**

**DISAGREE**

## STEP 2

KEEP  
KEEP  
REAL  
REAL



ACTIVITY BANK  
IDEAS & PRIORITISING

### IDEAS STORM



#### THE AIM IS

To enable all members of the group (up to 50) to contribute their ideas before decisions are made



#### WHAT YOU NEED

A flip chart and a marker pen.



#### HOW TO DO IT

1. Explain the question to the group e.g. 'What rules do we want for this activity?'
2. Explain to the group that it works better if everyone gives their ideas; encourage everyone to give at least one idea. All suggestions will be written down. At this stage the points will not be discussed or sorted out – they will just be written down.
3. The young people suggest ideas – these are all written down on the flipchart.
4. Now discuss the ideas. If some of the points are not clear, ask the young people who suggested them to explain more.
5. Different methods can be used to sort out the ideas before more detailed discussion:

Participants can vote on each of the suggestions by a simple show of hands and the number of votes can be written next to each one on the flipchart.

OR

Decide which are the most important ideas using **Sticky Dots** e.g. give each participant three sticky dots and ask them to place one next to each of the points on the flip chart which are most important to them.



#### WHY WE LIKE IT

Can be done in an informal situation that young people feel comfortable with e.g. sitting around a table having coffee and snacks.



#### TIPS

Don't get drawn into discussion at Step 3! Remind participants that the aim at this stage is just to get lots of ideas down without being critical or judgemental.

As a warm up, to get across the idea that what you are looking for is quantity of ideas, have an Ideas Storm competition between small groups e.g. 'How many uses can you think of for a tooth pick?' The winning group is the one that generates the largest number of ideas – with bonus points for really silly ideas!

This activity is copied from "Keep It Real", a youth participation resource pack.  
Available from [www.youthscotland.org.uk](http://www.youthscotland.org.uk)

# STEP 3

# KEEP IT REAL



ACTIVITY BANK  
IDEAS & PRIORITISING

## STICKY DOTS



### THE AIM IS

To decide what the most important ideas are; this method is often used following an **Ideas Storm** to prioritise all the ideas that group members (up to 50) have come up with.



### WHAT YOU NEED

Pack of self-adhesive coloured circles ('sticky dots')



### HOW TO DO IT

1. Display all the ideas on a flip chart.
2. Give each participant a number of dots. The number is determined by how many priority ideas you want to identify. If you are looking for three priority ideas give each participant three dots.
3. Ask participants to place a dot next to each of the ideas that they think are important.
4. All the participants can now see the priorities of the group as a whole from the dots displayed on the flip chart.
5. Alternatively, at Step 2 give each participant a larger number of dots, say six, and suggest that they put as many as they like next to the ideas they think are most important, for example they could put all their dots next to one idea. This way of doing it shows the strength of feeling that participants have about the different ideas.



### WHY WE LIKE IT

Gives a strong visual impression of what the group members think.



### TIPS

Use different coloured dots to represent different things, e.g. red dots – things you would like to do before Christmas; green – after Christmas.

This activity could be developed by asking young people to volunteer (by writing their initials next to it) for the idea they would most like to be involved in making happen.

# STEP 4

KEEP  
IT  
REAL



ACTIVITY BANK  
IDEAS & PRIORITISING

## SPIDER'S WEB



### THE AIM IS

To help young people come up with lots of ideas and then group the ideas.



### WHAT YOU NEED

Sheets of flip chart paper stuck together and a marker pen.



### HOW TO DO IT

1. Write down the topic you want to discuss in the middle of the page and draw a circle around it. Ask participants to give their ideas.
2. Write each idea at the end of a 'spider's leg' attached to the circle.
3. When an idea is developed, write down the additional point as an extension and draw a circle round it.
4. As the discussion goes on a 'spider's web' is created.

In the example on the following page, a young person has reviewed the different issues involved in organising a 'Grease Disco'.



### WHY WE LIKE IT

Really helps young people to think things through in more detail. It can also be used to assign tasks.



### TIPS

Encourage the young people to do the writing and drawing themselves – they soon get the idea.

### SPIDER'S WEB

