



YOUTH CYMRU & CO-OP FOUNDATION

REACHOUT TOOLKIT



Introducing

WELCOME

TO THE REACHOUT TOOLKIT!

Youth Cymru is a national voluntary organisation with over eighty years' experience supporting young people and youth workers in Wales. We work collaboratively with our members and other youth facing organisations to provide unique, innovative and life changing opportunities, projects and programmes, bettering the lives of young people in Wales.

This project is funded by The Co-op Foundation.





Over the past year, the ReachOut project has worked with 3 hubs across Wales to develop and deliver loneliness workshops. From this, the project enabled young people to create a toolkit and lead social action projects which allowed them to gain a better understanding of loneliness, enhance self confidence, deepen self-efficacy and enable a sense of external agency, empowering and supporting them to experience community cohesion and connections.

INSIDE THIS TOOLKIT

You will find activities and resources to help, inspire, and motivate young people who may be at risk of/ want to help other young people suffering from effects of loneliness and social exclusion.

At the back of the toolkit you will have access to a Social Action Toolkit. This will assist young people in planning and carrying out their own **Loneliness**Outreach Project, to help tackle loneliness in their communities.





GROUP AGREEMENT

PURPOSE

A group agreement is one of the most important exercises when working with a group. The purpose of a group agreement is to create an open and respectful environment in which the group can work together creatively, and individuals feel safe sharing their ideas and opinions. It is important that the group creates this, not the tutor as it gives them control instead of being 'told the rules'.

ACTIVITY

- Explain to the group that they may be talking about sensitive issues and that the group should agree to set some ground rules that they will agree to follow throughout the session
- Ask the young people to discuss what rules are important to them, to create a safe and comfortable environment during the session(s). Write down a minimum of 3 rules, and once completed, put the rules where everyone can see them.
- When someone breaks the rules, refer them to the group rules sheet. It is even better if the group refers the rule breaker to the groups rule sheet.
- Keep the rules created and re-visit at the beginning of each session.

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RESOURCES

- FLIPCHART PAPER
- PENS

SUGGESTIONS

- "WHAT IS SAID IN
 THE GROUP STAYS IN
 THE GROUP"
- "KEEP AN OPEN-MIND"
- "BE RESPECTFUL OF OTHERS"
- "TRY YOUR BEST"
- "PHONES ON
 SILENT DURING THE
 SESSION"
- "BE PUNCTUAL"

CHECK IN QUESTIONNAIRE

All aboard! This is where your journey begins! Please be as honest as you can, we want to see your journey!

A bit a	bout y	ou								
Name										
Age		_								
"I am a co	onfider	nt pers	on"							
1 NOT ME	2	3	4	5	6	7	8		10 SO TRUE	
"I have hi	gh self	-estee	m"							
1 NOT ME	2	3	4	5	6	7	8	9 THAT'S	10 SO TRUE	
"I work w	ell in a	team"								
1 NOT ME	2	3	4	5	6	7	8	9 THAT'S	10 SO TRUE	
"I have st	rong co	ommu	nicatio	n and l	eaders	hip skil	ls"			
1 NOT ME	2	3	4	5	6	7	8		10 SO TRUE	
"I feel pa	rt of a	comm	unity"							
1 NOT ME	2	3	4	5	6	7	8		10 SO TRUE	
"I can ma	ake a p	ositive	contr	ibutior	n to my	/ comm	nunity	/"		
1	2	3	4	5	6	7	8	9	10	

THAT'S SO TRUE

NOT ME

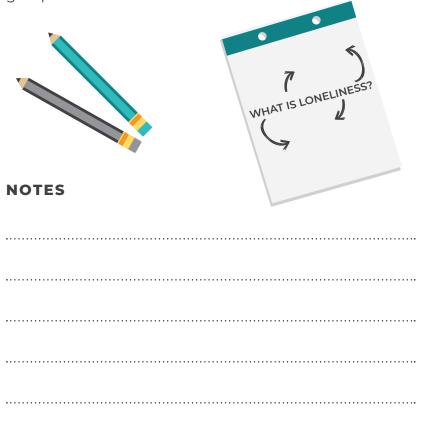
About the project

On a l	scale o	f 1-10,	10 bein	g every	thing,	how n	nuch w	ould yo	ou say you unde	erstand about youth
1	2	3	4	5	6	7	8	9	10	
On a youth	On a scale of 1-10, 10 being everything, how much would you say you understand about youth isolation and its consequences?									
1	2	3	4	5	6	7	8	9	10	
Woul	d you	say yo	ou have	e a stro	ng su	pport i	networ	k?		
YES	NO)	DON'T	KNOW				OCO.	>	
Woul	d you	know	where	to go	or ext	ra sup	port?	9		
YES	NO)	DON'T	KNOW						
Do yo	ou feel	"Rea	chOut"	' is goir	g to h	nelp yo	u?			
YES	NO)	DON'T	KNOW						
I thin	k that	"Read	chOut"	will he	lp me	;				
0 0	Unde	rstanc	d how to	ce/self – o make loneline	a char	nge	, ,	,		
What	What are you hoping to get from "ReachOut" project?									

WHAT IS LONELINESS?

EXPLANATION

- Hand out flipchart paper and pens to each group (there might just be one big group).
- **2.** Ask them to write **"WHAT IS LONELINESS?"** in the middle of the paper.
- **3.** Encourage the young people to write what they think loneliness is, on the flipchart paper. These could be reasons for loneliness, identifiers of loneliness, words, phrases, or even drawings.
- **4.** If there is more than one group, get them to feedback the answers that have been written and discuss. If there is just one group then go through the answers from that group and discuss.



TIME



20 MINUTES

RESOURCES

- FLIPCHART PAPER
- PENS

AIMS

THE AIM OF THIS ACTIVITY
IS TO GET THE YOUNG
PEOPLE THINKING ABOUT
WHAT LONELINESS IS AND
HOW SOME YOUNG PEOPLE
MAY BE LONELY.

OUTCOMES

- SHARE THEIR DIFFERENT PERCEPTIONS OF LONELINESS
- EXPRESS THEMSELVES AND LEARN NEW IDEAS
- USE DISCUSSION WITH PEERS TO SHARE THEIR VOICE

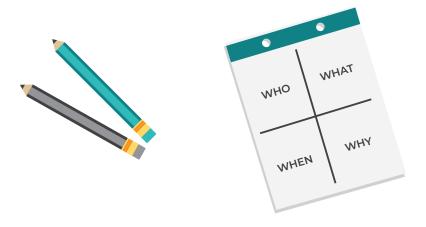
WHO MIGHT BE LONELY?

AIMS

THE AIM OF THIS ACTIVITY IS FOR YOUNG PEOPLE TO CONSIDER THE DIFFERENT GROUPS OF YOUNG PEOPLE THAT ARE AT RISK OF SUFFERING FROM LONELINESS. THEY WILL EXPLORE WHAT IT IS ABOUT THESE GROUPS THAT MAKES THEM PARTICULARLY VULNERABLE AND WHAT COULD BE DONE TO HELP YOUNG PEOPLE LIKE THIS.

EXPLANATION

- Hand out flipchart paper and pens to each group.
- **2•** Get them to split the paper into four sections, WHO, WHY, WHEN, and WHAT.
- **3.** The young people should then fill each section out with their thoughts and ideas on:
- WHO would be lonely?
- WHY would this group be lonely?
- WHEN in particular might they be lonely?
- WHAT could we do to help them?
- 4. After these answers and ideas have been written down they should be discussed, either through feedback from other groups and comparisons, or through a discussion led by the facilitator (if it is one big group).



TIME



30 MINUTES

RESOURCES

- FLIPCHART PAPER
- PENS

OUTCOMES

- CONSIDER FACTORS OF LONELINESS
- IDENTIFY GROUPS WHO COULD BE VULNERABLE TO LONELINESS
- IDENTIFY THE NEED
 OF THESE GROUPS,
 WHEN THEY ARE
 MOST VULNERABLE,
 AND WHAT CAN
 BE DONE TO HELP
 TACKLE THIS.

WHAT DOES LONELINESS LOOK LIKE?

AIMS

THE AIM OF THIS ACTIVITY IS FOR YOUNG PEOPLE TO CHOOSE THE PHOTO THAT RELATES TO WHAT THEIR PERSONAL UNDERSTANDING OF LONELINESS IS. THE YOUNG PEOPLE WILL THEN TRY AND MEASURE THEIR LONELINESS AGAINST EACH OTHER USING THE 'SCALE OF LONELINESS'.

EXPLANATION

- **1** Lay out the pictures on the table in front of the young people.
- 2. Get the young people to discuss and think about what each picture means in terms of loneliness.
- **3.** After everyone is aware of what the cards mean, ask the young people to choose a card that either applies to them, or what they think loneliness is most likely to feel like.
- **4.** Young people can also draw their own picture, if they don't feel that any of the resource pictures relate with them.
- **5.** Ask the young people to create a 'scale of loneliness', one side of the room is the 'least lonely' and the other side would be the 'most lonely'. The young people should then stand where they feel their loneliness fits on the scale.
- **6.** Lead a discussion or debate on this subject. Which images depict the 'most lonely' or 'least lonely' feeling? Is it right to measure these feelings against each other?

TIME



30 MINUTES

RESOURCES

- PICTURE RESOURCE p 20-23
- PAPER
- PENS

OUTCOMES

- □ RECOGNISE THAT THERE ARE DIFFERENT FORMS OF LONELINESS
- BE ABLE TO SHARE
 PERSPECTIVES
 ABOUT HOW
 LONELINESS FEELS
 DIFFERENT TO EVERY
 INDIVIDUAL
- DISCUSS AND
 DEBATE THE 'SCALE
 OF LONELINESS'
 AND DECIDE
 WHETHER IT IS
 RIGHT TO MEASURE
 THESE FEELINGS OF
 LONELINESS AGAINST
 EACH OTHER

LONELY VS NOT LONELY

EXPLANATION

NOTES

- 1. Split the young people into two separate groups, and give each group a piece of flipchart paper and pens.
- **2.** Ask them to draw a stick figure on their paper, or to make it more engaging they could draw around the outline of a young person in the group.
- **3.** One group should label their figure "lonely" and the others should name theirs "not lonely".
- 4. The young people can then write factors of what makes a person lonely/not lonely inside or around the figure on their flipchart.
- 5. After 10 minutes, the groups should swap.
- 6. Once this is done, discuss the responses.

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TIME



30 MINUTES

RESOURCES

PENS

AIMS

THE AIM OF THIS ACTIVITY
IS FOR THE YOUNG PEOPLE
TO THINK ABOUT WHAT
FACTORS MAKE A YOUNG
PERSON FEEL LONELY,
AND TO SHARE THEIR
PERSPECTIVES ON WHAT
WOULD MAKE THEM NOT
FEEL LONELY.

OUTCOMES

- BE ABLE TO COMPARE
 THE LIFESTYLE OF
 A 'LONELY' YOUNG
 PERSON, TO THAT OF A
 'NOT LONELY' YOUNG
 PERSON.
- BE ABLE TO DISCUSS
 AND SHARE THEIR
 VIEWPOINTS WITH
 OTHERS IN THE GROUP.

IDEAL COMMUNITY

EXPLANATION

- ▶ Hand out paper, pens, pencils to every young person.
- **2.** Ask them to draw their **IDEAL COMMUNITY**, in this community nobody would be lonely.
- **3.** After they have finished, ask them what differences there are between the community they have drawn, and their own community.
- 4. Discuss how the young people can develop these ideas into tackling loneliness, in their loneliness outreach projects. Get them to think about the questions:

WHAT DIFFERENCE DO YOU WANT TO MAKE?
HOW WILL YOU KNOW THE IMPACT YOU HAVE MADE?

NOTES

free bus youth hub job centre	

TIME



30-60 MINUTES

RESOURCES



AIMS

THE AIM OF THIS ACTIVITY
IS FOR YOUNG PEOPLE
TO USE THEIR IMAGINATION
AND THINK ABOUT WHAT
AN IDEAL COMMUNITY THAT
TACKLES LONELINESS
WOULD LOOK LIKE.

OUTCOMES

- USE CREATIVE
 SKILLS TO EXPRESS
 THEMSELVES AND
 THEIR IDEAS
- IDENTIFY THE NEEDS
 OF LONELY YOUNG
 PEOPLE IN THEIR
 AREA
- THINK ABOUT HOW
 THEY CAN TACKLE
 LONELINESS IN THEIR
 COMMUNITY

REACH OUT SOCIAL ACTION TOOLKIT



It is now time to create your very own

LONELINESS OUTREACH PROJECT

REACH OUT SOCIAL ACTION TOOLKIT

WHAT DOES IT INVOLVE?

It's time to make a change. You will create your own project to help tackle youth loneliness in your community.

HOW ARE YOU GOING TO DO THIS?

In groups, you will decide what you would like to do to tackle loneliness in your community. This could include things like:

A COMMUNITY EVENT TO ENGAGE LONELY YOUNG PEOPLE

AN INTERGENERATIONAL PROJECT
FUNDRAISING ACTIVITIES FOR CHARITY
ARRANGING TRIPS TO THE CHILDREN'S HOSPITAL
DOG WALKING OR CAR WASHING AS A GROUP

Be as creative as possible, and really think about what would work in your community.

AIMS

The aim of this toolkit is to take you through the planning of your Social Action Project. You can use this as a guide to think about what actions you are going to take, and how you are going to reach your targets.

OUTCOMES

COMMUNITY.

You will:

	USE TEAM WORK SKILLS AND PROBLEM SOLVING SKILLS TO IDENTIFY NEED FOR TACKLING LONELINESS IN YOUR COMMUNITY.
0	CREATE A DETAILED PROJECT PLAN TO GAIN ORGANISATIONA AND TIME MANAGEMENT SKILLS.
	IDENTIFY YOUR OWN STRENGTHS AND WEAKNESSES, WHICH WILL HELP YOU CHOOSE YOUR TEAM ROLES WITHIN THE GROUP.
0	BE INCLUSIVE TO ALL YOUNG PEOPLE AND USE THE PROJECT TO MAKE A DIFFERENCE TO OTHER PEOPLE'S LIVES.
	CREATE A PROJECT WHICH WILL HELP TACKLE YOUTH

LETS BEGIN!

LONELINESS, AND IMPACT YOUNG PEOPLE IN YOUR

PROJECT PLAN

WHAT IS YOUR PROJECT?		
WHO DOES IT INVOLVE?		
WHO DOES IT TARGET?		

PROJECT PLAN

HOW WILL IT TACKLE YOUTH LONELINESS IN THE COMMUNITY?
WHERE WILL IT TAKE PLACE?
HOW WILL YOU PROMOTE YOUR PROJECT?

TEAM ROLES

- **1.** Use a piece of flipchart paper, and create two columns **'NAME'** and **'ROLE'**.
- 2. Discuss and decide on all of your team roles as a group. Try and think about what your strengths are as individuals, and what kind of role this would help you with.
- **3.** If you have a group budget, try and designate someone to be in charge of that budget, so they can distribute it fairly.
- **4•** Take a picture of your flip-chart and keep it for your evidence at the end of the project.

TIME



30-60 MINUTES

RESOURCES

- FLIPCHART PAPER
- PENS

NOTES

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EVALUATION OF PROJECT

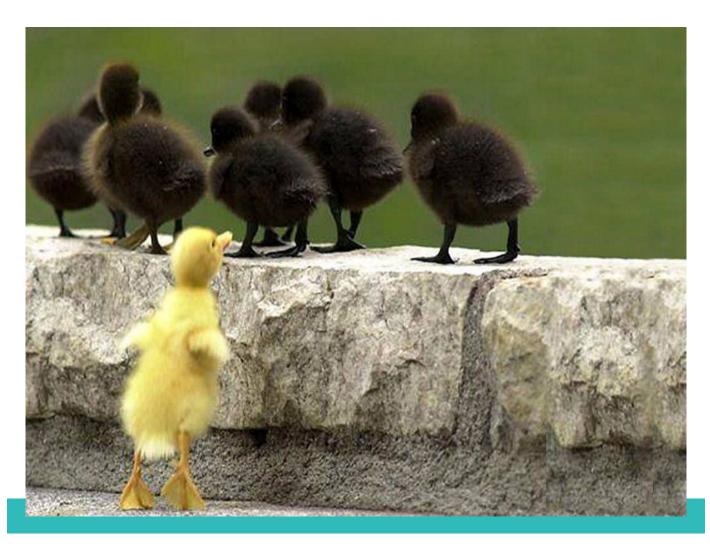
WHAT WENT WELL?
WHAT DIDN'T GO SO WELL?
WHAT COULD HAVE BEEN DONE DIFFERENTLY?

ReachOut Toolkit

CASE STUDY

NAME
HOW HAS THIS YOUNG PERSON IMPROVED THROUGHOUT THE PROJECT?
WHAT HAVE THEY ACHIEVED?
WHAT SKILLS AND KNOWLEDGE HAVE THEY GAINED FROM THE PROJECT?
Signature

	-		
		DATE COMPLETED	
	(e	DUE DATE	
	AL BUDGET (if applicable)	ACTIONS	
WHAT IS YOUR ROLE?	WHAT IS YOUR PERSONAL BUDGET (if	TARGET	



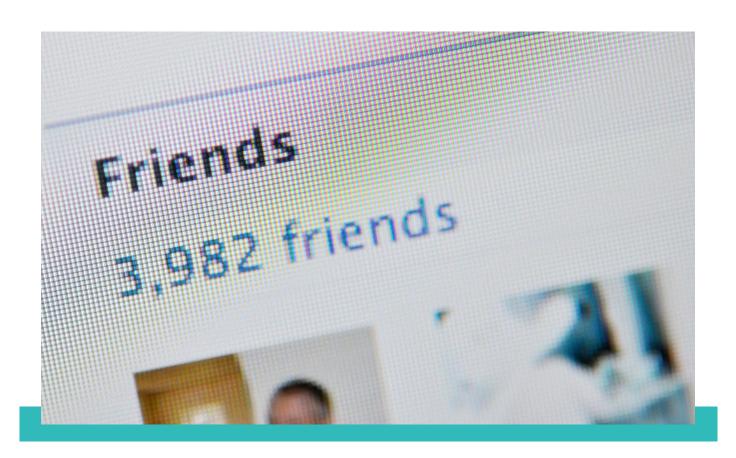


ReachOut Toolkit











ARRIVAL QUESTIONNAIRE

We're here! This is where your journey ends! Please be as honest as you can, we want to see your journey!

A DIL al	Jour y	ou								
Name										<u> </u>
Age		_								
"I am a co	nfider	nt perso	on"							
1 NOT ME	2	3	4	5	6	7	8	9 THAT'S	10 S SO TRUE	
"I have hig	gh self	-esteeı	m"							
1 NOT ME	2	3	4	5	6	7	8	9 THAT'S	10 S SO TRUE	
"I work we	ell in a	team"								
1 NOT ME	2	3	4	5	6	7	8	9 THAT'S	10 S SO TRUE	
"I have str	ong c	ommu	nicatio	n and I	eaders	hip ski	lls"			
1 NOT ME	2	3	4	5	6	7	8	9 THAT'S	10 S SO TRUE	
"I feel par	t of a	comm	unity"							
1 NOT ME	2	3	4	5	6	7	8		10 S SO TRUE	
"I can ma	ke a p	ositive	contr	ibutior	n to my	comn	nunity	<i>,</i> "		
1 NOT ME	2	3	4	5	6	7	8		10 S SO TRUE	



About the project

On a scale of 1-10, How much would you say you now understand about youth loneliness?										
1	2	3	4	5	6	7	8	9	10	
On a scale of 1-10, How much would you say you now understand about youth isolation and its consequences? 1 2 3 4 5 6 7 8 9 10										
'	_	J	7	J	O	,	O	3		
Would you say you have a strong support network?										
YES	NO)	DON'T	KNOW				00000		
Would you know where to go for extra support?										
YES	NO)	DON'T	KNOW						
Do you feel "ReachOut" has helped you?										
YES	NO)	DON'T	KNOW						
The "	'Reach	Out"	project	has he	lped	me;				
0 0	Unde	rstan	onfidend d how to ut youth	o make	a char	nge	efficacy			
What were the main things you learnt from the "ReachOut" project?										
[



TOOLKIT



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