ACTIVITY 5

Options for solutions

Duration
4 hours

"We're not going to change the world; we're going to build a network of people around the Earth who are going to change it"
Nainoa Thompson

Activity 5. Options for solutions

- Brainstorming -

Summary

Alternative solutions are generated to improve shelter safety addressing the hazards and reducing risk exposure by taking advantage of local capacities.

Purposes

To analyse options for improving shelter safety according to how effective they are and how feasible/easy they would be to put in place.

To examine the reasons why effective safety features have not yet been introduced in all or part of the community.

To identify youth community strengths and capacities for making changes.

ACTIVITY 5
PLAN

Materials

Illustrations set A and B*
The set of illustrations by hazard with their corresponding 'safe' and 'unsafe' conditions drawings. It comes from the final selection by the group on Activity 4.

Miscellaneous*
Adhesive tape, pins, play dough, buttons, pebbles, pieces of scratch materials, toothpicks, colored papers, etc.

Pen, pencils & erasers*
Some to write and draw (better if erasable); others to color.
Alternative: chalk, markers, pens.

A5 paper*
To draw additional illustrations and prototype.

Possibilities charts on B1 paper*
On the horizontal axis from *Very difficult* to *Very easy* and on the vertical axis from *Not very effective* to *Very effective*.

Self adhesive labels*
To record individual ideas for solutions.

Container*
To collect the votes.
Alternative: hat, basket, box, etc.

Flip chart
To record viable solutions so that everyone can see them.

Digital Track*
To create support materials to pitch their ideas.

Considerations

1. Aim for lots of new ideas. Don´t worry if they seem too crazy as long as they stay focused on the asigned hazard.

Previous preparation

Artist

1. Graph on B1 paper the possibilities charts. You will need one chart per each hazard the PASSA Group worked on in activity 4.
2. Create additional illustrations with the new relevant ideas from the previous activity.
3. If you have computers or tablets for the youth familiarize yourself with the graphic design tools available in the Digital Track.

Go to Digital Track

Volunteer

4. Prepare the room for the different configurations needed for brainstorming, piching, voting, prototyping and consolidating in the possibilities charts.

Activity 5 - FACILITATE

Presentation

Step 1

Invite a participant to briefly summarize the previous activity.

ACTIVITY 5
FACILITATE

Step 2

Invite those who documented additional safe and unsafe conditions after the last activity to share their findings with the group.

Step 3

Explain that everyone will have a chance to pitch an idea; the facilitators will filter out those that are not viable and then the group will analyse the viable solutions using one possibilities chart per hazard. Finally they will vote for the solutions that will be prototyped.

Action

Step 4

Form subgroups and give each of them a set of illustrations related to one of the prioritized hazards as they were kept from the last activity.

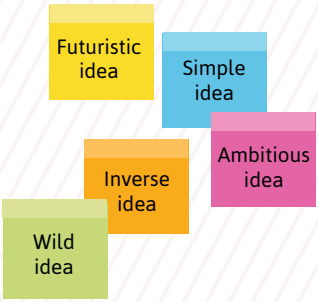
Step 5

Ask the participants to review the 'safe' illustrations and come up with as many new ideas as possible that solve the unsafe situations that they received. Have them write or draw each idea in a separate piece of paper or self-adhesive note. Encourage them to build on each other´s ideas.

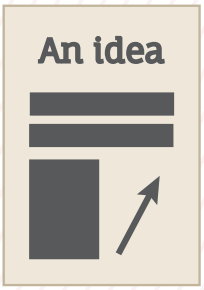
Thinking outside the box

Encourage the youth to use their imagination and share their wildest ideas. Ask them to consider simple actions, like having a bucket of sand in the kitchen in case of fire, reversing the order of doing things, switching places, dividing steps.

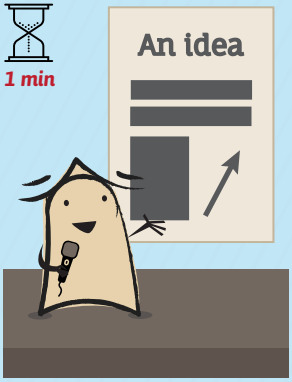
5. Ask each subgroup to come up with as ***many new ideas as possible*** that solve the unsafe situation that they received.



6. Announce that everyone should ***get prepared to pitch a solution in 1 minute***. They can use posters, videos or any other support materials if they wish.



7. Each young person goes in front to pitch a solution in 1 minute.



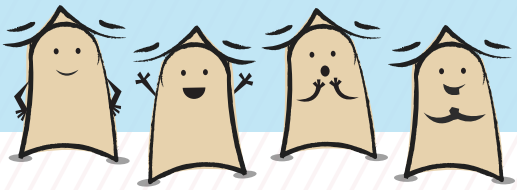
1	Brief summary viable solution	4	
2		5	
3		6	

Technical advisor
Filters out ideas that are not viable at all

Volunteer
Gives each viable solution a number and writes a brief summary

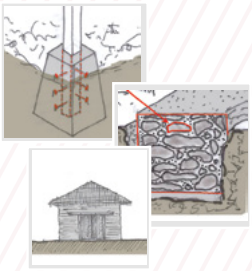
Artist
Sketches each viable solution

8. Once everyone has pitched and idea, the PASSA Group analyses all viable solutions for each chosen hazard.



The group analyses all ideas and places them in the corresponding possibilities chart. ***Easy and effective solutions*** are preferred

Viable ideas



How effective is the solution? Does it make the shelter and settlement somewhat safer or a lot safer?

Hazard

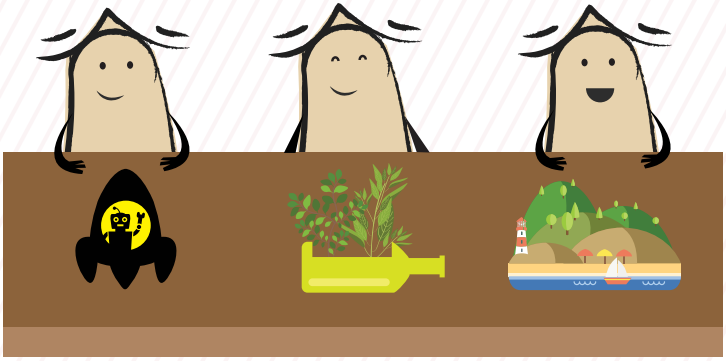
Very effective		
Not very effective		
	Very difficult	*Very easy*

How easy is it for the PASSA Group to implement the solution?

9. Vote for your favorite solution (youth)

10. Prototype (subgroups)

11. Showcase and get feedback! (subgroups)



Step 6

Announce that everyone should get prepared to explain in 1 minute a solution to the assigned hazard. Each participant can choose any of the ideas from the subgroup´s brainstorm as long as only one person selects a particular idea. Tell them that they can use maps, posters, videos or any other support materials to present. If you have the necessary equipment, let them use graphic design or digital storytelling tools.

Go to Digital Track

Step 7

With the **technical advisor and the manager as jury** and the **PASSA Group as audience**, each young person goes in front to pitch a solution in 1 minute (someone should keep track of time so that the presentations do not go over time).

The only role of the jury is to filter out ideas that are not viable at all. If this is not clear from the pitch, **ask questions that can help make a decision.**

The **volunteer** should give each solution that passes the jury's filter a **number and write a brief summary** in the flip-chart.

The **artist**, in turn, should **sketch each viable solution** and add the illustration to the flipchart.

Step 8

Once everyone has pitched and idea, the PASSA Group analyses each viable solution and places them in the possibilities chart of the corresponding hazard taking into account how easy and effective it is.

Step 9

Each member of the PASSA Group votes for their favorite solution. Votes are counted and the top ideas are assigned to the subgroups to be prototyped.

Step 10

Give each subgroup materials and time so they can make a sample or a mockup of the solution.

Step 11

Subgroups take turns showing -and testing when appropriate- their prototypes, getting feedback and answering questions that others have.

Closing

Step 12

Promote a group reflection and start a dialogue about the following, making any final adjustments to the charts:

- Are they in agreement with the effectiveness and feasibility of implementing the proposed solutions or do they want to suggest any changes?
- What transformations would they like to see in their community in 3 months, 1 year and 5 years?

- What resources do they have available to implement these improvements?
- Why do they think the community has not implemented measures in the past similar to those proposed by the PASSA Group?

Step 13

Explain that in the following activity they will make an action plan to execute the solutions they chose to improve the safety of their shelters and settlement.

Activity 5 - DEBRIEF

Artist and volunteers

1. Verify that the additional illustrations that have resulted are integrated to the pack so that the group can use them in the next activity.
2. Take pictures of the prototypes and charts with the solutions grouped as they were displayed at the end of the activity, with the illustrations visible, to keep with the project files.
3. Share your thoughts about the activity and reflect on:
   - Articulation of the youth with people and entities of the community that can support the implementation of their ideas to increase their feasibility.
   - Results in relation to purposes.
   - Additional requirements for the next session.