



ORGANISE YOUR **YOUTH TAKE OVER**

ORGANISING A YOUTH TAKE OVER WILL EMPOWER YOUNG PEOPLE, ACTIVATE THEIR CREATIVE POTENTIAL AND ESTABLISH A SENSE OF OWNERSHIP IN THEM. THESE WORKSHEETS WILL GUIDE YOU THROUGH ALL THE NECESSARY STEPS IN ORDER TO CREATE A SUCCESSFUL EXPERIENCE.

HOW TO USE IT?

Start by printing out the manual.

The ROADMAP will guide you through the process of organising a YOUTH TAKE OVER step-by-step. By using it, you will make sure to keep every important aspect of the overall experience in mind.

Cross the steps you have already completed with a pen to see your progress and what's coming next.

Print 1, if possible in A3 landscape

The CANVAS will help you to create an overview over the available resources, materials, needs and budget for each activity you are planning. Try to fill the grid, after your first brainstorming session in groups of 3. In the end, everyone should have a clear idea of the what, where, when and how of a proposed activity.

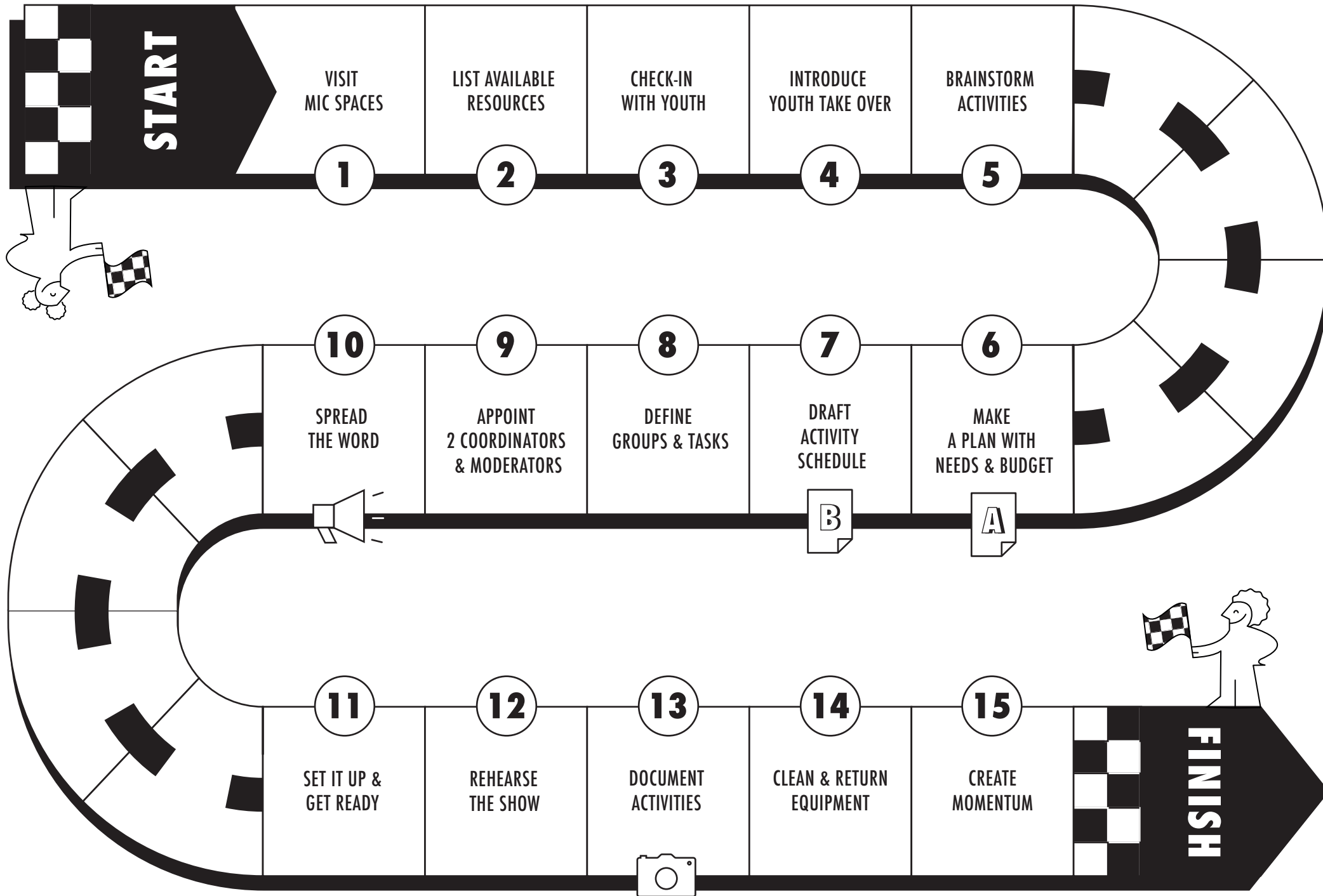
Print 1 for each activity

The ACTIVITY SCHEDULE allows you to allocate a time, duration and order to all the selected activities. In the end you should have a conclusive schedule with around 4 activities for each day.

Print 1, if possible in A3 landscape

Let's get started!

YOUTH TAKE OVER ROADMAP



YOUTH TAKE OVER ACTIVITY SCHEDULE

1 DAY		DATE:	START:	END:	2 DAY		DATE:	START:	END:
ACTIVITY:			GROUP:		ACTIVITY:			GROUP:	
1h									
2h									
3h									
4h									
5h									