# Design Considerations for Service

In this worksheet, we will offer reflective questions for you and/or your organization to consider when designing, delivering, and engaging in youth-led, youth-driven service experiences. These experiences range from everyday acts of service to systemic change, and may be implemented entirely by youth or through partnership with adults.

Design considerations provide a roadmap for co-creating service experiences that are accessible, high-quality, and reciprocal.

We have grouped these themes through design foci, outlined below:
1. Youth-Led, Youth-Driven
2. Access
3. Quality
4. Reciprocity
5. Change Strategy
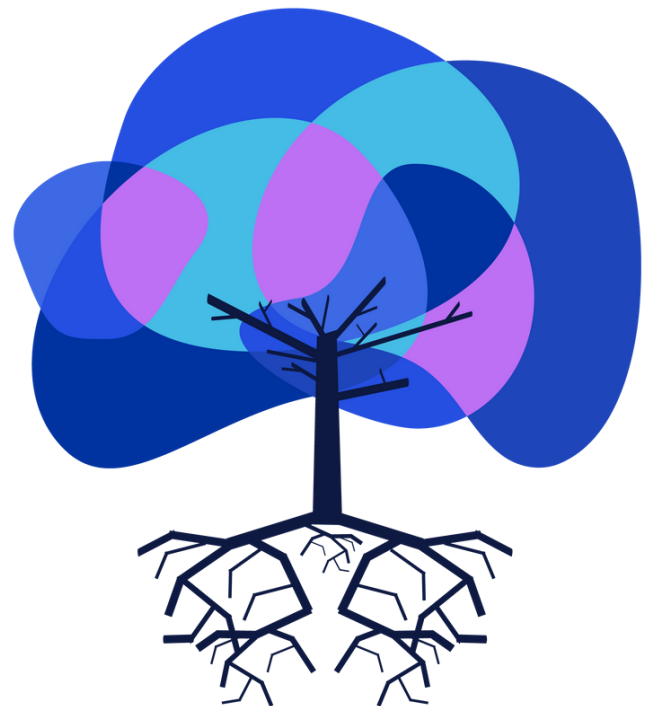
1 Youth-Led, Youth-Driven

Positioning of Young People

To what extent are young people positioned to co-create, design, and deliver your program or service experience?

Aligning Development & Opportunity

How are a young person's age and developmental stage aligned with your service opportunity's design and intended impacts? How are our youngest youth invited into service and recognized for their potential for deep influence? How does alignment increase the well-being of everyone involved in a service opportunity?

Creating a Culture of Service

To what extent are your community or organization's youth motivated to engage in service? How do they identify service happening within their communities? In what ways does seeing examples of service inspire people to pursue their own service journeys?

2 Access

Resourcing

What people or resources in your community can youth access to get help in implementing their ideas?

Engagement level

(Episodic, Regular, Sustained)
What is the impact of time and effort relative to the capacity needed to engage in this service experience?

Relevance and Relatability of Service Opportunities

How might the design and delivery of this service experience increase and/or decrease the ability of a diverse set of participants and stakeholders to participate? In what way(s) could socioeconomic status impact access to this opportunity?

Role of Compensation

What is the role of compensation in your outlined program or service experiences? How might unreimbursed expenses impact young people's ability or desire to participate?

3 Quality

Intent of Service Engagement

How might intent and motivation shape the service experience? How might program or service requirements and/or mandates shape participants' experiences?

Integration of High-Quality Practices

To what extent does your program or service experience integrate evidence-based practice, lived experiences, and reflection to guide design, delivery, and impact?

Degree of Risk

What types of risks might arise for all those involved (participants, community members) in this program or service experience and how might that influence the process of design and delivery?

4 Reciprocity

Proximity to Issue

How close are those engaged in this program or service experience to the issue, people, and/or communities? What role does this play in the design, delivery, and impact of the experience?

Community Reciprocity and Engagement

What is the level of community engagement and co-creation in the process of designing and delivering your program or service experience? What is the level of youth and peer engagement in the process of design and delivery?

Beneficial Impact for Participants & Community

To what degree does the design and delivery of the service opportunity demonstrate impact for those involved? How is this communicated?

5 Change Strategy

**Addressing Symptom Mitigation and
Root Cause Transformation**

What is the relationship to a particular service experience and degree to which it mitigates immediate harms and/or offers long-term solutions?

Assessment, Reflection, and Improvement of Impact

How does your program or service opportunity's assessment of impact tap into multiple sources of expertise, particularly from youth themselves at multiple levels and times (e.g., community, stakeholders, youth, participants, during and after programs)? How do you assess ways to enhance future efforts?