



ASSET BASED YOUTH AND COMMUNITY DEVELOPMENT

A Workshop With

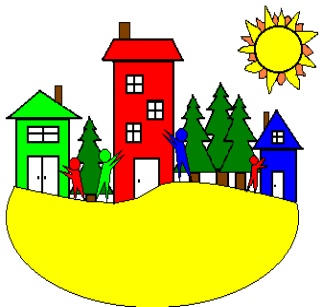
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YOUTH NEEDS MAP



Unemployment

Truancy

Gangs

Single Parent Families

Teen Pregnancy

Illiteracy

Dropouts

Child Abuse

Crime

Mental Disability

Alcohol & Drug Abuse

Juvenile Delinquency

Lead Poisoning

Suicide & Depression



IATRAGENESIS

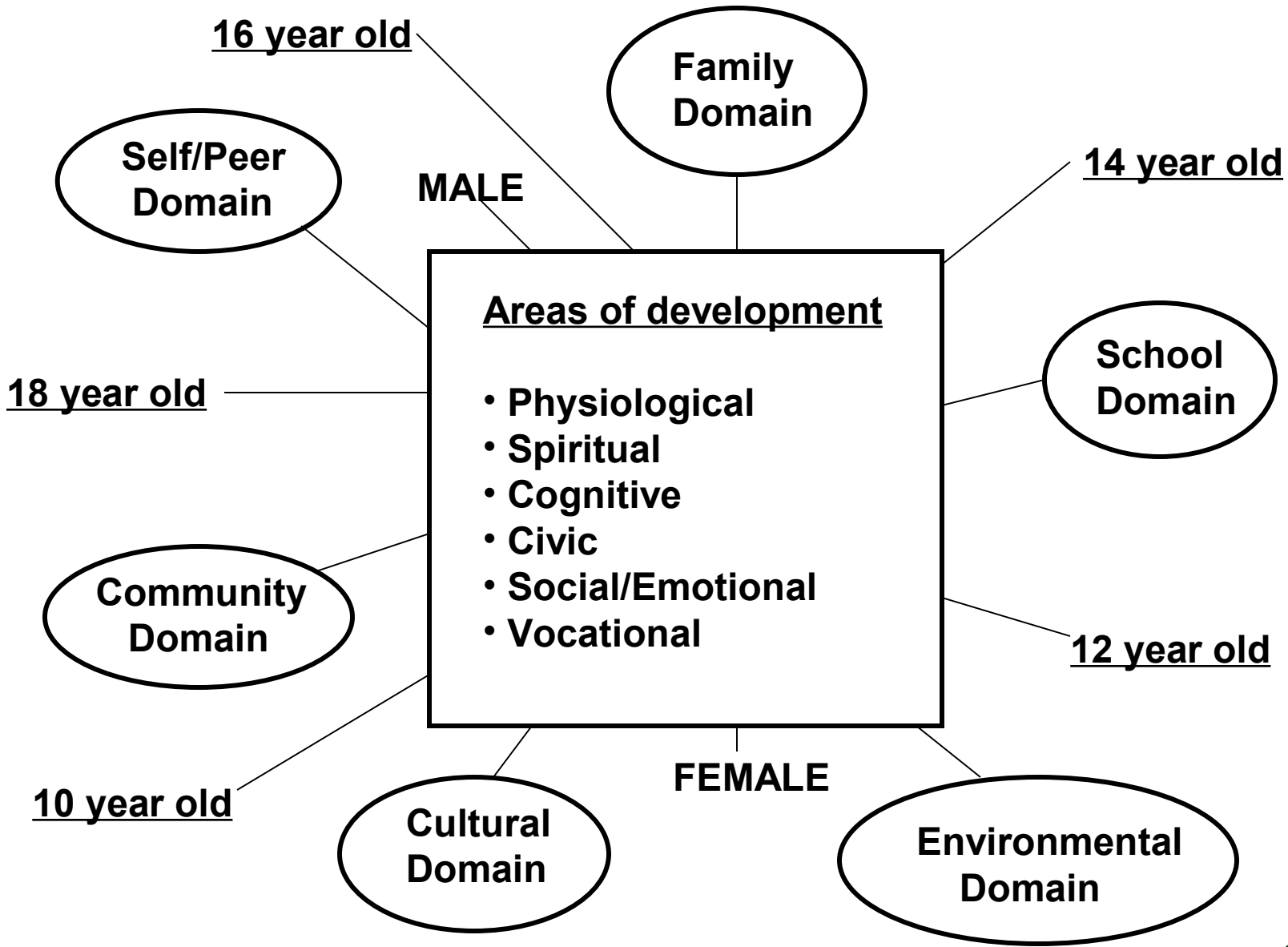
The act of inadvertently introducing a harmful side effect by a physician. The medical field is the only one that labels its interventions as having a possible negative side effect.

All interventions with young people should come with a "warning label." For example, involvement with the juvenile justice system may cause your child to become alienated from their peers and family, commit more serious offenses in the future, be removed from your home, encourage incarceration, cause discrimination because of race, and be labeled with mental health and substance abuse problems they may not have.



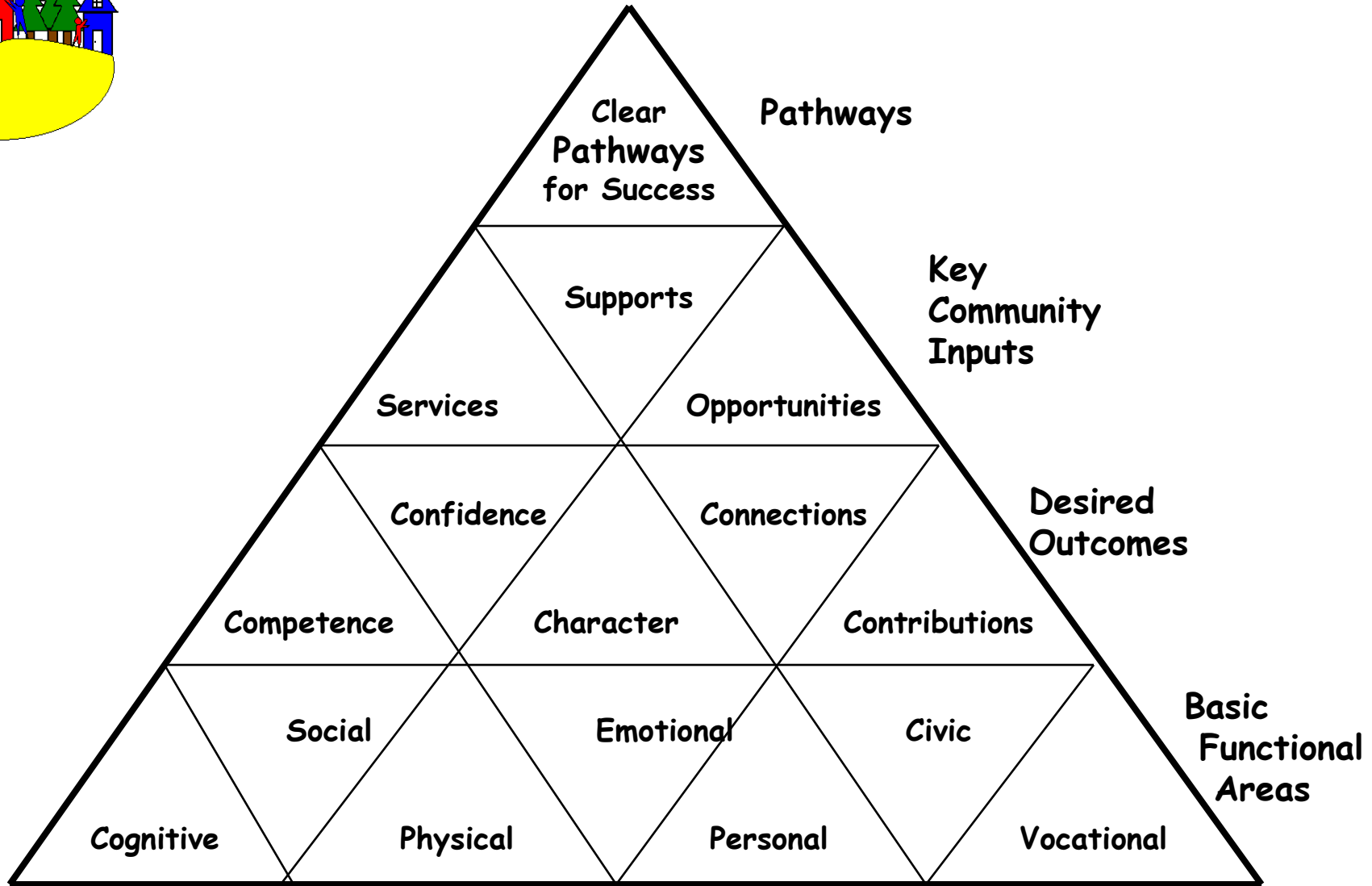
"Problem Free Is Not Fully Prepared"

Karen Pittman



YOUTH DEVELOPMENT IN A NUTSHELL





WHAT IS YOUTH DEVELOPMENT AND ENGAGEMENT?



The Future of Youth Development

Is In

Community Development

And

Engagement



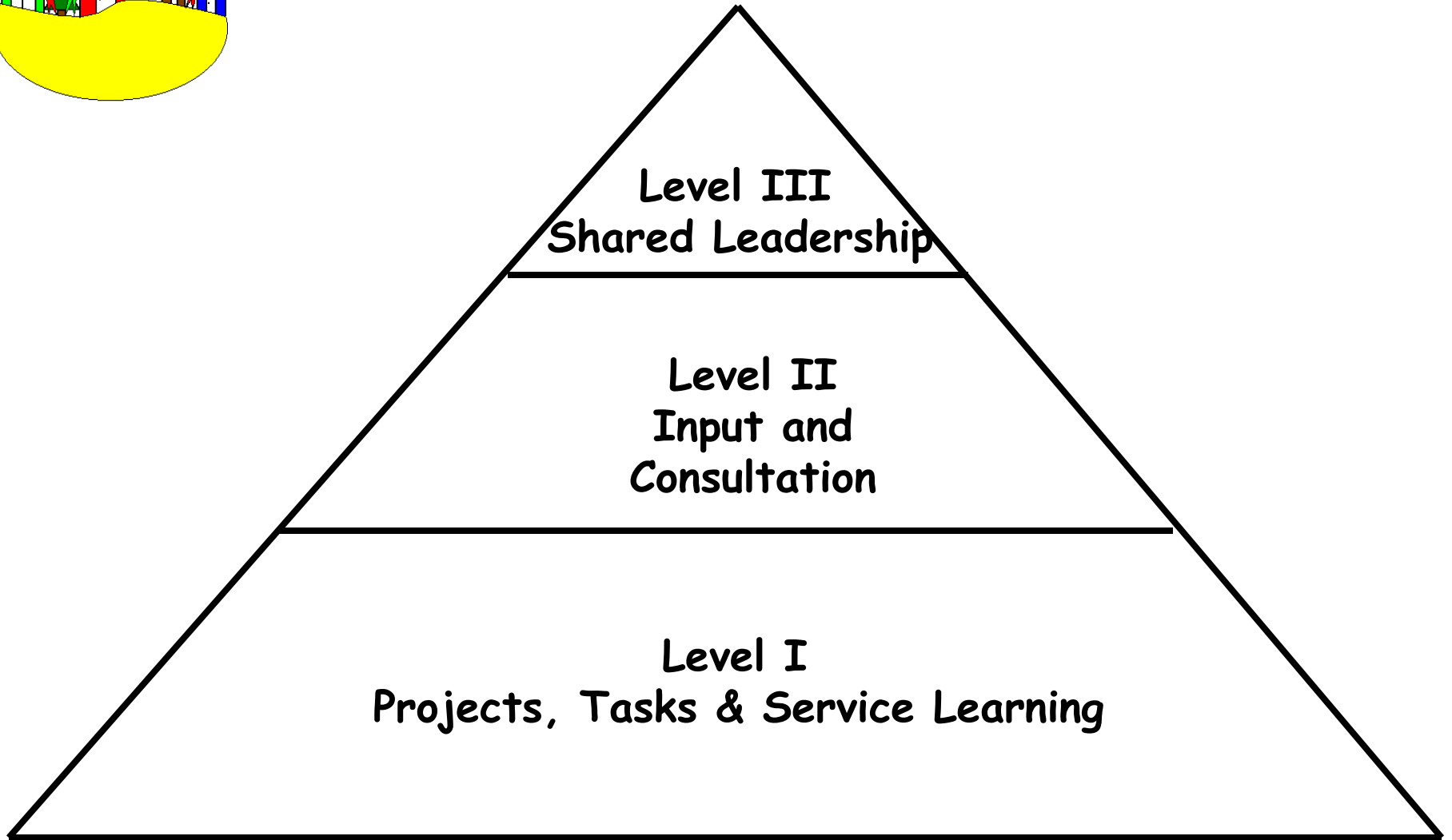
THE FUTURE

- Beyond Prevention and Academics
- Beyond Basic Services
- Beyond Quick Fixes
- Beyond Schools and School Buildings
- Beyond the School Day
- Beyond Youth Professionals
- Beyond Recipients
- Beyond Labeling
- Beyond Pilots

“A Systems Approach”



Levels of Youth Engagement





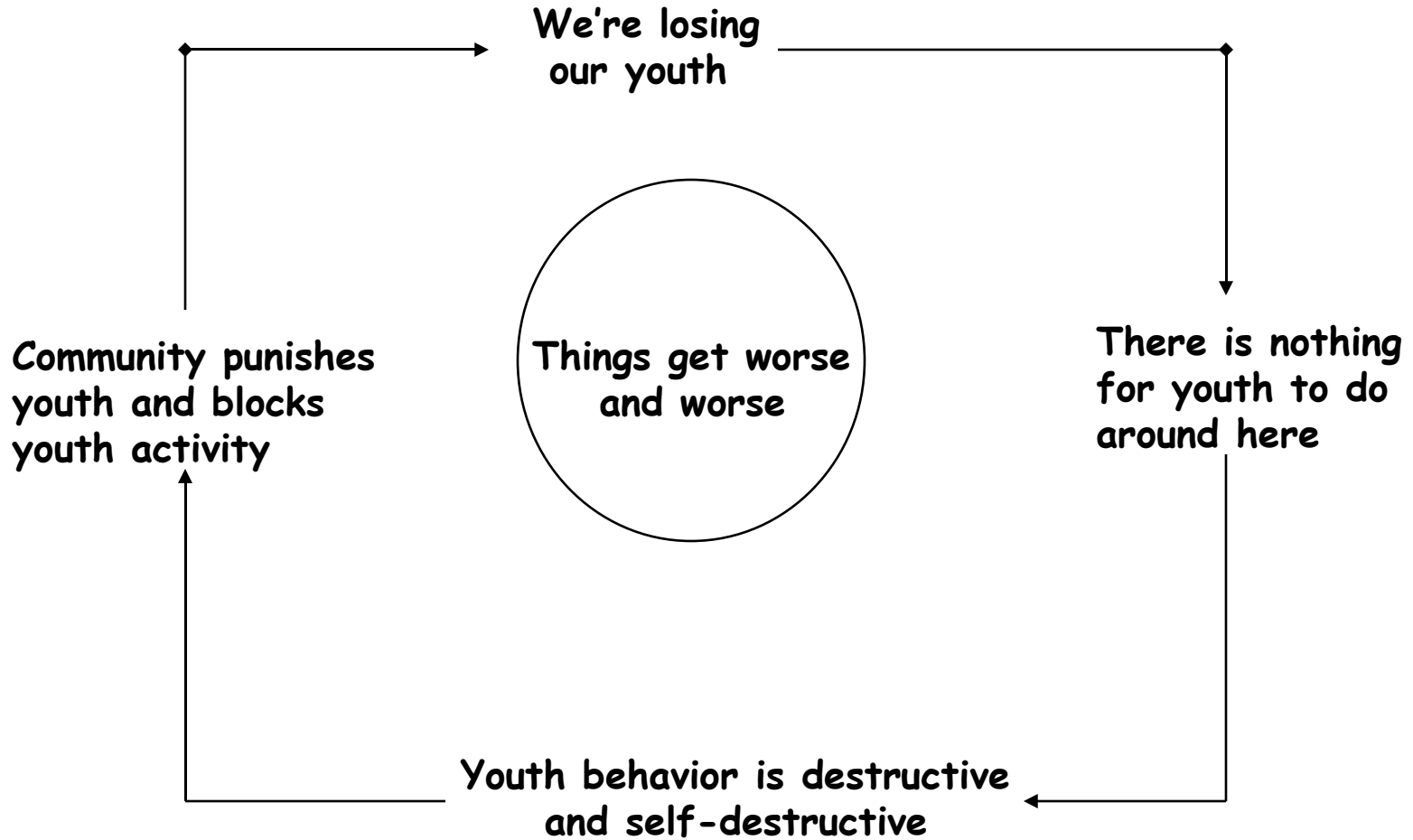
What must communities provide besides services?

- *People* - competent and caring adults
- *Places* - Safe, stimulating places - homes, schools, youth centers, faith organizations, workplaces and parks
- *Possibilities* - High quality, challenging activities and instruction that helps them build knowledge and marketable skills
- *Opportunities* - to use what they have learned in work, service or advanced learning - real opportunities to give back
- *"A healthy start"*

"Challenging Communities to Provide All 5"

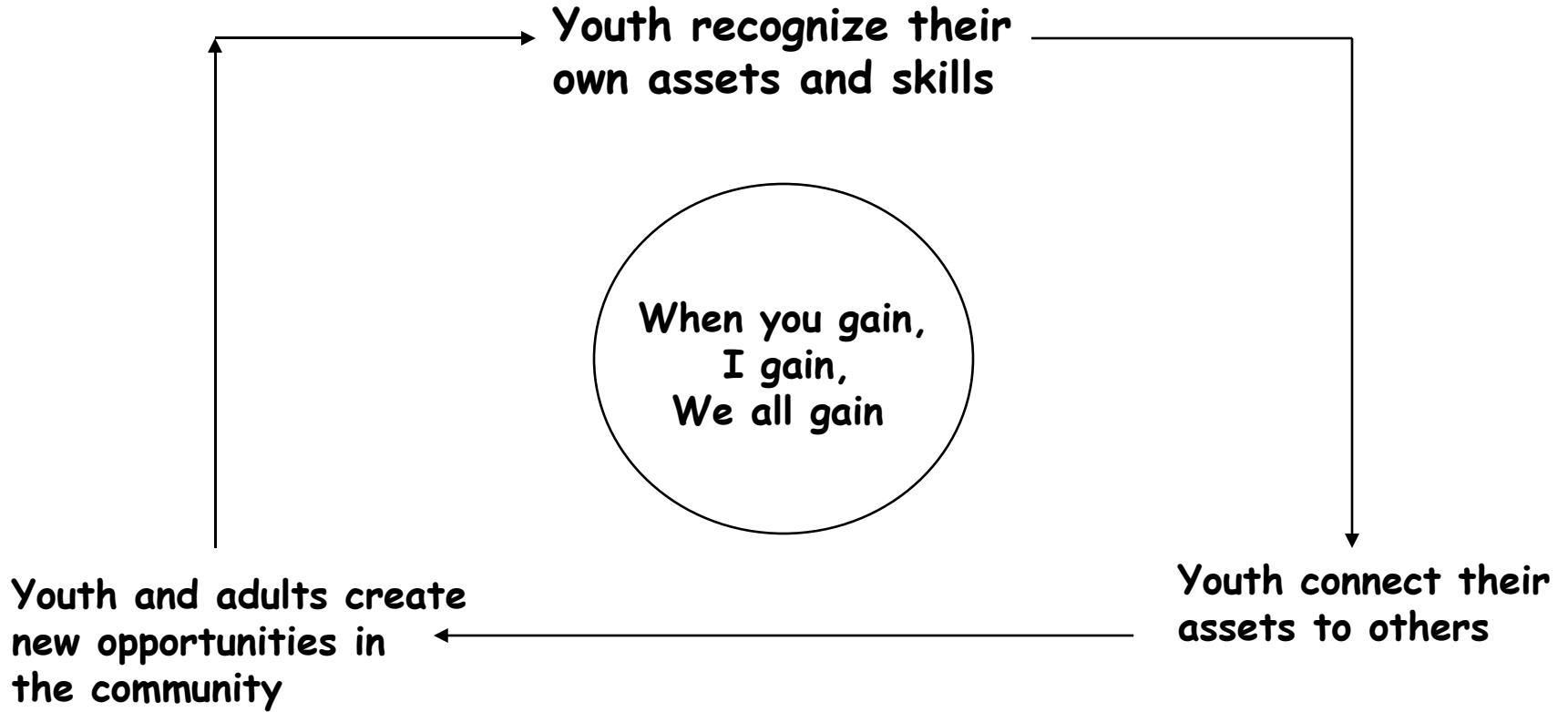


"Fixed Sum Dynamic" Negative Cycle of Youth in a Community





"Open Sum Dynamic" Positive Cycle of Youth Development





TEN COMMANDMENTS

FOR INVOLVING YOUNG PEOPLE IN COMMUNITY BUILDING



1. Start with young people's gifts, talents and knowledge; never with needs and problems.

2. Always lift up the unique individual; not the category the young person belongs to.

3. Share the conviction: (a) every community is filled with opportunities for young people to contribute and (b) there is no institution that can't find a useful role for young people.

4. Try to distinguish between real community building work, games or fakes.

5. Fight in every way you can - age segregation. Work to overcome the isolation of young people.

6. Get away from the idea of separating young people by their emptiness -- ADD, reading disorders, hearing problems, etc...

7. Move as quickly as possible away from "Youth Advisory Boards," especially those with 1 or 2 youth.

8. Cultivate many opportunities for young people to teach and lead.

9. Reward and celebrate every effort, every contribution made by young people.

10. In every way possible, amplify the message to young people -- "WE NEED YOU!" Our community cannot be strong and complete without you.



HOW PEOPLE LEARN

- 10% Of what we read
- 20% of what we hear
- 30% of what we see
- 50% of what we see and hear
- 70% of what we discuss
- 80% of what we experience
- 95% of what we teach