



Child
AND
Youth
VOICES



MANAAKITIA A TĀTOU TAMARIKI

Children's
Commissioner

Te aroha
Te whakapono
Me te rangimarie
Tātou, tātou e.

Love,
Hope,
Peace,
For us all.



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ABE: KAWA BALL

WHANAUNGATANGA



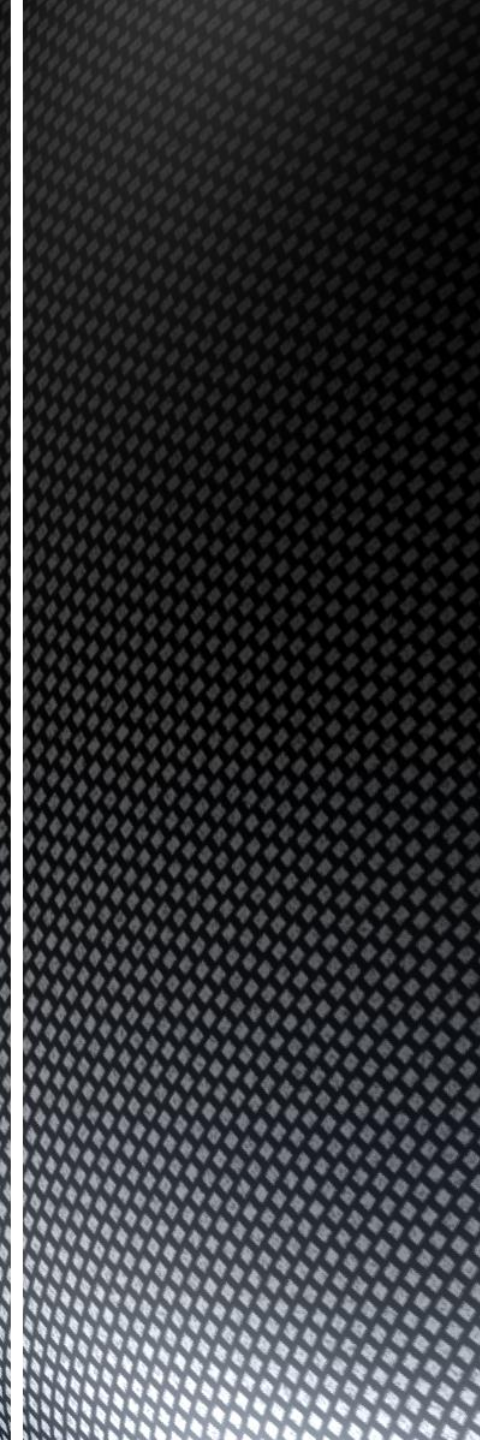
ABE: SCRIBBLE

CO-DESIGN



CROWD SOURCING AND CO-DESIGN

WHAT DO YOU HOPE TO GAIN?





TAMA TE RA ARIKI



8 Groups
16 Sessions
155 Tamariki and Rangatahi Maori
4-18 Years Old
Whakapapa to 15 Iwi
10 Interviews
Children are not a homogenous group!

TAMA TE RA ARIKI

AS BRIGHT AS THE SUN AND OF HIGH STATUS

Creating a safe and interactive environment
for tamariki to tell their story

1. Ethics Committee
2. Cultural Competency
3. Whanaungatanga
4. Co-designed program
5. ABE “Play Together, Share Together”
6. Familiar environment
7. Good food
8. Aroha/Koha
9. Feedback loop
10. Influence and impact



Mai World: OCC Children's and Youth Voices

Resources and further info

Listening2Kids provides basic
information to help you engage
with children and collect their
views

This page provides information and links
for those wanting more in-depth material
and advice

You

You have
you experience

We will be publishing the results shortly on this page. You can also check out the latest
Voices on our [link page](#).

Children's Commissioner
ACTIVITY BASED ENGAGEMENT 004
KAWA BALL

This activity is usually used at the start of a session to establish a KAWA (agreement) in the group regarding behaviour and responsibilities. Especially good for creating a space of mutual respect between participants and establishing a sense of togetherness.

PURPOSE OF THE ACTIVITY:
Everyone has someone or something that is important to them. These people and things are treasured and cherished, and they would not want them to be disrespected or hurt.
This activity demonstrates to young people the golden rule: treat others as you want to be treated, and that respect for others values is important if you want your values to be respected.
By starting a session with this activity you create a space of unity, because everyone realises that they have things in common like family, beliefs and values.
Working together the young people have fun while learning that it takes a **kaia**.
For more information about the roles and responsibilities of The Commissioner, visit our website at www.occ.govt.nz

Where should it be done? 10 years and older

What group size? **WHOLE GROUP** **PAIRS** **INDIVIDUAL**

How much time is needed? 10 minutes to explain the purpose and rules
15 minutes for the ball to go around the team
15 minutes to play the game

Resources you will need: A ball (bouncy ball or inflated beach ball)
A marker

Directions:
1) Have the young people stand in a circle.
2) The ball is a vessel which will be passed around the circle. Each person who touches the ball must place into the vessel something that is important to them. It can be a person, an object, or a value.
3) Have each person write what is important to them, something important to respect each other's values and this can only be done if everyone works together.
4) When the ball has gone around the circle, explain to the group that the vessel represents each of the things that is written on it. No one likes to see something important be treated disrespectfully. In a group it is important we respect each other's values and this can only be done if everyone works together.
5) Now explain to the group that if the ball touches the ground it must mean these things aren't actually important. Working together the group must keep the ball in the air (by hitting it up like in volleyball) long enough for every person who has written on the ball to touch it at least once.
6) It can be more fun if participants are unable to hit it twice in a row. Also if you split the group into smaller teams then they can compete with each other to see how long they can keep it in the air (one point for every hit).

Outcomes:
As the ball goes around the young people learn something about each member of the group and form an appreciation of what is important to their peers. By sharing what is important to themselves they establish how they want to be treated, the fun activity in the end emphasises how it requires a community working together to ensure everyone receives care and respect.

Learn more about our current Youth Voices Project (PDF, 394KB)

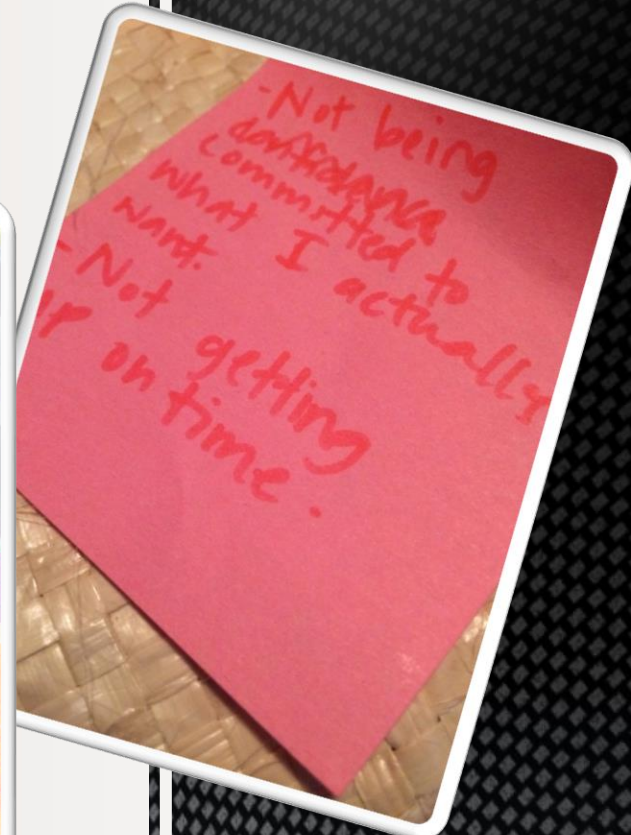
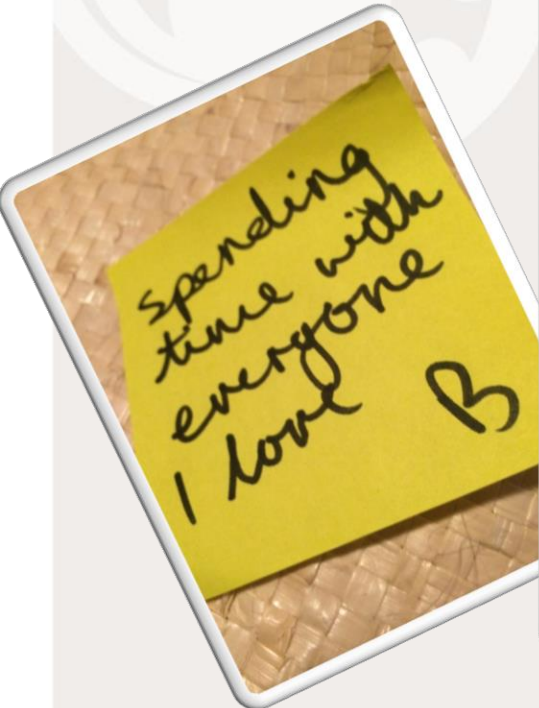
FEED BACK

150+ Hours of engagement

400+ Post-Its

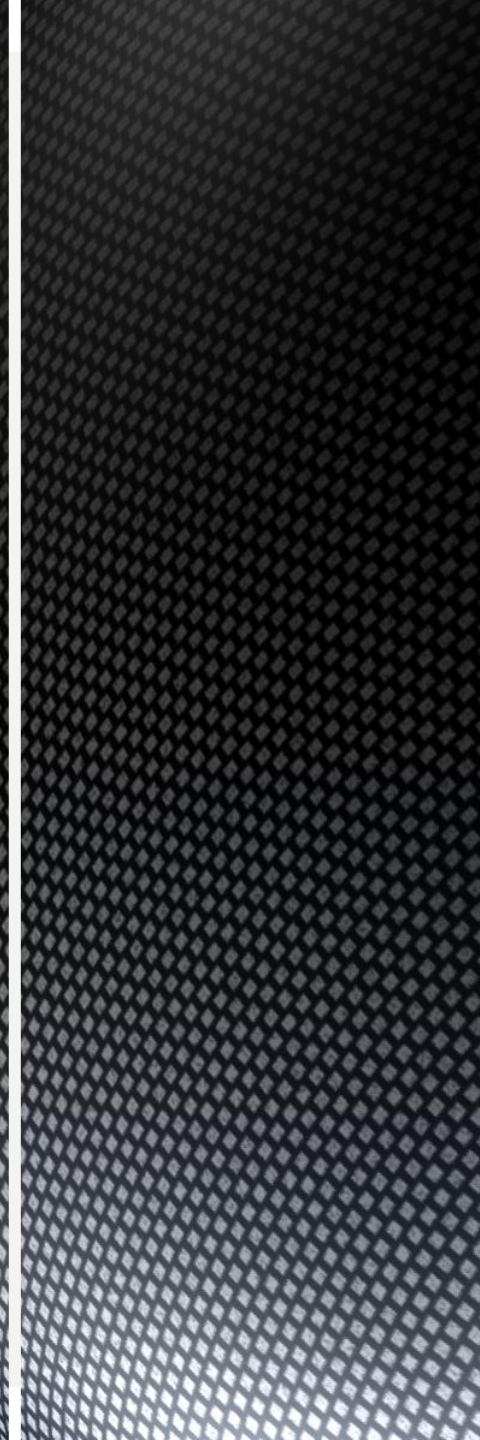
20+ Flip chart paper

Loads of chocolate





FIVE KEY FINDINGS



KEY FINDINGS

Mana diminished, something is missing

Cultural identity enhances connectedness to
family and community



KEY FINDINGS

Neglect, instability, trauma triggers anti-social
attitude

Safety, belonging, positive encouragement fuel
dreams



KEY FINDINGS

Friends don't always understand, if adults don't listen then I wont talk

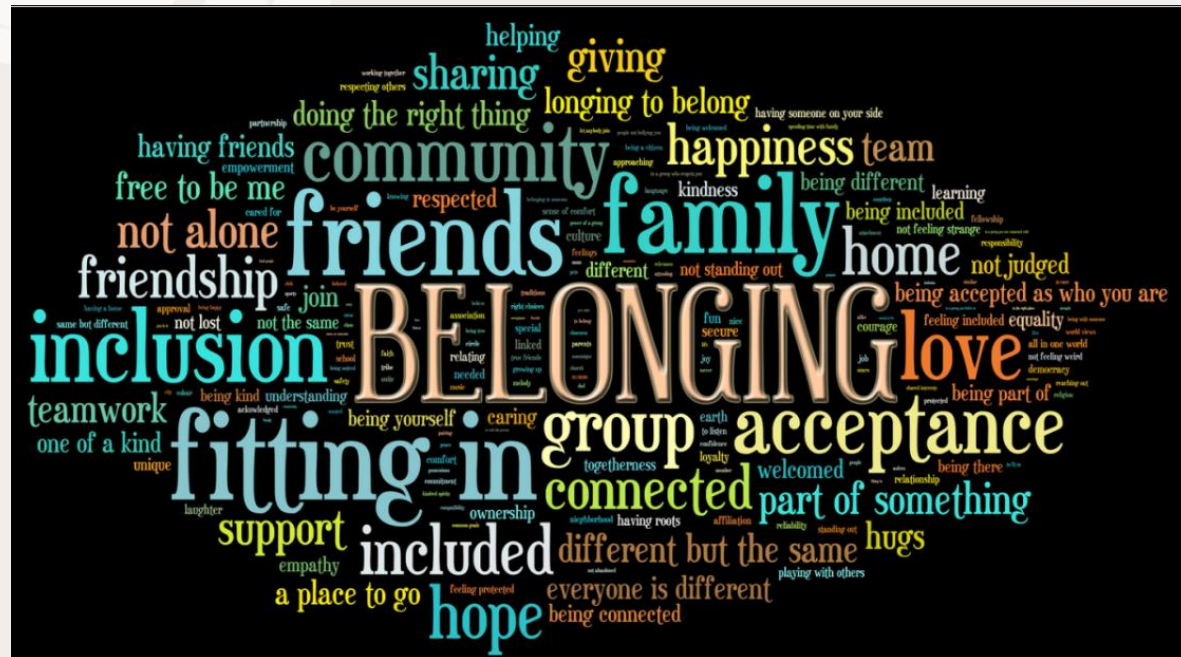
Korero space with adults shows 'I am valued'



KEY FINDINGS

Stressed parents impact on emotional and mental wellbeing of child

Children's aroha, they see and understand their parents situation



KEY FINDINGS

Without positive support people, tamariki do
not walk their local

Tamariki are travelling the digital world





Wreck it ralph –

Born to be a villain

Violence

Gangs

Kicked out of school at 12 years old

Likes boxing

Loves his Dad

Identity and judgment

Hungry for education

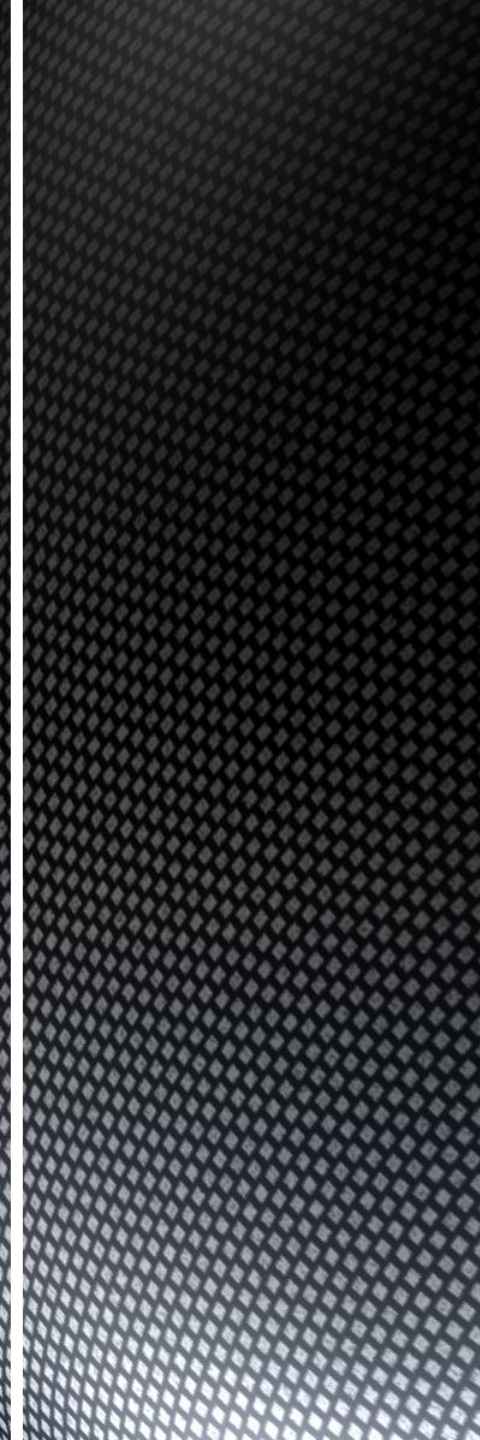
Needs support

Finding spaces where he can see he is a hero

ABE: Pass the power

Our role is to pass the power to children
and young people





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Malo Aupito
Thank You

