

## Session 27: Needs Analysis

## Aspire Programme

TIMES	WHAT	DETAILS	EQUIPMENT NEEDED
10	<b>Ice Breaker</b>	Hospital tag- Everyone's in rules, except you have 3 lives. When someone gets tagged, they must cover up their 'wound' with 1 hand. When both hands are gone, they can still tag with their hips.	
15	<b>Connect</b>	"Hot and Not"- Highlight of the week (hot) and lowlight/challenge (not). Connect, and try to learn more about their lives as people. <b>Frontload:</b> Needs analysis- looking at picking a project to do!	
15	<b>Loosener</b>	Actions speak loud- Similar to Chinese whispers. Group lines up single file, person at the back comes up with an action, and passes it up to the front. Person at the front shows the whole group what their action is.	
10	<b>Debrief</b>	What happened in that activity? Was the action at the end the same as the first? Did the people receiving it (people at the front) get a clear picture of the intention? So what does that mean? What is important about the way we pass on information? What do our actions say? What can we learn from this? How can we transfer this to our actions (community project)?	
20	<b>Planning/brainstorming</b>	Using the whiteboard/A1 paper as a visual aid, brainstorm the needs/narrow down the list of community project ideas to 2-3. Brainstorm: <ul style="list-style-type: none"> <li>- Favourite ideas from last week</li> <li>- Common identified needs of the community</li> <li>- What is there to celebrate in the community</li> <li>- Key people to interview + a plan of HOW to interview them.</li> </ul>	<ul style="list-style-type: none"> <li>- Workbook: Needs analysis</li> <li>- Whiteboard, whiteboard markers</li> <li>OR</li> <li>- A1 paper, Felt tip pens</li> </ul>

**Purpose:** To discuss the significance of actions, and what they 'say'. Also, to identify and discuss what the needs of the community are/what we can celebrate, and key people to involve. Narrowing down community project options.

### **Activity Briefs:**

#### **Hospital Tag:**

*Establish group boundaries. Similar rules to Everyone's in. Sell the story that everyone is now a medic/doctor/has done first aid, and can now treat wounds.*  
In Hospital tag, the difference is when you are tag, you are able to treat your wound, by covering it with one hand. That hand must stay there the rest of the round, e.g. if you are tag on the shoulder, one hand must remain on that spot the rest of the round, but you may continue playing. You may do the same with your second hand too, which leaves you with only your hips to tag others with- swing the hips sideways only, not forward/backwards. Once tagged for the third time, bob down on the spot.

*Variation:* (add in this after a round or two) Place 2-3 hoola hoops around the activity area, these are the 'hospitals'. From now, if you get tagged 3 times, instead of bobbing down on the spot, you may lay down on the ground, with arms and legs in the air. 2 group members can choose to pick you up by your arms and legs, and carry you to a hospital where you are revived.

**Equipment:** Hoola-hoops x3

#### **Actions Speak Loud:**

*Line up group in a single file line, all facing the same way. Ask for a volunteer to start at the back of the line.* This activity is similar to Chinese whispers, except the message is communicated by actions. The person at the back comes up with an action and passes it up to the front, by tapping on the persons shoulder in front of them and showing them the action. This person then repeats to the person in front of them, and so on until the action reaches the front. Person at the front then turns around for everyone to see, and shows the whole group what their action is.

#### **Debrief:**

- What happened in that activity? Was the action at the end the same as the first? Did the people receiving it (people at the front) get a clear picture of the intention?
- So what does that mean? What is important about the way we pass on information? What do our actions say?
- What can we learn from this? How can we transfer this to our actions (community project)?

### **Brainstorming session:**

Using the whiteboard/A1 paper as a visual aid, brainstorm the needs/narrow down the list of community project ideas to 2-3. Brainstorm:

- Favourite ideas from last week
- Common identified needs of the community
- What is there to celebrate in the community

### **Who to Interview:**

#### Step 1:

The group should plan between 3-5 key people to interview about the community project. Ideally, the facilitator should have a few people in mind (e.g. school principal, a local shop owner, church pastor, sports club coach etc.) who are connected with the local community, and have warned them beforehand. Ask the group to plan who to interview, and if they are struggling, suggest these people.

#### Step 2:

Create a plan for interviewing. Encourage the participants to organise and attend the interviews (facilitator should go with them). A good way of doing this could be:

The group decides on 5 people to interview. The group splits into pairs, and each pair chooses one of these people to interview. They either: decide to call/email the person to organise the meeting (where and when to meet), or assist the facilitator in doing so. Even if it means making the phone calls during the session- could be great for them to be able to organise it that day!

The participants should be leading the process, and the facilitator guiding them through the journey. Suggest and nudge, but don't take the responsibility away from the young people, it is their project!

Step 3:

Write a script of the interview. What questions are they going to ask?

Three main questions could be helpful (find some suggestions in the workbook):

- What's your favourite thing about the community?
- What's your least favourite thing about the community?
- What would you love to see happen in the community?

An optional extra could be to bring a koha/gift (food, drink, vouchers etc) to the interview, to honour the person being interviewed. This isn't compulsory, but could be a great way of building relationships.