Convening a Meeting of Stakeholders or the General Public

A meeting, town hall discussion, or other gathering is a highly recommended way to bring youth voices and adult stakeholders together to learn from each other and share perspectives. When young people in a community call a meeting, people often take notice because it doesn't happen as often as it should.

As you think about creating an event, consider who can play these roles (from the 4-H Engaging Youth, Serving Communities project)

- Facilitator: Guides the group & the process (see below for some tips on this critical role)
 - Is a neutral, positive process servant of the group
 - Supports everyone to do their best thinking
 - Encourages full and equal participation from every group member
 - Does not judge ideas or individuals
- Recorder: Captures key points in "group memory"
 - Is another neutral, non-defensive process servant of the group
 - Honors the words of the speaker
 - Records enough so that ideas can be understood later
 - Only contributes ideas of their own when requested from group
- Group Member: Focuses on meeting content (you need to recruit both youth and adults to serve in this role)
 - Actively engaged as a meeting participant
 - Shares comments, concerns & ideas
 - Listens to & considers ideas of others

- Ensures that all ideas are accurately recorded in group memory
- Keeps the group on task during discussion
- Leader: Accountable for final decisions & results (this should be a member of your leadership team, and it could be an adult or a youth or a youth/adult pair)
 - Actively participates as a full group member in meeting
 - Plans & convenes meeting working with group members and process team
 - Gives the group direction and assists in it setting goals and making plans
 - Ensures that tasks & responsibilities are accomplished
 - Gives the group credit, encouragement, & support
 - Represents the group at other meetings

National 4-H Council has created the <u>4-H Tech Changemakers event planning</u> <u>quide</u> to help you engage the media in your event.