UCCE Training: Co-Creation Sessions

6 February 2020
13:00- 17:00 (4 h)
Session Objectives

- Learn about Co-Creation Sessions
- Learn how the Co-Creation Sessions are structured
- Practice how to run Co-Creation Sessions with your team members
Session Agenda

1. UCCE Structure Review - 5 min
2. Introduction to Co-Creation Sessions - 20 min
3. CCS walk-through: Caregivers - 100 min
4. CCS walk-through: Children - 100 min
5. Wrap up - 15 min

Total: 4 hr
Introduction to Co-Creation Sessions

1. What are Co-Creation Sessions?
2. Explanation of language
3. Team roles
4. Tips for running a successful session
5. CCS role play: children’s session
6. CCS role play: caregivers’ session
7. What’s next?
Co-Creation Sessions are community engagement sessions held as part of the User-Centred Community Engagement approach.

**Co-Creation Sessions serve two objectives:**

- To explore in detail the key problem areas identified through Interactive Digital Surveys together with members to the target community;

- To facilitate a space where community members can imagine and suggest - *co-create* - possible solutions to these problems in collaboration with humanitarian staff.
Co-Creation Session Roles

Lead Facilitator:
- 1 person x session.
- Responsible for the overall implementation and running of the session.
- Responsible for collecting and recording suggested ideas at the end of each session.

Co-Facilitators:
- 1 person x session.
- Responsible for supporting the Lead Facilitator in running the session.
- Leads one of the breakout groups during the Problem Tree activity.

Technical staff:
- At least 1 person x session.
- Responsible for managing participants’ expectations.
Introduction to the Problem Tree

- The main activity used in the Co-Creation Sessions.
- Adaptation of the traditional Problem Tree activity designed to help participants explore root causes of different problems in more details.

Key components of the UCCE Problem Tree:

1. **Problem area**: A problem area is an area of the *Aprendiendo Unidos* programme that contains one or several problems that make it difficult or impossible for children to participate in the programme.

2. **Problem**: A problem is something that makes it difficult or impossible for children to participate in the *Aprendiendo Unidos* programme.

3. **Cause**: A cause is something that contributes to a problem with the *Aprendiendo Unidos* programme.
Facilitation tips

1. Make participants feel comfortable and safe.

2. Manage conversations and ensure that all participants have an opportunity to take part in the activities and express their views and ideas.

3. If they can’t immediately think of something, ask guiding questions or provide participants with examples.

4. Encourage out-of-the-box thinking and ask participants to think aloud when coming up with potential solutions.

5. Encourage creativity: provide participants with means to write or draw their thoughts and ideas if they struggle to express themselves verbally.
Facilitation tips

6. Be positive and optimistic, and encourage participants to do the same.

7. Don’t judge any ideas proposed by the participants.

8. Emphasise to the participants that they are the experts and that they can express themselves freely.

9. Acknowledge and respect different points of view, and seek opportunities to find common ground.

10. Seek inclusive solutions that work for everyone.
Children’s Co-Creation Session Facilitation Guide: Walk-Through
Break (10 minutes)
CSS role play: Caregivers’ Session
1. Split into two groups and pull a role playing card from the pile on your table;

2. One of the Lead Facilitators leads the first session following instructions in the Facilitation Guidance;

3. Other data collectors play the roles described on their cards during the session.

4. You have 90 minutes.
Break (10 minutes)
CSS role play: Childrens’ Session
1. Split into two groups and pull a role playing card from the pile on your table;
2. One of the Lead Facilitators leads the first session following instructions in the Facilitation Guidance;
3. Other data collectors play the roles described on their cards during the session.
4. You have 90 minutes.
Wrap up
Tomorrow we will meet at 08:00 at [ADD LOCATION].

We will spend two full days running Co-Creation Sessions with children aged 6-16 and their caregivers in [ADD LOCATIONS].

We will be running 2 sessions at a time. Below if your team assignment.

[ADD TEAM BREAKDOWN]
Eclipse team will come with you to observe the Co-Creation Sessions implementation as researchers.

**Remember that we are not evaluating you, your performance or the Aprendiendo Unidos programme.**

**Our goal is to understand how the User-Centred Community Engagement approach works in context and how we can make it better.**

If you have questions during the sessions, ask the Project Manager or your colleagues first.

Eclipse researchers will only be able to get involved when it is absolutely necessary.
Any questions?
Meet at 08:00 at [ADD LOCATION] tomorrow.