THE FREECHILD PROJECT YOUTH VOICE RUBRIC

	THE WAYS YOUNG PEOPLE ARE ENGAGED	CHALLENGE	REWARD
ENGAGEMENT	8. Youth/Adult Equity. All youth, young adults and older adults are recognized for their impact and ownership of the outcomes.	This is an exceptional relationship in communities that requires conscious commitment by all participants. Deliberately addresses barriers and constantly ensures shared outcomes.	Creates structures that establish and support safe, supportive, effective and sustainable environments for engagement, and ultimately recreates the climate and culture of organizations and communities.
ENGAGEMENT	7. Completely Youth-Driven Action. These activities do not include adults in positions of authority; rather, adults are there in secondary roles to support young people.	Young people may operate in a vacuum, often without the recognition of their impact on the larger community. Activities driven by youth and young adults may not be seen by older adults with deserved validity.	Developing complete ownership in communities allows young people to effectively drive community engagement. Young people experience the outcomes of their direct actions on themselves, their peers and the larger community.
ENGAGEMENT	6. Youth/Adult Equality. This is a 50/50 split of responsibilities, authority, obligation and commitment.	There isn't recognition for the specific developmental needs or representation opportunities for young people. Without receiving that recognition, young people may lose interest and become disengaged.	Young people can substantially transform adults' opinions, ideas and actions.
PARTIAL ENGAGEMENT	5. Youth-Consulted. Adults actively consult young people while they're involved.	Young people have only the authority that older adults grant them, and their engagement is subject to external approval.	Young people can substantially transform adults' opinions, ideas and actions.
PARTIAL ENGAGEMENT	4. Youth-Informed. Young people inform adults.	Adults do not have to let young people impact their decisions.	Young people *may* influence adult-driven decisions or activities.
NON-ENGAGEMENT	3. Tokenism. Adults assign young people only token roles.	Youth and young adults are used inconsequentially by adults to reinforce the perception that young people are engaged.	Validates youth and young adults attending events without requiring effort beyond that.
NON-ENGAGEMENT	2. Decoration. Adults use young people to decorate their activities.	The presence of young people is treated as all that is necessary without reinforcing active engagement.	Attendance by youth and young adults is a tangible outcome that may demonstrate consideration for engaging young people.
NON-ENGAGEMENT	1. Manipulation. Adults manipulate young people.	Young people are forced to attend without regard to their interest.	Adults experience involving young people and gain rationale for continuing activities.

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