

### 3. KICK: Identifying Your Problem.

*This session helps youth to identify a problem they would like to create into a KICK project.*

Session Time



1 hour

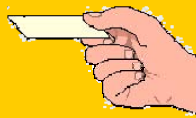
#### Supplies

nametags  
newsprint  
markers  
masking tape  
voting stickers  
quotes  
journals  
pencils



#### Handouts

What's the Problem?



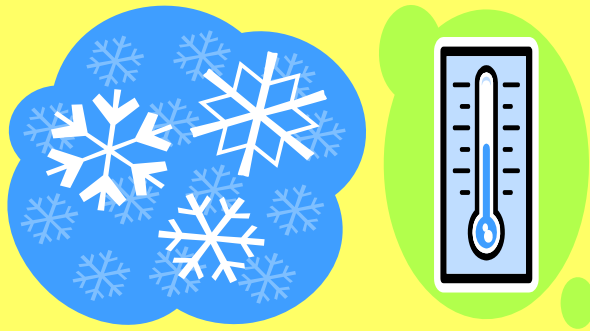
#### Newsprint

Group Rules



### 3. KICK: Identifying Your Problem.

#### Review of Last Session: Freeze



- Instruct youth to review their **I Spy Something** page from their journal.
- Next, instruct them to run around the room until they hear the word "FREEZE!" and then freeze like a statue.
- Ask: What is one thing you drew or wrote about on your **I Spy Something** page?

**I like**

**Could be better**

- Call on one young person to unfreeze and answer the question.
- Next, instruct that young person to call the name of someone else to unfreeze and answer the same question.
- Continue this process until everyone is unfrozen.
- Record all answers on **newsprint** as either "I like" or "Could be better".

#### Reflection



- What did you like/dislike about this activity?
- What observations were similar?
- What observations were unique or different?



10 minutes

#### NOTE:

*Youth are allowed to have the same answer.*

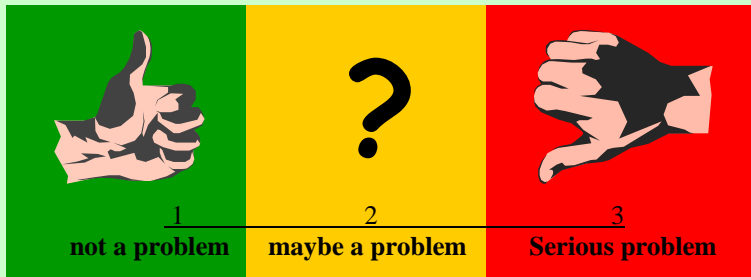


5 minutes

### 3. KICK: Identifying Your Problem.

#### Rating the Problems

- Create about a ten-foot line on the floor with **masking tape**. Write the numbers 1,2, and 3 on the line.
- Call out each "Could be better" recorded and ask youth to stand on the line according to how they rate it as a problem.



- After each is called out and youth are in position, ask volunteers to share why they chose to stand on a certain number.
- Highlight problems that had the most youth standing on #3.



10 minutes

#### Act It Out



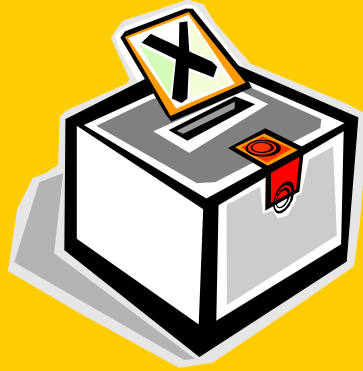
- Divide youth into small groups based on the number of problems they felt were serious ( #3).
- Ask each group to create a brief 'commercial' to convince others of the seriousness of this problem.



10 minutes

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#### Identifying One Problem



- Refer Back to highlighted Serious Problems.
- Distribute one voting sticker to each youth.
- Invite youth to place a sticker next to the problem they care about the most.
- Tally up the votes and announce the problem identified.
- Record the problem on newsprint.
- Inform youth that we will further explore the problem together in order to develop a KICK project.



10 minutes

#### Quotes



What quote reminds you of this session?



5 minutes

### 3. KICK: Identifying Your Problem.

#### Journals



Distribute **What's the Problem?** and ask youth to draw a picture or write about the problem just identified.



10 minutes