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

### Supplies
- nametags
- newsprint
- markers
- masking tape
- voting stickers
- quotes
- journals
- pencils

### Handouts
- What’s the Problem?

### Newsprint
- Group Rules

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**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?

<table>
<thead>
<tr>
<th>I like</th>
<th>Could be better</th>
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- 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?
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.

> ![Rating Scale](image.png)

- 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.

**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.
3. **KICK: Identifying Your Problem.**

**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.

**Quotes**

What quote reminds you of this session?
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