

5.5 Child Development / Wellbeing Matrix (see also 2.1)

Purpose: To develop a common understanding of what makes children happy and unhappy in the target area and who plays a role to address the identified issues.

Participants: children in the age of 8-12, youth and adults

Duration: about 45 minutes

Materials: flipchart paper and marker pens

Process:

1. Make a drawing of a child in the middle of the flipchart
2. Write on one side of the drawing "happy" and on the other side "unhappy"
3. Brainstorm what makes children unhappy in the target area and what the things are that make a child unhappy. Write those down on the flipchart
4. Write on separate cards who plays a role to address / contribute towards those things identified. Stick those next to the item identified as contributing to happiness or unhappiness

Reflection: A discussion can take place on what should change, how do you want the things to look in 10 years time with regards to the wellbeing of children?

Alternative ways of using the tool: Prepare drawings of a child at different stages of development (for example 0-7, 8-12 years) and discuss what a child needs for development/wellbeing at that stage of development. Discuss what works, what doesn't work and who makes a contribution.

