LADDER OF YOUTH PARTICIPATION

8. Youth-led, youth and adults work together and make shared decisions
7. Youth-led, youth work with little input from adults
6. Adult-led, youth share some decision-making
5. Adult-led, youth are consulted and informed
4. Adult-led, youth understand the purpose and have a role
3. Tokenism: Adult-led, youth understand the purpose but have minimal input
2. Decoration: Adult-led, youth understand the purpose but have no input
1. Manipulation: Adult-led, youth do as directed without understanding the purpose

Students must be authentically engaged in every aspect of school design. Higher levels of participation aren’t necessarily better in every context, but young people need to be at the center—always.

Adapted from Roger Hart’s Ladder of Children’s Participation (1992)

Go to DCXQ.us to join the DC+xQ Community.