

A group of people, including a young girl, looking at a laptop screen. The scene is dimly lit, with the primary light source being the laptop screen. The people are dressed in traditional Indian attire, including sarees and a headscarf. The overall mood is collaborative and focused.

# eclipse

UCCE Training: Co-Creation Sessions

6 February 2020  
13:00- 17:00 (4 h)

# Session Objectives

- Learn about Co-Creation Sessions
- Learn how the Co-Creation Sessions are structured
- Practice how to run Co-Creation Sessions with your team members



# Session Agenda

	🕒 4 hr
<b>1</b> UCCE Structure Review	5 min
<b>2</b> Introduction to Co-Creation Sessions	20 min
<b>3</b> CCS walk-through: Caregivers	100 min
<b>4</b> CCS walk-through: Children	100 min
<b>5</b> Wrap up	15 min



# Introduction to Co-Creation Sessions

1. What are Co-Creation Sessions?
2. Explanation of language
3. Team roles
4. Tips for running a successful session
5. CCS role play: children's session
6. CCS role play: caregivers' session
7. What's next?

# What are Co-Creation Sessions?

Co-Creation Sessions are community engagement sessions held as part of the User-Centred Community Engagement approach.

## **Co-Creation Sessions serve two objectives:**

- To explore in detail the key problem areas identified through Interactive Digital Surveys together with members to the target community;
- To facilitate a space where community members can imagine and suggest - '*co-create*' - possible solutions to these problems in collaboration with humanitarian staff.



# Co-Creation Session Roles

## Lead Facilitator:

- 1 person x session.
- Responsible for the overall implementation and running of the session.
- Responsible for collecting and recording suggested ideas at the end of each session.

## Co-Facilitators:

- 1 person x session.
- Responsible for supporting the Lead Facilitator in running the session.
- Leads one of the breakout groups during the Problem Tree activity.

## Technical staff:

- At least 1 person x session.
- Responsible for managing participants' expectations.



# Introduction to the Problem Tree

- The main activity used in the Co-Creation Sessions.
- Adaptation of the traditional Problem Tree activity designed to help participants explore root causes of different problems in more details.

## Key components of the UCCE Problem Tree:

1. **Problem area:** A problem area is an area of the ***Aprendiendo Unidos*** programme that contains one or several problems that make it difficult or impossible for children to participate in the programme.
2. **Problem:** A problem is something that makes it difficult or impossible for children to participate in the ***Aprendiendo Unidos*** programme.
3. **Cause:** A cause is something that contributes to a problem with the ***Aprendiendo Unidos*** programme.



## Facilitation tips

- 1** Make participants feel comfortable and safe.
- 2** Manage conversations and ensure that all participants have an opportunity to take part in the activities and express their views and ideas.
- 3** If they can't immediately think of something, ask guiding questions or provide participants with examples.
- 4** Encourage out-of-the-box thinking and ask participants to think aloud when coming up with potential solutions.
- 5** Encourage creativity: provide participants with means to write or draw their thoughts and ideas if they struggle to express themselves verbally.





## Facilitation tips

- 6** Be positive and optimistic, and encourage participants to do the same.
- 7** Don't judge any ideas proposed by the participants.
- 8** Emphasise to the participants that they are the experts and that they can express themselves freely.
- 9** Acknowledge and respect different points of view, and seek opportunities to find common ground.
- 10** Seek inclusive solutions that work for everyone.



**Children's  
Co-Creation Session  
Facilitation Guide:  
Walk-Through**

**Break (10 minutes)**



**CSS role play:  
Caregivers' Session**

## Role play instructions

1. Split into two groups and pull a role playing card from the pile on your table;
2. One of the Lead Facilitators leads the first session following instructions in the Facilitation Guidance;
3. Other data collectors play the roles described on their cards during the session.
4. You have 90 minutes.



**Break (10 minutes)**



# **CSS role play: Childrens' Session**

## Role play instructions

1. Split into two groups and pull a role playing card from the pile on your table;
2. One of the Lead Facilitators leads the first session following instructions in the Facilitation Guidance;
3. Other data collectors play the roles described on their cards during the session.
4. You have 90 minutes.





**Wrap up**

# What's next?

Tomorrow we will meet at 08:00 at **[ADD LOCATION]**.

We will spend two full days running Co-Creation Sessions with children aged 6-16 and their caregivers in **[ADD LOCATIONS]**.

We will be running 2 sessions at a time. Below is your team assignment.

**[ADD TEAM BREAKDOWN]**



## Eclipse's role as researchers

Eclipse team will come with you to observe the Co-Creation Sessions implementation as researchers.

**Remember that we are not evaluating you, your performance or the Aprendiendo Unidos programme.**

**Our goal is to understand how the User-Centred Community Engagement approach works in context and how we can make it better.**

If you have questions during the sessions, ask the Project Manager or your colleagues first.

Eclipse researchers will only be able to get involved when it is absolutely necessary.



**Any questions?**

**Meet at 08:00 at**  
**[ADD LOCATION]**  
**tomorrow.**