

# MAXIMUM CITY YOUTHSORE



iCity-ORF Research Day  
Friday May 31, 2019



# What is the YouthScore?

- Survey tool that evaluates the **child-friendliness** of urban places based on different criteria
- Developed **by youth** and experts, **for youth** and policy makers
- Quantitative and qualitative attributes produce overall **score and 5 subscores out of 100** on a map



# Origin of the YouthScore

Began in 2016 as iCity outreach initiative to investigate the child-friendliness of Toronto streets using principles of complete streets; shared with Toronto high schools.



# YouthScore Goals

*Happier, healthier cities for children and youth*

- Measure how different places are doing **locally and globally** from youth perspective
- Observe how **design and place influence** social outcomes and well-being
- **Co-create** engagement processes and design interventions
- Develop **skills, agency and action** in children and youth
- **Inform and influence** local planning, policy and decision-making

# How to define children and youth?

- Terms themselves can be challenging
- YouthScore is for ages 13+
- KidScore is for ages 5-12



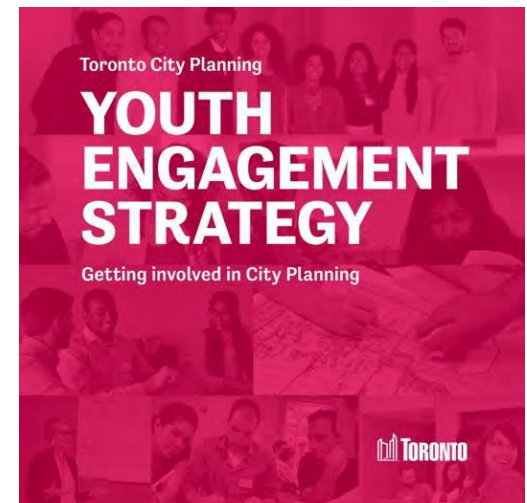
*YouthScore Participants from Copenhagen in Toronto, Sept. 2018*

# Why create a YouthScore?



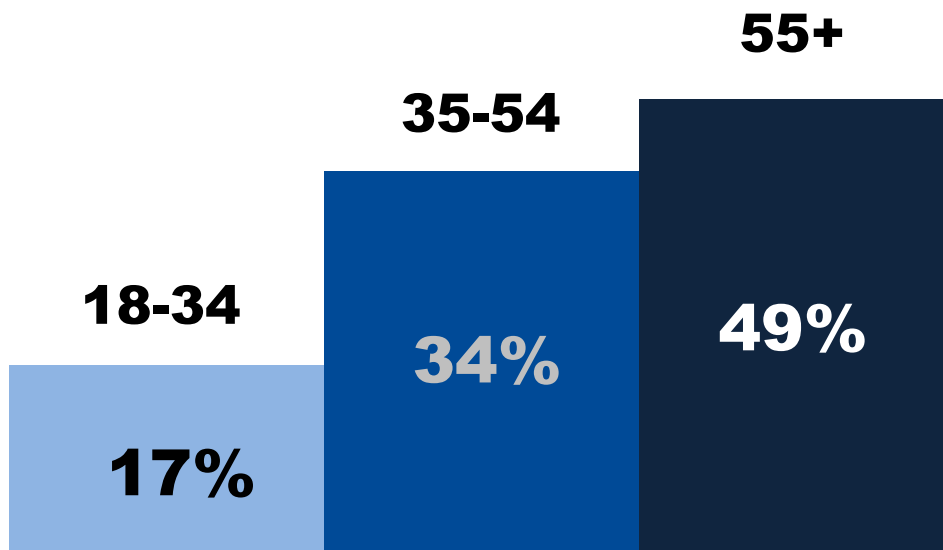
# Why create a YouthScore?

- Youth are an **important segment of urban populations** (<18 60% of urban pop. by 2030)
- **Voices of youth are often missing** in planning & decision-making processes
- **Global need** for intergenerational planning and healthier cities, homes & places for children



# Children & Youth are under-represented in City Planning and engagement

Have you ever participated in a City Planning-led engagement process in the City of Toronto?



**YES Responses**

People over 55 are

**3X**

more likely to have participated than 18-34 year olds



# Global Child-Friendly Cities Movement

*A child-friendly approach to urban planning is a vital part of creating inclusive cities that work better for everyone.*

Cities Alive Report 2017, ARUP



# Global Child-Friendly Cities Movement

## COMPLETE STREETS: A NEW APPROACH

A Complete Streets design approach considers the needs of all users – people who walk, bicycle, take transit or drive – and considers people of varying ages and levels of ability. It also considers other streets uses like sidewalk cafés, benches, trees, lighting, utilities, and stormwater management.



*A Complete Street is designed for all ages, abilities, and modes of travel.*

[completestreetsforcanada.ca](http://completestreetsforcanada.ca)

## Complete Streets:

- Streets for Safety
- Streets for People
- Streets as Placemaking
- Streets for Prosperity

# Why create a YouthScore?

## Bike Score Map of Toronto



- Bike Score**
- Bike Lanes**
- Hills**

**Walk Score®**

**Bike Score**  
**68**

**Transit Score**  
**84**

## 2017 City & Neighborhood Ranking

U.S. Canada Australia

Walk Score **78** **#1 Vancouver**  
Walk Score: 78.0

Top neighborhoods:

- Downtown
- West End
- Strathcona



Walk Score **71** **#2 Toronto**  
Walk Score: 71.4

Top neighborhoods:

- Bay Street Corridor
- Church-Yonge Corridor
- Kensington-Chinatown



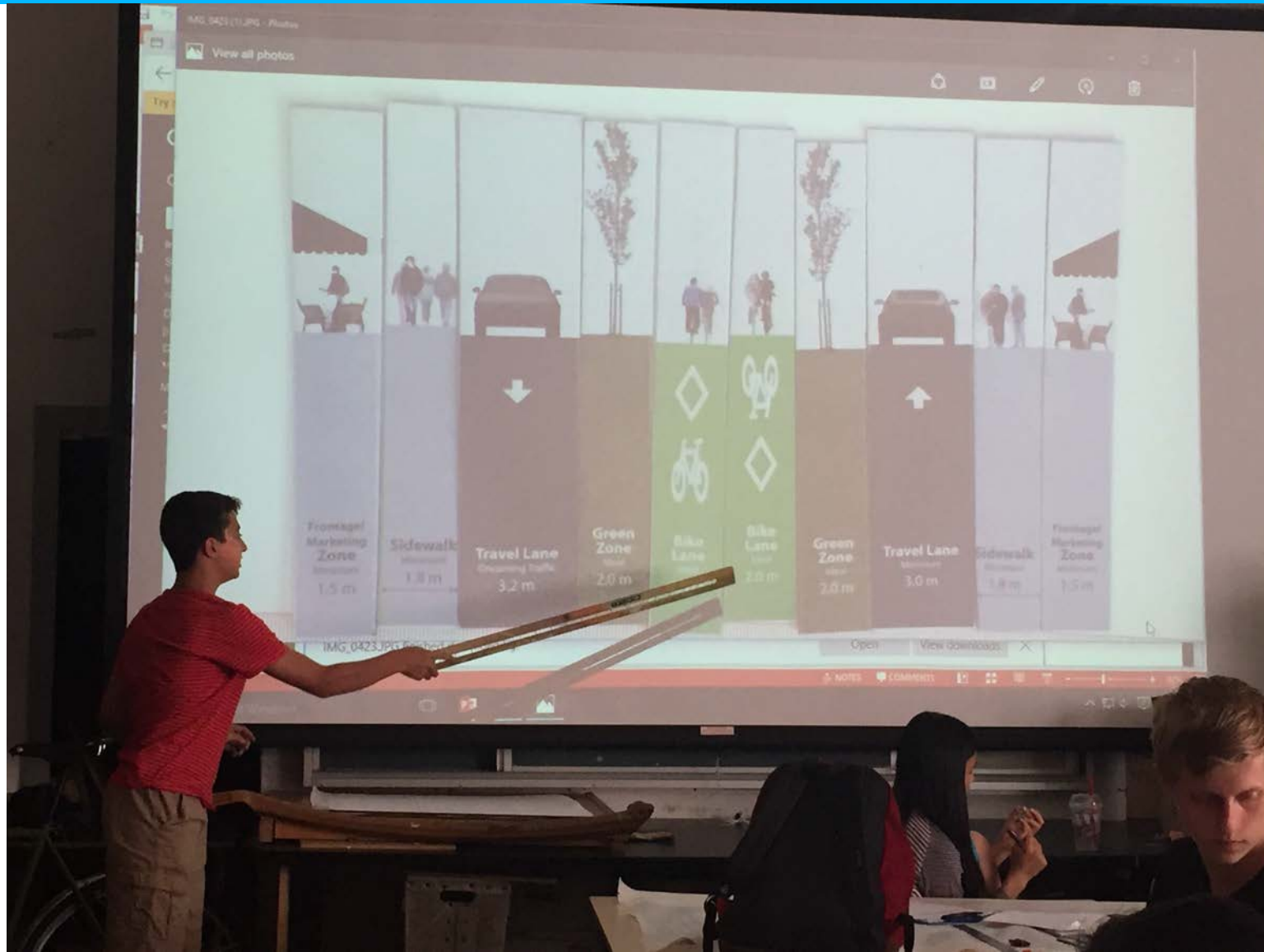
Walk Score **70** **#3 Montréal**  
Walk Score: 70.4

Top neighborhoods:

- Plateau-Mont-Royal
- Ville-Marie
- Outremont



# Children are creative risk-takers and compelling problem solvers





*More recently, an emerging global child-friendly cities movement shifted the focus onto children's rights and participation. While this movement's values were and are beyond reproach, **it has had very little influence on the built form of cities.***

Tim Gill

# Five Indicators



**Places & Activities**



**Mobility & Traffic**



**Safety and Well-being**

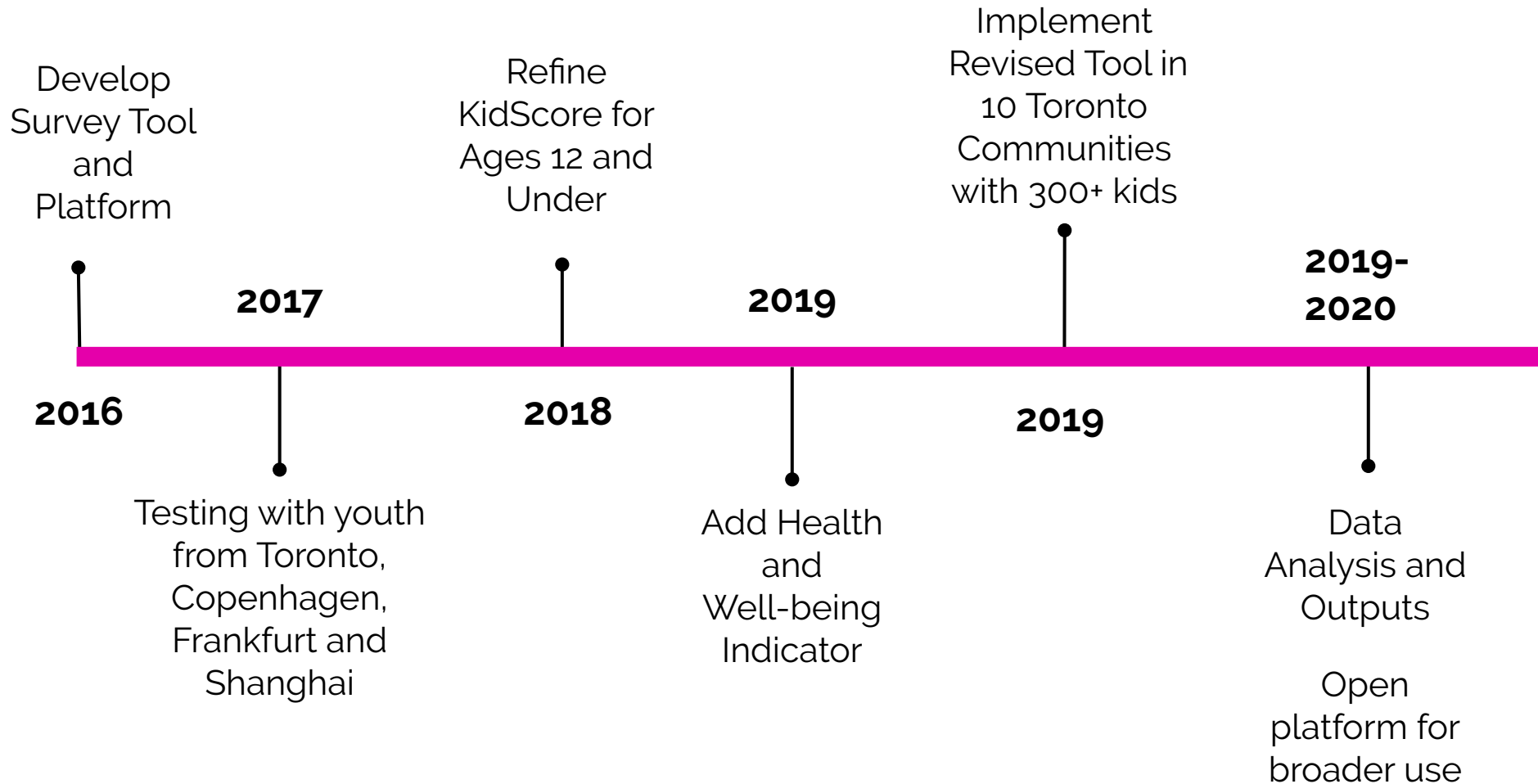


**Spaces & Senses**



**Green Space & Environment**

# YouthScore Timeline



# Three Modules of the YouthScore

1. **Pre-survey:** Kids answer baseline questions individually.
2. **Onsite Evaluation:** Kids evaluate the child-friendliness of an area using the onsite survey tool as a group.
3. **Design Solutions:** Kids present their data and create design solutions to raise their YouthScore in low-performing indicators.



# Developing the YouthScore



# Developing the YouthScore

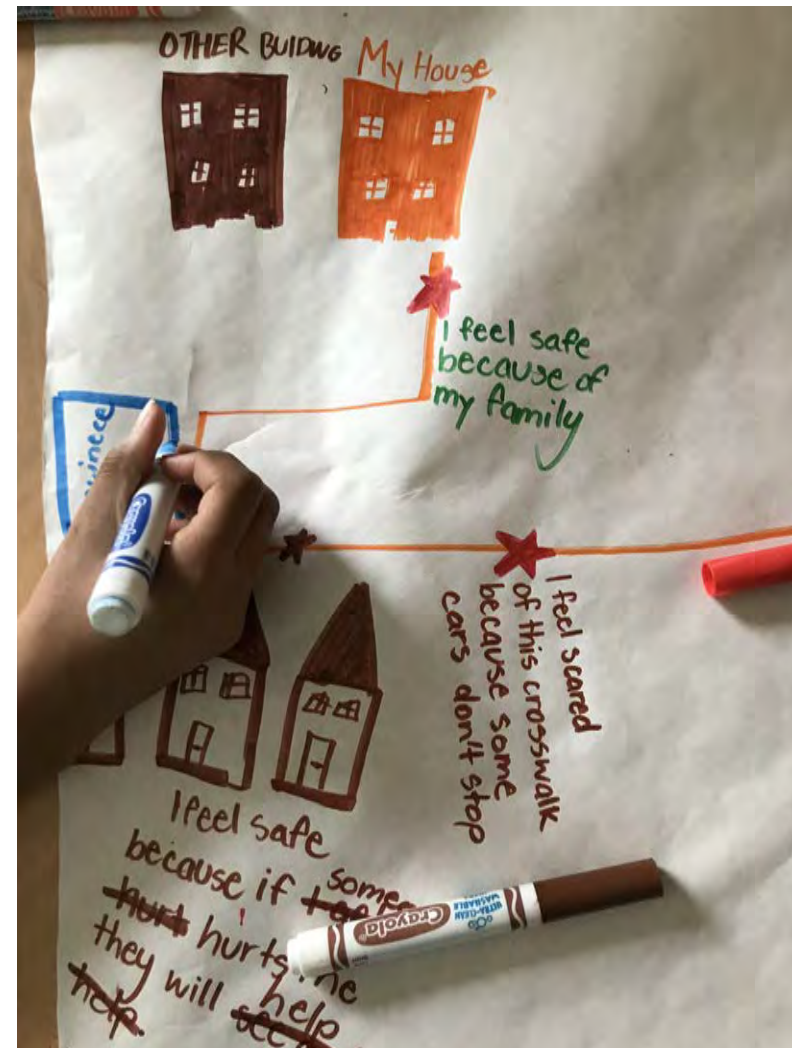
- What elements and qualities make a street or place youth friendly?
- What elements and qualities make a street or place hostile or unfriendly to youth?
- How important/unimportant are each of those qualities?



# Health and Well-being Indicator Development

Feb - March 2019

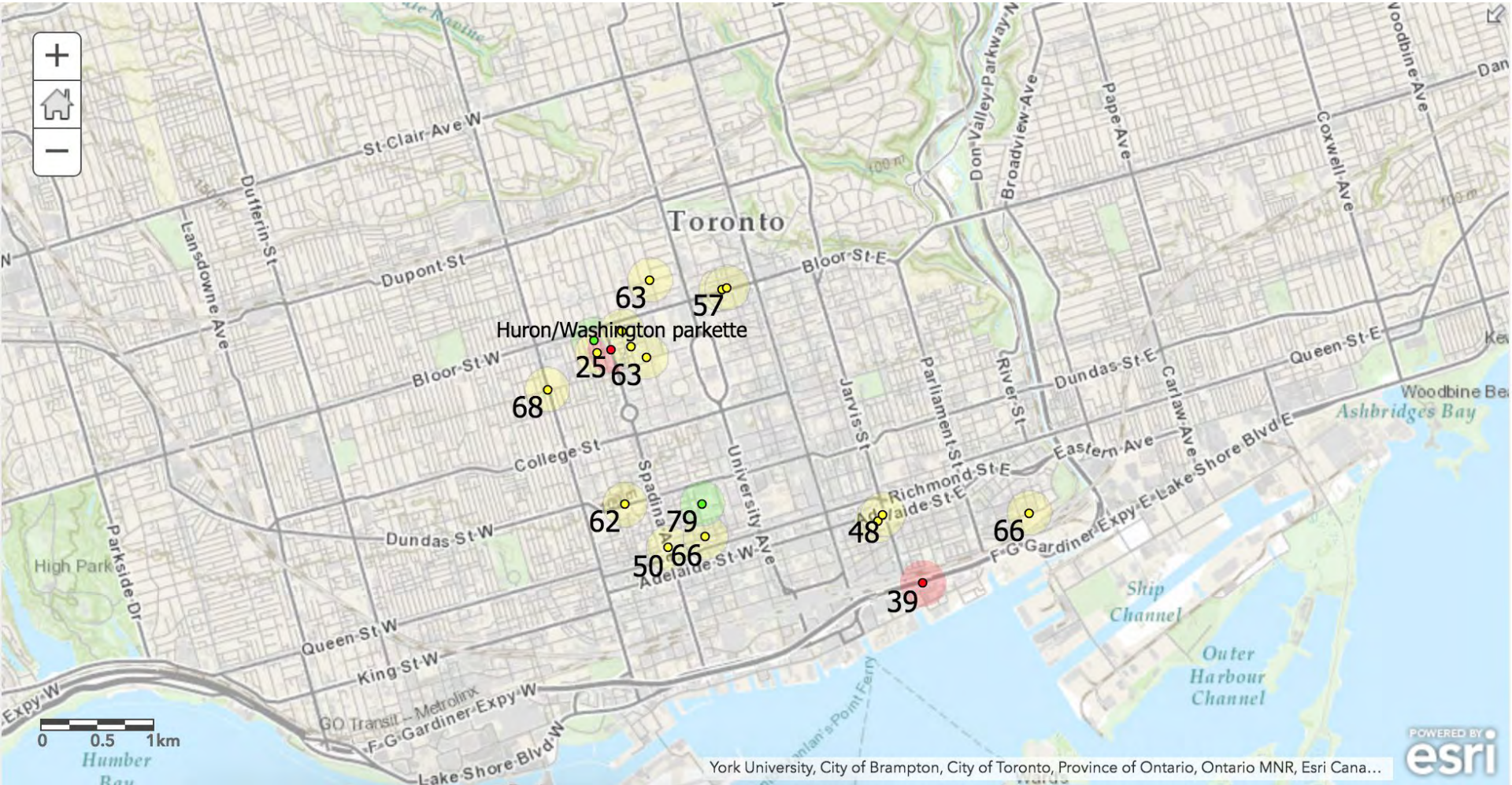
- Ideation workshops with grade 3-5 classes to learn about kids' perspectives on mental health and place-based well-being to develop questions for Safety and Well-being Indicator



# Using the YouthScore



# Presenting YouthScore Data



# Presenting KidScore Data

Avg Traffic and Mobility Score



Avg Safety and Well-being Score



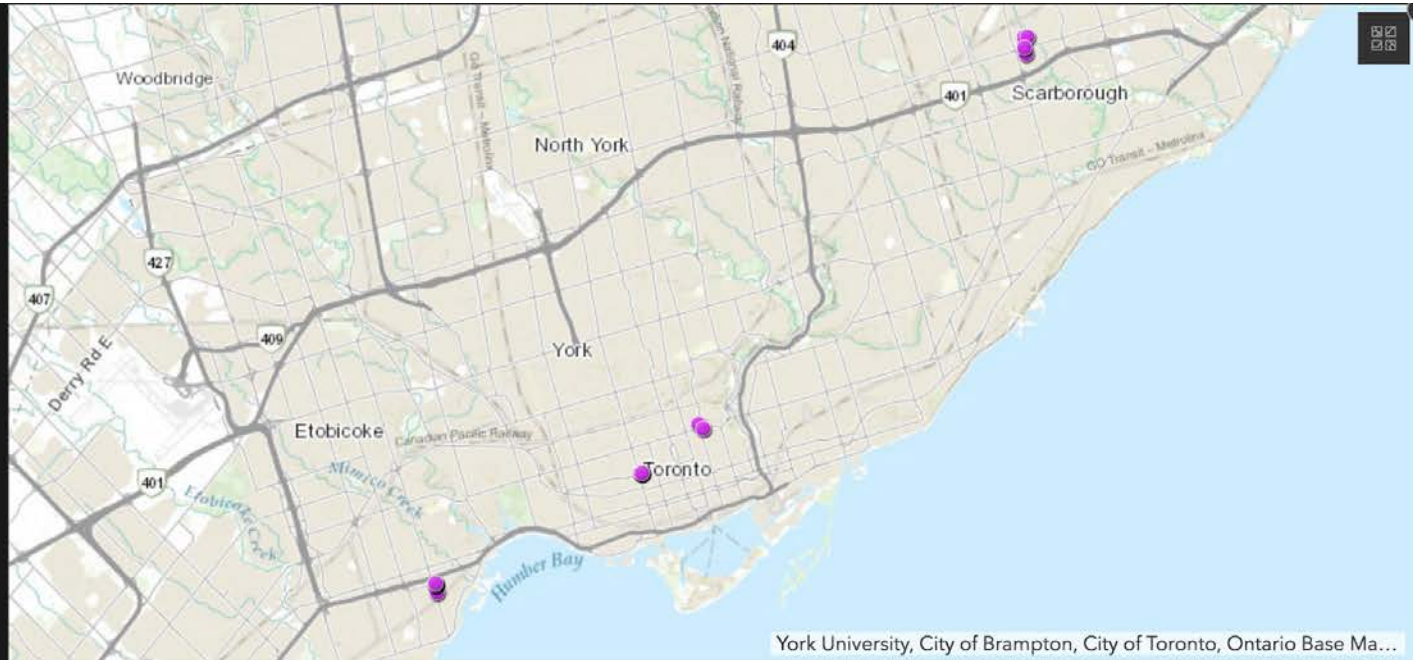
Avg Green Space and Environment Score



Avg Uses and Activities Score



Avg Spaces and Senses Score



York University, City of Brampton, City of Toronto, Ontario Base Ma...

Avg KidScore



16 records

Last update: a minute ago



# YouthScore/KidScore: What It Currently Isn't

- Turnkey platform
- Data that can be generalized about places or neighbourhoods
- Traits (vs states)

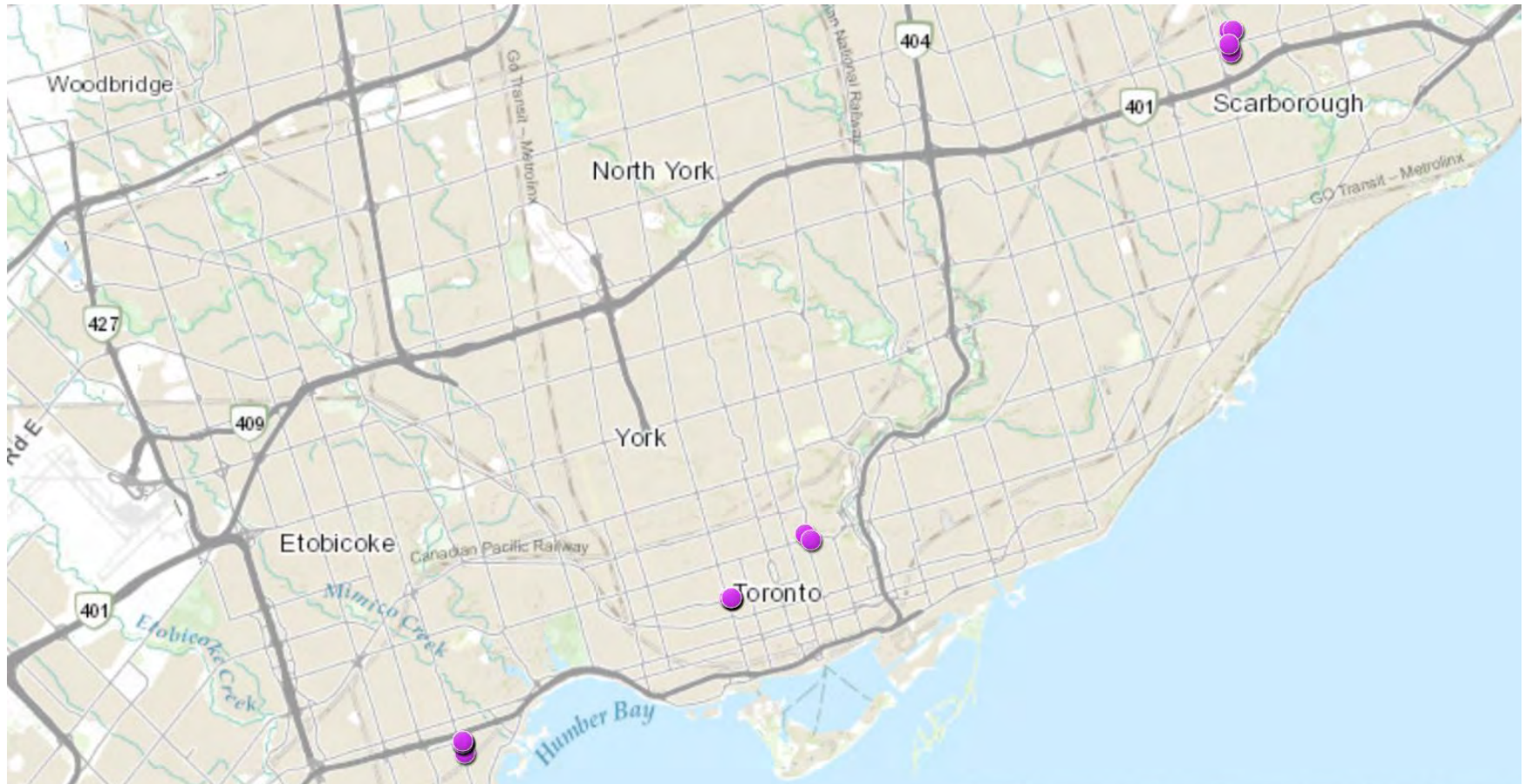


# YouthScore/KidScore: What It Is

- Engagement and education tool
- Snapshot of how a neighbourhood is doing from young people's perspective
- Tool for measuring how urban design and place make kids feel and act
- Context specific tool to inform local planning and policy gaps and opportunities
- Data that can inform other data sets



# KidScore Field Work 2019



Total Participants to Date: **84 out of 300+**  
Ages: **5 to 11**

# KidScore Field Work 2019



# KidScore Field Work 2019



# KidScore Field Work 2019



# KidScore Field Work 2019

How did the neighbourhood you explored make your group feel?

18  
16  
14  
12  
10  
8  
6  
4  
2  
0

Sad

Worried

Excited

Bored

Tired

Hungry

Happy

Good

Calm

# KidScore Field Work Observations

- Survey completion is **going well** for 12 and under with facilitators; 13+ **can complete survey independently**
- **Resource and time-intensive** field work presents challenge for scaling
- Overall scores from different groups in the same neighbourhood have **little variability**
- **Subscores** from different groups in the same neighbourhood have **some variability**
- Downtown scores are **higher** (possible bias)

# KidScore Field Work Observations



## ***Pre-Survey Comment***

*"I don't know how I feel."*

*Grade 3, Downtown*

## ***Post Walk Comment***

*"I really loved this walk. I can now understand how places make me feel and describe those feelings."*

*Grade 5, Scarborough*

# YouthScore + KidScore Next Steps

- 1.** Implement in 10 different Toronto communities in 2019 with 300-400 kids 12 and under
- 2.** Data analysis and outputs
- 3.** Develop a Child-Friendly Toronto Checklist
- 4.** Make the tool more accessible for broader use in different contexts





# Questions and Comments?

Questions [info@maximumcity.ca](mailto:info@maximumcity.ca)

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# Developing the YouthScore

