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?

- 18-34: 17%
- 35-54: 34%
- 55+: 49%

People over 55 are 3X more likely to have participated than 18-34 year olds

Source: City of Toronto Planning Division
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
A Complete Street is designed for all ages, abilities, and modes of travel. completestreetsforcanada.ca

Complete Streets:

- Streets for Safety
- Streets for People
- Streets as Placemaking
- Streets for Prosperity
Why create a YouthScore?
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
- Green Space & Environment
- Spaces & Senses
YouthScore Timeline

2016
- Develop Survey Tool and Platform

2017
- Testing with youth from Toronto, Copenhagen, Frankfurt and Shanghai

2018
- Refine KidScore for Ages 12 and Under

2019
- Add Health and Well-being Indicator
- Implement Revised Tool in 10 Toronto Communities with 300+ kids

2019-2020
- Data Analysis and Outputs
- Open platform for broader use
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

- 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

🚗 45

Avg Safety and Well-being Score

⚠️ 47

Avg Green Space and Environment Score

🌳 53

Avg Uses and Activities Score

🚴 62

Avg Spaces and Senses Score

 HttpServletResponse 36

Avg KidScore

⭐ 48

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
Total Participants to Date: 84 out of 300+
Ages: 5 to 11
KidScore Field Work 2019
KidScore Field Work 2019

How did the neighbourhood you explored make your group feel?

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

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Developing the YouthScore