

# Do it Yourself

THE DO IT YOURSELF PROJECT (DIY) is an initiative of the Municipal Youth Council (MYC). The purpose is to find out how small pots of money can help you, as young people, plan your own 'play' activities.

Young people, for the purpose of this project, are defined as being between 14 and 24. 'Play' is defined as the activities that you participate in during your leisure time – dance, drama, a community service project, sports, music, volunteering. Just think of **PLAY** as **Planning Leisure Activities for Youth** and you've got it!



WE BELIEVE THAT YOU, as competent and capable youth, can plan play programs that don't cost a fortune, don't require a lot of adult involvement or approval, can attract a lot of different youth, and are more creative than what might normally be offered. If we're right, then you can build a case for funding that proves a little money goes a long way. The goal is to have more funders understand how even small investments in youth can get very big returns.



A total of **\$2,000 per project** is available.  
Applications accepted throughout the year!

For more info, go to: [www.ckyouth.com](http://www.ckyouth.com)

# Project



## WHO CAN APPLY?

ANY GROUP OF YOUTH can apply for this money. Your group can be an informal one, such as a group of friends who like to hang out together. It can be a new group that has specifically come together to apply for this grant. Or, yours could be a formal youth club or council or team or class at school.

We want different types of youth to apply so that we can learn what different groups think about play, how they plan it, and how they work together to make it happen!

## To participate... The Application Criteria

All applicants, including youth and mentors, must be residents of the Municipality of Chatham-Kent. Groups of youth that apply for this funding must agree to be part of the full process. This means that you must:

- 1) Get your group hooked up with a 'mentor'...an agency or individual who will assist you with your project. (more info on page 4)
- 2) Name one person who will be the contact for your DIY project.
- 3) Get your group together to decide what kind of "play" you want to spend the money on – what you decide to do must:
  - a. Not duplicate an existing program in your community;
  - b. Take place within one year of your application being approved;
  - c. Be spent on actually 'doing' something and not on administration
  - d. Explore ways to make the money go farther, such as getting space or equipment donated;
  - e. Build on what is already being offered in your community;
  - f. Create ways for all youth who want to play to be involved.
- 4) Agree to participate in a training process to help you get started on the right foot and have any of your questions answered.
- 5) Set up a system to track how you spend your money.
- 6) Track how many youth become involved in your play activity.
- 7) Track how much time you spend planning your play activity.
- 8) Send us a 'check in' report half-way through the process.
- 9) Be ready to share what happened with your project at the end, so everyone can learn from your experience.

## To apply... The Application Process

Applications are accepted throughout the year.

- ★ Answer the application questions (see page 3).
- ★ Get a letter from your mentor (see page 4).
- ★ Send it all to us.

Submit your completed application AND your mentor letter to:

**Mail:**  
Municipality of Chatham-Kent  
Municipal Youth Council  
25 Creek Road  
Chatham, ON N7M 5J3

**Fax:** 519-352-4241

**Email:**  
CKmyc@chatham-kent.ca



# The Questions... The “Application”

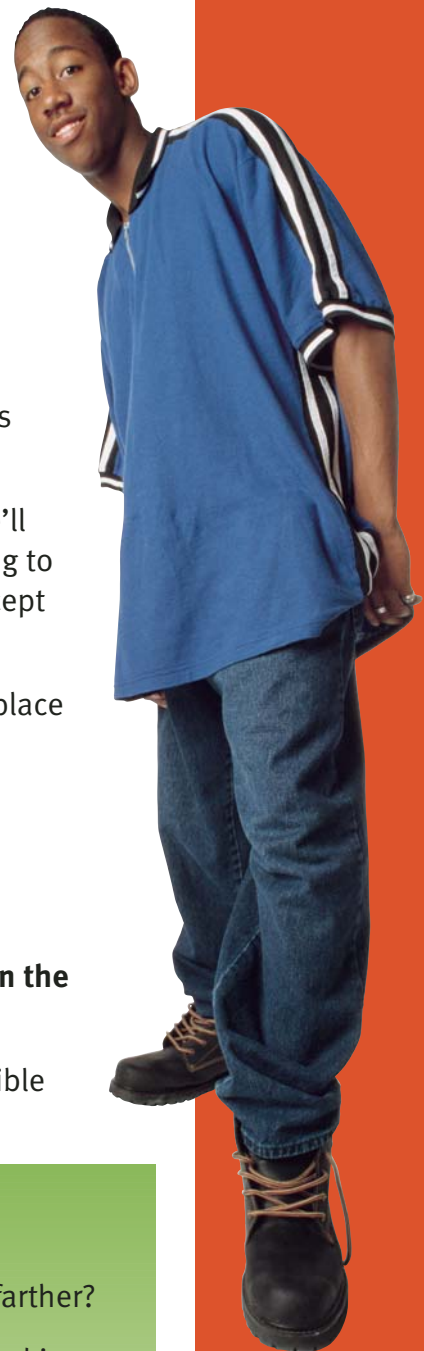
Answer the following using as much detail as possible. It doesn't have to be fancy, but we have to be able to read it! Don't leave anything out and feel free to add stuff if you want.

- **Who's the leader of the group?** Name, age, phone number and email.
- **Who's in the group?** List each person, their age, phone number and email.
- **Which town will you be representing?** If the group members are from different towns, you must pick ONE!
- **Who is your mentor?** Name, phone number and email – we'll also need a letter from this person stating that they're willing to be your mentor. If you don't include this letter, we can't accept your application.
- **What does your timeline look like?** Your project must take place within one year.
- **How much money will you need?** (Maximum of \$2,000 per project.) What will it be spent on?
- **How will your group keep track of the money?**
- **How will your group keep track of how much time is spent on the project?**
- **What is your DIY project idea?** Give as much detail as possible including answers to the following:

- ★ Does this project duplicate an existing project in your community? How do you know?
- ★ What ideas do you have to make the grant money go farther?
- ★ Does your project build on what is already being offered in your community? Explain.
- ★ How will your project/group involve other youth who may want to 'play'?
- ★ How will your group know if the project is successful?

## IMPORTANT!

You must acknowledge CK Recreation Programs and the Municipal Youth Council in any advertising you do!



**PLAY WORKS**  
Partnership for Active Youth

Do it Yourself (DIY)  
is based on the  
DIY project  
created by  
Play Works.

# The Mentor

Facility operators, businesses or other organizations that you may need to contact will want to know that you have adults supporting your project. Although we want YOUth to take ownership of their project, sometimes having an adult around is really useful. We've given these adults the title of "Mentor." Every group of youth making an application needs to have a mentor. If your group is part of another organization (like a church youth group, for example), someone from that organization can be your mentor. Mentors can also be a coach, a business owner, a teacher... any adult who can help you bring your project to life!

It must be clear to your mentor that the money you get cannot be used for administrative expenses, such as staffing or rent – your funding is all yours for your project. The role of the mentor is to guide and assist you – not DO the work for you!

So, to summarize, the youth have the ideas, energy, commitment, leadership and ability to plan and run the 'play' program. The mentor is to be the 'official agency/person' behind the youth. Think of this project as a journey: the mentor is the car and the youth are in the driver's seat!

Funding for the DIY Project is provided by the Municipal Youth Council (MYC) with proceeds from the Annual Mayor's Golf Tournament.

MYC will provide training and support to all groups/projects chosen.

*Another 'for youth, by youth' initiative of the Municipal Youth Council!*



If you are having trouble finding a mentor, please call the Youth Council at 519-360-1998.

## Examples of previously-funded PLAY projects —

- Mural on the Tilbury pool hut
- Down'n Dirty Summer Carnival
- Outdoor movies in Chatham, Dresden and Tilbury
- Canada D'Eh events

Go to [www.ckyouth.com](http://www.ckyouth.com) for more past play projects.