

One Step Forward

Young people's ideas for the design and operation of supported accommodation

Scottish Youth Housing Network
Consulting Young People

Each year at the Scottish Youth Housing Network conference, young people are given the chance to share their views and expertise on housing and support issues.

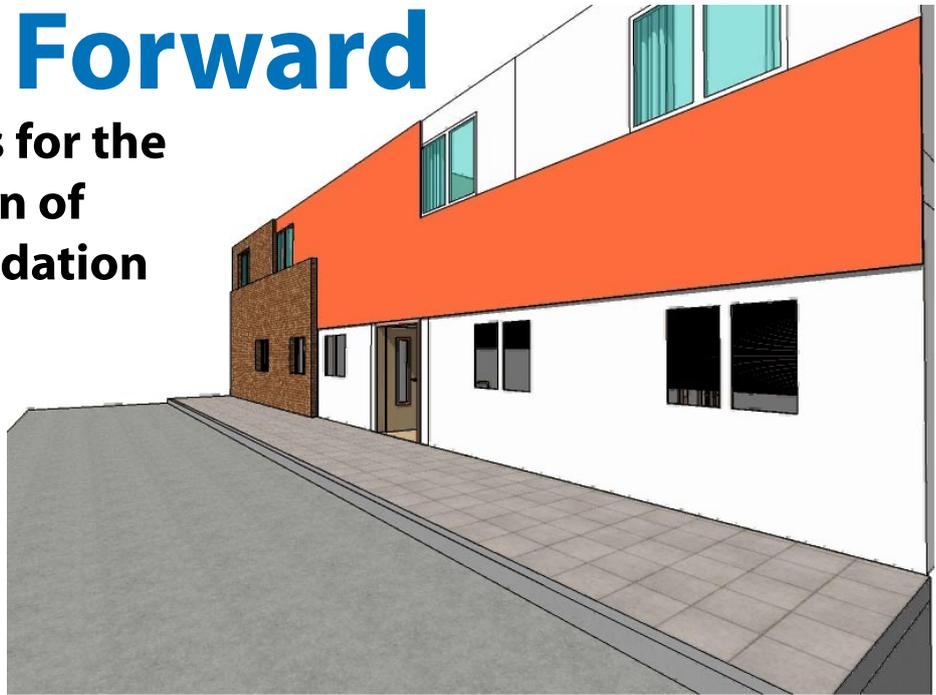
Recent activities have including a video-in-a-day (2005) and a design-a-room-in-a-day (2006).

For the 2007 conference, the goal was to create a design for a supported accommodation unit in a day working to a strict budget.

Young people from housing support projects across Scotland gathered together to create a design for a supported accommodation unit. And they had less than a day to complete the task.

"We named it 'One Step Forward' because when you're in that type of accommodation the only way is forward."
-Stacey

At the close of the conference, the young people presented their design to delegates and outlined its **aims** and **values**. Delegates were also treated to a 3D fly-through of the completed design.



Images from a 3D computer generated model of the new building, created on the day. More pictures and a video fly-through at www.syhn.org.uk



One Step Forward: Values

No bullying or intimidation
No Racism. No Violence. No Sexism.
Trust and good Relationships
Listen & staff. Also to be listened &.
Patience
Treat every 1 the way u'd like to be treated
Be treated like an adult
& way respect at the project
No demanding
Privacy

One Step Forward: Aims

- * Support: tenancies, drugs and alcohol, emotions, finances, health, legal issues
- * Activities: social + alternative stuff
- * Keyworkers - available 24 hours
- * Help with education / training / getting into work, including IT skills

SYHN
SCOTTISH
YOUTH
HOUSING
NETWORK

Grand Designs at Homing In

Keeping on Schedule

10.00 Alison Glen outlines the activity in the main hall and introduces the design team to the delegates.

10.15 The team introduce one another and Rachel Sawyer outlines the plan for the day.

The design team decide if SYHN can use their quotes / photos in the write-up.

Rachel explains the "Talk to the Wall" idea that will be used to record key themes and discussion points.

The design team start working on their 'mood boards', deciding to work in two teams: boys vs. girls.

11.15 A well-earned break.

11.30 Daniel Bourke introduces the group to the cut-out blocks. Each has a price tag. Using the blocks, and the projected spreadsheet, the team get designing.

The team weigh pros and cons of different choices and keep a close eye on the budget. Discussion is intense, but everyone is willing to compromise and to make decisions quickly.

"I thought £12,000 under budget was brilliant."—Richard

12.45 Break for lunch.

13.45 Finalise the design and check it out using the 3D model. Agree colour schemes and furniture choices.

14:30 The design team discuss lots of potential names before finally agreeing on 'One Step Forward'.

The team generate ideas and agree on a set of aims and values for the unit.

15:00 While the design team agree who's going to say what for the presentation, Alison and Daniel prepare a slide show and the 'fly through' of the 3D design model.

15.40 Alison and the design team present their grand design to the SYHN delegates.

"Doing the budget was good—it made it harder, but more exciting."—Stacey



The Girls' Mood Board - somewhere to sit, somewhere to cook and a really smart PC



The Boys' Mood Board - somewhere to sit, somewhere to cook and a really big TV



Building Blocks - thrashing out initial design ideas using cut out blocks.

Option	How Many?	How Much To Buy (each)	How Much to Buy (sub-total)	Running Cost (each)	Running Cost (sub-total)
Bedroom (+bathroom)	1	£20,000	£20,000		
Bedsitter inc. kitchenette	8	£35,000	£280,000		
Small Kitchen / Tea Prep	1	£40,000	£40,000		
Big Kitchen (Communal)	0	£70,000			
Small TV Lounge / Common Room	1	£100,000	£100,000		
Large Lounge / Diner Space	0	£150,000			
IT Suite / Training Room	0	£50,000			
Games Room	1	£35,000	£35,000		
Small Plot (2+ stories & lift)	1	£250,000	£250,000		
Large Plot	0	£350,000			
Windmill	0	£15,000		£-2,000	
Solar Water Heating	1	£2,500	£2,500	£-2,000	£-2,000
Garden	0	£120,000			
Swimming Pool	0	£200,000			
5-a-side pitch	0	£40,000			
Gym / Sauna	1	£60,000	£60,000		
Space for Staff (6 or 8 or 10)	8	£25,000	£200,000		
Salaries for Staff (6 or 8 or 10)	8			£20,000	£160,000
Heating and Lighting	1			£5,000	£5,000
Other Bills	1			£10,000	£10,000
Training and Courses	1			£2,000	£2,000
Trips and Activities	1			£1,000	£1,000
Totals			£987,500		£176,000

Budget Report	Current Spend	Budget	Over spend
Start Up Costs	£987,500	£1,000,000	£-12,500 On Budget
Running Costs	£176,000	£200,000	£-24,000 Pretty Close, but under



FANTASTIC PROJECT

THE YOUTHS

MAD HOUSE
FUN HOUSE
ADDRESS
Cm bookings
Preparation for life
The simon
5 original youths
DANCE
NO INTIMIDATION
RESPECT
WE WANT A HOUSE
NO LAG SPACE
ONE STEP FORWARD IN
PREFACE
Bryant

Legal support
24 hr support
Emotional support
Drug & Alcohol support
Tenancy support
i/c skills
Vocational support (YP-Adults)
Financial support
Educational support
Keyworkers
Social activities
Health support
Alternative Activities

TREAT EVERYONE THE WAY YOU WOULD LIKE 2 BE TREATED

WELCOME TO
AND HOME

SAFE AS HELL

On Budget - the design team produced a design that was just a fraction under budget. They were tempted by an IT suite, but in the end decided that a gym / sauna room would make an important contribution to their physical and mental well-being.

Talk to the Wall - the team generated lots of ideas about project aims, values, and names. They then agreed, or in some cases voted, to make their final decision.

Stepping Back

as the design team forged ahead

Alison Glen and Rachel Sawyer who, along with Daniel Bourke, assisted the design team describe their experience of the day.

The day began with the construction of 'mood boards'. By cutting out pictures from magazines and catalogues, the young people could express their ideas about the kind of place they wanted to live in a visual way. It was also a good way of helping the young people to get to know each other.

The next stage was to begin thinking about design. We'd brought along a series of cut-out blocks, representing the various design options, e.g. rooms and facilities. At this early stage we just wanted to generate ideas, so we didn't worry about costs. With design it's always good to start with a wish list. Of course, you know something is going to have to give, but you can always get to that later.

The visual aids—the blocks representing rooms and facilities—each had a price tag on them. This matched up with the spreadsheet that was projected onto one of the walls.



When we first put up the spreadsheet with all the numbers, some of the young people were a bit unsure. One person commented, 'This is just like school.' But we didn't agree. In fact, we explained, this is exactly the sort of process we went through when developing the Stopover Project in Glasgow. But it wasn't us that persuaded the young people. Rather, it was getting on with the debate about the choices they wanted to make. All of a sudden the figures started to make sense and the spreadsheet became a tool rather

than something abstract and a bit intimidating.

"It was hard sticking to budget and trying to make accommodation like home"—Aaron

There was a pretty intense discussion about bigger rooms for each person, but fewer shared facilities, or small rooms but better communal areas. And the discussion broadened out, with the young people discussing management issues as well as the building.

With the environmental issues, the young people were very pragmatic. They went for solar heating because they could see it made sense. It wasn't too expensive and you saved money every year. They liked the idea of the windmill, but in the end they decided it was just too expensive.

Although the young people didn't know each other at first, as the day went on they began to think and work as a team. At one point they were so into what they were doing they didn't want to go for a break.

After generating lots of ideas that we recorded on a flip chart, the young people eventually decided to call the project 'One Step Forward'. It's worth saying that by this stage in the day, although we were helping, we weren't really facilitating any more. The group were running themselves as a team.

The final part of the exercise was to decide the values and aims for the



project. The young people had very clear views about this and quickly reached agreement.

We'd set things up so that if the young people didn't want to speak in front of the delegates, they would not have to. We created a computer slide show, using photographs taken throughout the day and also a 3D fly-through of the completed design.

It turned out that it was really important to the group that some of them did speak directly to the delegates. They took charge decided between themselves who would say what and how it would all work.



Thanks to...

The Design Team Richard and Stacey (Quarriers Stopover); Sarah and Scott (Moving On, Dundee); Aaron (What If Male), Rebecca and Sinead (NCH Preparation for Life), Debbie (What If Female); George and Martin (Geilsland Crossreach)

The Assistants Alison Glen and Daniel Bourke (John Gilbert Architects, Glasgow); with Rachel Sawyer (Quarriers Stopover). Rachel and Alison recently collaborated on the design and construction of a new building for the Quarriers Stopover Project in Glasgow.

Behind the Scenes Matt Elton (Scottish Council for Single Homeless) co-ordinated the creation of the activity, organised the workers activity, and produced this short briefing. Thanks also to Colin Paton (Dundee Cyrenians), who came up with the original idea, and the rest of the steering group of the Scottish Youth Housing Network.

One for the Workers

Grand Design 'stripped down'

Lively Debate

While the young people were getting started on their design-in-a-day, all the other conference delegates spent an hour working on a stripped down version of the same task. The delegates were split into eight groups, each on a separate table and asked to work to a brief.

Workers did not have the benefit of a laptop and spreadsheet, so they quickly had to elect a finance officer to tot up, with the aid of a calculator, the costs of their different design options. There was a lot of debate about the pros and cons of having more individual living space but less communal space, or vice versa. All the delegates took part with enthusiasm with one or two teams staying into the coffee break to finalise their designs.

The Brief

You have £1,000,000 to build a supported accommodation unit for 8 young people aged 16-24. The young people have a variety of support needs arising from issues such as: leaving care, mental health problems, substance misuse. The unit will have between 6 and 10 staff present during the day and there will be staff present 24 hours. The unit is aimed at short term crisis / assessment accommodation.

The unit will receive referrals from social work, the homelessness team and a range of voluntary sector agencies. It will be funded by rents—recovered through Housing Benefit—and supporting people, supplemented by a small amount of extra money from social work and the homelessness team.

We also asked workers to come up with a mission statement for their projects, some of which are reproduced below. Any team that went over budget had to come up with a way of funding their deficit. The best idea for funding a deficit was to hire out the super-swish IT suite that had taken the team over budget in the first place. Another project was going to see if it could get some grants to help pay for the cost of its environmentally friendly windmill and solar water heating.

Artist's Impressions

A small prize was awarded to the team who, in the view of the SYHN steering group, produced the best "artist's impression" of their proposed design. The prize went to *The Crescent*, for their innovatively shaped building with integrated semi-circular courtyard. *The Address*, also shown below, got an honourable mention.

The Budget

Item	Unit Cost	No	Sub-total
Bedroom (+bathroom)	£20,000	1	£20,000
Bedsitter inc. kitchenette	£35,000	1	£35,000
Small Kitchen / Tea Prep	£40,000	1	£40,000
Big Kitchen (Communal)	£70,000		
Small TV Lounge / Common Room	£100,000	1	£100,000
Large Lounge / Diner Space	£150,000		
IT Suite / Training Room	£50,000		
Games Room	£35,000		
Small Plot (2+ stories & lift)	£250,000	1	£250,000
Large Plot	£350,000		
Windmill	£15,000		
Solar Water Heating	£2,500	1	£2,500
Garden	£120,000	1	£120,000
Swimming Pool	£200,000		
Space for Staff (6 or 8 or 10)	£25,000 per person	8	£200,000
Grand Total			£992,000

Mission Statement: Strathmore

To provide safe accommodation and support. To encourage each person to find their own potential. To inform individual choice to expand personal growth and development. To assist residents to find suitable move-on accommodation.

Mission Statement: 7-3 project

We endeavour to provide a safe, supportive and enabling environment for every individual with a good outcome based on client and community need.

Mission Statement: The Crescent

Provide a safe, secure and friendly environment for young people in crisis with intensive support specific to their individual needs and wishes.

