



LESSON 2 "Analysis Identify the youth work goals"

In step 1 of the analysis, you have validated the performance gap. So, you already know the actual and the desired performance in relation to the STREAMpreneur idea. You know the performance gap and its causes, and you have formulated a purpose statement. Therefore, you are now ready to continue the analysis with step 2: Identify the youth work goals.

First of all, we should ask ourselves what we mean when we speak of a goal. A goal is defined as the end towards which all efforts are directed. A goal should be a statement rather than a question. It is the description of a comprehensive expectation. There are many origins for goals. Effective goals are the result of a shared decision-making process, they are situated in a certain context, reflect a certain reality, are valid and authentic.

An example of a youth work goal could be to organise a band contest or to repaint and decorate a room.

If we now want to clarify and formulate the goal for our STREAMpreneur activity, it is important to keep in mind that the STREAMpreneur idea and the youth work idea have to be considered equally. STREAMpreneur-related youth work means that science, technology, research, engineering, arts, maths, and entrepreneurship are proactively used or addressed in youth work. STREAMpreneur-related youth work is not a new method of youth work - STREAMpreneur-related youth work can be integrated into any youth work setting. STREAMpreneur-related youth work has the same goals as youth work in general, and the integration of science, technology, research, engineering, arts, mathematics, and entrepreneurship into youth work should always support these goals.

When we become aware of this, we notice that the two goals mentioned earlier as general examples are already related to the STREAMpreneur idea.

If I organise a band contest, I have to act entrepreneurially as an organiser. For example, I have to advertise, plan dates, coordinate helpers and competitors or calculate costs. If I repaint and decorate a room, this also requires costs and time planning. But I also have to calculate the amount of paint needed. And when I redecorate the room, I can bring in artistic aspects.

With these thoughts in mind, let's go back to our exercise example. The Purpose statement was: Our Youth Work activity aims to sensitise girls to engage with technology, to promote self-efficacy and to encourage them to break through old societal role stereotypes.

With this statement in mind, you have further discussions with the girls and relevant stakeholders, and you finally agree on a goal for the activity. For example, it could be:

We start a group where girls can volunteer to work with technology that interests them!

Very good. Now we have the purpose and the goal. That means we are ready for step 3 of the analysis: Analyse the target group.