



Youth Policy

Name of Policy:	Youth Policy
Purpose of Policy:	The purpose of this policy is to clarify what the Council is committed to providing for youth in Kaikōura and to define our risk tolerance for youth play areas.
Policy Applies to:	All employees
Approved by:	Executive Leadership Team
Responsible for its Updating	Strategy, Policy and Planning
Final Approval by:	Chief Executive Officer
Policy First Issued	04/2025
Proposed Date of Review	04/2028

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1. PURPOSE

- a) The purpose of this policy is to outline the Kaikōura District Council (KDC/we) commitment to youth wellbeing and participation in decision-making processes.
- b) It contains a series of policy statements that cover: the services KDC will provide for youth education, wellbeing, and personal development either directly or indirectly through external providers; and our approach to the facilitation of youth play, including risk management.

2. POLICY

Youth Participation and Leadership

- a) KDC will facilitate the continuation of the Kaikōura Youth Council as a platform where youth can actively participate in local governance and decision-making processes.
- b) KDC will co-ordinate, as practical, with Te Ha o Matauranga (Te Ha), or any replacement organisation, for both the promotion and facilitation of their funding, to assist them in achieving their goals.
- c) KDC encourages the appointment of youth onto Council Committees and working groups i.e. Creative Communities, Community Initiatives, and things like the Footpath Working Group. KDC advocates for an authentic youth voice on these committees and working groups.

Education and Employment

- d) Te He O Matauranga is our preferred provider in cases where we receive Mayor's Taskforce for Jobs funding. When such funding is available, we will provide it to them, and they will collaborate with local businesses, Kaikōura High School and educational institutions to provide the potential for internships, apprenticeships, and job-shadowing opportunities, facilitating smooth transitions from education to employment.

Health and Wellbeing

- e) KDC will continue to work with the central government Violence Free Fund to obtain financial resources for local agencies to provide programmes that address bullying, mental health, substance abuse, and violence awareness in the community. We will report on the outcomes of these programmes annually.

Cultural Engagement

- f) KDC will support youth-led arts, music, and cultural projects through the various grants available to community groups that reflect Kaikōura's rich heritage and diversity and establish safe and inclusive spaces where youth can gather, socialise, and engage in recreational activities.
- g) To foster mutual understanding and community cohesion, we will support events and programmes that bridge the gap between youth and other age groups.

Play and Risk

- h) Whenever KDC engages in an infrastructure project, it will consider youth play areas as part of the relevant planning and procurement processes, as appropriate. We will embed this practice into appropriate documentation; for example, a criterion will be added into procurement documents, so play is considered in the development of community facilities (e.g. roads, footpaths, parks, reserves, and public spaces).
- i) KDC will consider how to use leftover materials from other infrastructure projects to provide playful areas for youth that enhance physical and mental wellbeing or provide education opportunities.
- j) A risk-benefit analysis must be conducted before any youth play area is developed, which weighs up the benefits of the areas versus the risk of injury, including an assessment of the competency of the users. The risk analysis will take into consideration that in youth play some risk can be of benefit for development and growth: this is called “benefit-risk”, as per *ISO 4980:2023 Benefit-risk assessment for sports and recreational facilities, activities and equipment*.
- k) The risk analysis should recognize that the aim is not to eradicate all risk, but to strike a reasonable balance between risk and benefit, taking account of the age group the area is proposed for.
- l) We will provide obvious signage in youth play areas notifying the community of the risk involved so young people and/or their parents are informed prior to engaging in a type of play.

3. DEFINITIONS

Term	Definition
Benefit	Helpful or good effect, or something intended to help.
Benefit-risk	A concept which acknowledges that in sports and recreation there is an inevitable and inherent trade-off between the benefits of a sport or recreational activity and some of the risks which it can pose. In some circumstances exposure to risk may in itself be a benefit, e.g. the benefits of risky play in childhood development.
Competence	The ability to apply knowledge and skills to achieve expected results.
Harm	Includes physical and emotional injury to the individuals using our facilities or spaces, and financial or reputation damage to the Council.
Risk	Combination of the probability of the occurrence of harm and the severity of that harm. The probability of occurrence includes the exposure to a hazardous situation, the occurrence of a hazardous event and the possibility to avoid or limit the harm.
Youth	Humans aged between 12 and 24.

4. REFERENCES AND RELATED DOCUMENTS

DOCUMENT/LINK
<i>Infrastructure Procurement Strategy</i>

<i>Risk Management Policy</i>
<i>Significance and Engagement Policy</i>
<i>Walking and Cycling Strategy</i>
<i>ISO 4980-2023 Benefit-risk assessment for sports and recreational facilities, activities and equipment</i>

5. DEVIATION FROM POLICY

- a) Any deviations from this policy can only be made with the approval of the Executive Leadership Team. Failure to comply with the requirements of this policy may be considered a breach of your employment agreement.