

Drop a Knife - Save a Life

A project to consult young people and design a board game about how young people see knife crime and what they think can be done about it.

Dedicated to Ben Kinsella 1991 - 2008



This report contains the results from the questionnaires filled in by young people across London. The questionnaire was designed by Lily Burgess, Chrystal Portsmouth and Sarah Harber. Many thanks to all the workers and young people at: City of London Academy Islington, Damilola Taylor Centre, EC1 Music Project, Barnard Park Adventure playground, Shakespeares Walk Adventure Playground, Cornwallis Adventure playground, King Henry's Walk Adventure Playground, White Lion Youth Centre, Kensington and Chelsea Play Service, South Camden Community School, Holloway School and Hackney Museum Games Club.

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INTRODUCTION

This report by Universal Board Games gives a valuable and detailed account of a project 'Drop a Knife, Save a Life', funded by Islington Youth Opportunity Fund.

The project summary outlines its inception and gives an overview of the whole project. This is followed by a more detailed look at the project from designing a poster and questionnaire through to identifying and planning places to visit and send the questionnaire. This is followed by the methodologies used and why they were appropriate. Also in the methodology is the number of people involved, the time scale and the demography of the children, young people and adults who participated in the project represented by pie charts in the monitoring results at the end of the report.

Following the methodology is an account of interviewing young people and trips visiting different projects. Next is a look the process of making the game from the information received and collated.

Finally detailed views of the questionnaire answers are displayed and monitoring pie charts.

Drop A Knife - Save A Life

(A project funded by Islington Listen Up YOF, made by Lilly Burgess and Sarah Harber at Barnard Adventure Playground Islington with Universal Board Games 2009)



PROJECT SUMMARY

This project occurred because some young people at Barnard Park Adventure Playground have been affected by knife crime in their life and would like to make a difference and help make people feel safer in their area, going to school, going out with friends and getting on buses and other forms of public transport. Working with Universal Board Games they hope this game will make a difference towards their community and other young people will not feel they do not have to carry a knife to protect themselves from the danger of people carrying knives.

Initially, Lilly and Crystal 2 young people from Barnard Adventure Playground spoke with Universal Board games and asked them to help make this game. UBG had a meeting in September 08 to discuss it and suggested to the 2 young people that they could apply for YOF funding to pay for the project. The 2 girl worked with Barnard adventure Playground, Anna at Islington listen up and Universal Board games to help us fill out the YOF funding form. Then they we went to a meeting at the Islington town hall to explain to the YOF committee about their idea. They gave them £5000 pounds to implement this idea which Barnard Adventure Playground administered.

They told the YOF committee they wanted the game to inspire teenagers and adults to 'drop a knife and save a life'. We hope the game will open people eyes to the impact knife crime have on them and their community and evoke serious discussions about it.

THE DKSL PROJECT

- The first thing we did was to create a poster about the idea.



- Then we designed a questionnaire to find out the information needed for the game.

Drop a Knife, Save a Life - A questionnaire for our anti knife crime game

We are two young teenage girls (Lilly and Chrystal) and we will create an anti knife crime game called 'Drop a Knife, Save a Life'. We will make this game because we have been personally affected by knife crime in our school area and we want to make a difference and make people feel safer in their area going to school, getting on buses and using other London transport, and going out with friends.

We want our game to help other teenagers and adults that knife crime is a terrible thing to witness. We want the game to persuade teenagers to drop a knife and save a life through playing our game.

We would like to thank you, with your help in this project, we will make a huge impact on our community and our lives and open their eyes to the harm knives can cause not only to the victim and their family but also the suspect lives as well.

We are going to use the answers from this questionnaire to create a brilliant fun board game to be played at schools, different youth centres and other projects in London. 'Drop a Knife, Save a Life' will be played by young people and more importantly by the adults whose decisions daily affect young people lives.

Do you think carrying a knife protects you?	Y	N
Do you think carrying a knife makes you a criminal?	Y	N
Is it only teenagers that abuse knives? If not, who else?	Y	N
Do you know someone that carry a knife?	Y	N
Do you feel threatened by knife crime on public transport?	Y	N
Do you think people get respect from their friends for carrying a knife?	Y	N
Would you carry a knife? If so Why?	Y	N
Are Police in schools making the situation worse?	Y	N
Is it ok for parents to give their children knives?	Y	N
Is it ok for parents to do anything when they know their children are carrying knives?	Y	N
Do you think high street fashion shops should sell jackets with knives in them?	Y	N
Do you think that the media make knife crime appear worse than it is?	Y	N
Do you think that most people involved in knife crime know their actions?	Y	N
Are young people a victim of crime because of racism, postcode or just nameless?	Y	N

Does your background make you more likely to be involved as a victim or perpetrator knife crime?

What do you think are the causes of knife crime?

What can our community do to prevent knife crime?

What should the punishment be for using or carrying a knife?

AGE	Gender	Borough Location	Ethnic Background

Thank you for helping

- Next we identified places where we would send the questionnaire with the poster, which explained the project we were doing. These places include: Damiola Taylor Centre, EC1 Music project, Cornwallis Adventure Playground, King Henry's walk adventure playground, Shakespeare walk Adventure Playground in Hackney, White Lion Youth Centre and Prospex youth club. Other places like City of London Academy Islington, Kensington and Chelsea play service, South Camden Community School, Holloway School, Hackney Museum Games club and a few other individual people heard about the project and wanted to be part of it too so they too filled out Questionnaires. Nearly all the groups that were targeted were in disadvantage areas and hard to reach groups and the majority sent back their questionnaires. We wanted to go to the Damiola Taylor centre and interview young people there about knife crime because it has been at least 10 years since that tragedy and things have got worse and not better. We also want to travel around Islington and other areas outside our postcode across London to give them our questionnaire and play our game with them and leave them a copy so that they all can benefit from playing **Drop a Knife - Save a Life'**.

Methodology

Universal Board Games (UBG) adopted a unique and mixed social research methodology to help young people consult with other young people about the issues surrounding knife crime. Combining both

quantitative and qualitative methods we designed a questionnaire with the young people and helped them carry out face to face interviews with other young people and staff.

The quantitative aspect of the research enabled UBG to gather monitoring information and show how many young people in the sample had a particular view or opinion. The qualitative aspect of the research encouraged the young people to be more interactive with the consultation process.

Conducting the face to face interviews using the board game and questionnaire evoked a lot of awareness and discussion about knife crime. This process enabled the young people and UBG to clarify questions whilst uncovering new ideas, opinions and help engage the young people to a full and frank range of responses.

We consulted with 238 young people and adults from different groups across Islington and London with ages ranging from 5- 45. These young people and staff were very co-operative, supportive and enthusiastic with this process.

Time

Our time table for this part of the project was 2 months (Jan –Feb09)

Demography of Young People

We also gathered information on the demographic background on the participants which included: Age, gender, ethnic background and project attended.

INTERVIEWING YOUNG PEOPLE



Universal Board Games (UBG) facilitated trips and interviews in a young person led project. UBG helped them design young people questionnaires to enable young people to interview other young people on their experience of knife crime. This worked really well as the young people were able to collect detailed information from them because the young people were more open to talk to other young people. Each interview lasted approximately 10 minutes and everyone observed how keen and co-operative everyone interviewed was.

The young people and Universal Board Games were able to interview young people and staff from Damiola Taylor Centre, EC1 Music project, Cornwallis Adventure Playground, King Henry's walk

adventure playground, Shakespeare walk Adventure Playground in Hackney, White Lion Youth Centre and Prospex youth club, City of London Academy Islington, Kensington and Chelsea play service, South Camden Community School, Holloway School, Hackney Museum Games club.

UBG collected all the information they had gathered fed it directly in to the game

The next stage was to chase up questionnaires sent out collate the information received; this included the monitoring information as well as the information needed for the game.

MAKING THE GAME

- Finally we were able to begin designing the game. We began with playing games from around the world to sample a variety of game styles. We also filled out a Universal Bard games 'game design sheet'
- Over the next few weeks we began creating a mock up versions of the game, making decisions and making changes and playing more games that gave us more ideas for our game. Universal Board Games were putting the designs into the computer and making the changes we suggested until we were all happy with the game.
- The next stage is to write the rules for the game and produce 10 boxed copies of the game.

Playing the games across London

The next stage is to arrange to play the game with all the groups that helped with the questionnaire. During the questionnaire stage many of the places all were enthusiastic and were very keen to have a copy of the game and a workshop session with their young people and the game designers from Barnard using the game 'Drop a Knife, Save a life'. Already The Damiola Taylor Centre, Cornwallis, Kensington & Chelsea play service, City of London Academy Islington, Holloway School and Swapa all are ready to book their session.

The game achieves the young people aims of bringing knife crime issues out in the open and creating more awareness about knife crime and the consequences. Those that play the game quickly become engaged and are ready to offer huge amounts of information, stories, experiences and opinions about knife crime. Many of those who have played the game commented that it is fun to play the game because it offers them the opportunity to debate, vote, add and discuss what different strategies to use for dealing with knife crime.

The cost of the project was £5000 and the number of people affected so far is 238 but is set rise by another 50-100 at least from the period of January09- May09. Hopefully over the next few years young people all over London will be playing 'Drop a Knife, Save a Life'



DROP A KNIFE, SAVE A LIFE QUESTIONNAIRE ANSWERS

	Yes %	No %
Do you think carrying a knife protects you?	5	95
Do you think carrying a knife makes you a criminal?	65	35
Is it only teenagers that abuse knives? If not, who else?	10	90
Do you know someone that carries a knife?	5	95
Do you feel threatened by knife crime on public transport?	99	1
Do you think people get respect from their friends for carrying a knife	2	98
Would you carry a knife? If so Why?	1	99
Are Police in schools making the situation worse?	3	97
Is it ok for parents to give their children knives?	0	100
Is it ok for parents to do nothing when they know their children are carrying knives?	0	100
Do you think high street fashion shops should sell jackets with knives in them?	0	100
Do you think that the media make knife crime appear worse than it is?	50	50
Do you think that most people involved in knife crime know their victims?	90	10

Are young people a victim of crime because of racism, postcode or just nonsense?

Nonsense was rated highly but racism, postcode or hanging out with people who regularly are involved in trouble was perceived as a reason why young people were victims of knife crime.

Does your background make you more likely to be involved as a victim or perpetrator of knife crime?

The vast majority response to this was No.

What do you think are the courses of knife crime?

- Protection
- Bullying
- Hate
- No one to relate to
- Ego
- Gain respect
- Be cool
- Drugs
- Nonsense
- Postcode,
- Racism
- Money
- Fashion,
- To appear intimidating
- Following a trend,
- Don't know
- Fighting
- Territory
- Gangs
- TV/films and video games
- Young people
- Fear
- Being the best
- Stupidity
- peer pressure
- Where you live
- No fighting skills
- Music rappers
- Anything these days
- Young people secretly admire knife crime
- Ignorance
- Misinformation
- Boredom
- Showing off
- Bad past
- No reason
- Arguments/disputes
- When you have a reputation
- Taking your stripes
- Family influence e.g. older sibling or cousin
- Family breakdown
- Lack of confidence
- Jealousy
- Governments
- Adults
- Media
- Street credo
- Knives too easily available.

What can our community do to prevent knife crime?

- CCTV
- More searches in schools and public spaces
- More police on known areas
- More youth clubs/Adventure playgrounds
- Youth clubs more age specific so not influenced by older age groups
- More people coming forward and grassing on people they know who are carrying a knife
- Stop selling knives to young people
- Life sentences for teenagers as well
- Awareness of consequence of their actions like meeting victims friends and families
- Do nothing, accept it
- Stop talking about it, more prevention campaigns and talks
- Knife crime prisoners to give talks in schools and youth clubs
- Keep doing events about it, more positive activities for yp
- Make a game, metal detectors in shops and busses
- More education for young people, more courses for young people
- Better security
- Educate parents to take more responsibility
- Channel anger into sports, grass on people with a knife to save a life
- More pictures and videos of the effect of knife crime
- Work together as communities to practice positive things
- Parental strategies
- Stop talking about it
- More awareness campaigns.

What should the punishment be for using or carrying a knife?

- Longer prison sentences
- Life for killing,
- Community services
- Heavy fines
- Psychiatric treatment
- Social worker visits to family with knife
- See victims friends and families
- Sent to war zones like Iraq.

Drop a Knife, Save a Life... A questionnaire for our anti knife crime game

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We want our game to inspire other teenagers and adults that knife crime is a terrible thing to commit. We want the game to persuade teenagers to drop a knife and save a life through playing our game.

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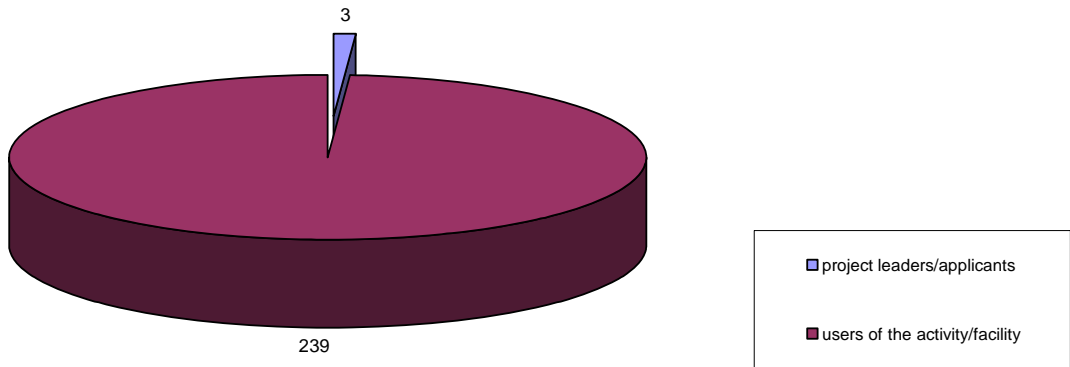
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Do you think people get respect from their friends for carrying a knife	Y	N
Would you carry a knife? If so Why?	Y	N
Are Police in schools making the situation worse?	Y	N
Is it ok for parents to give their children knives?	Y	N
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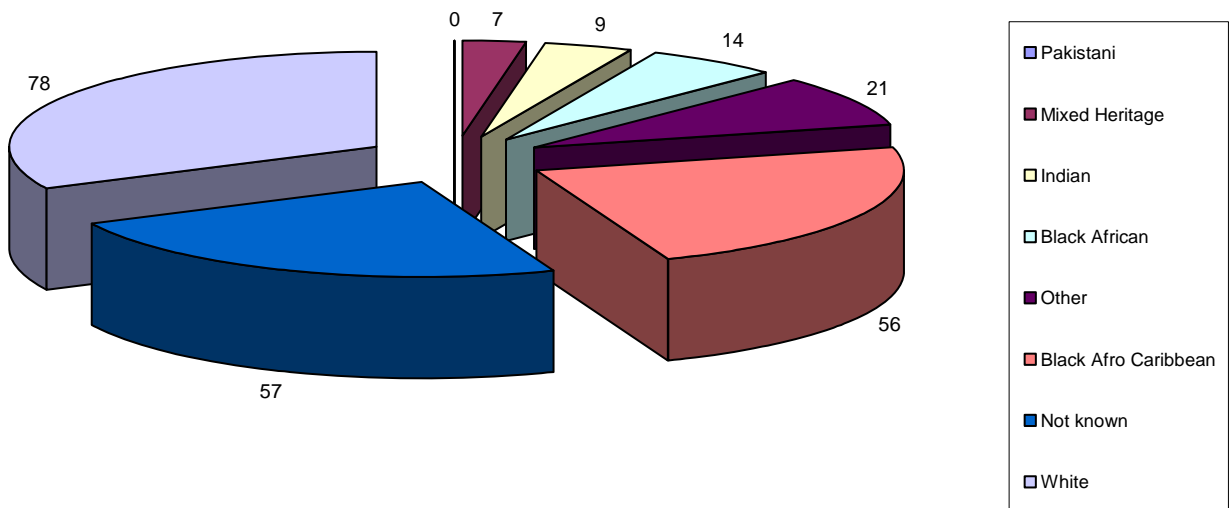
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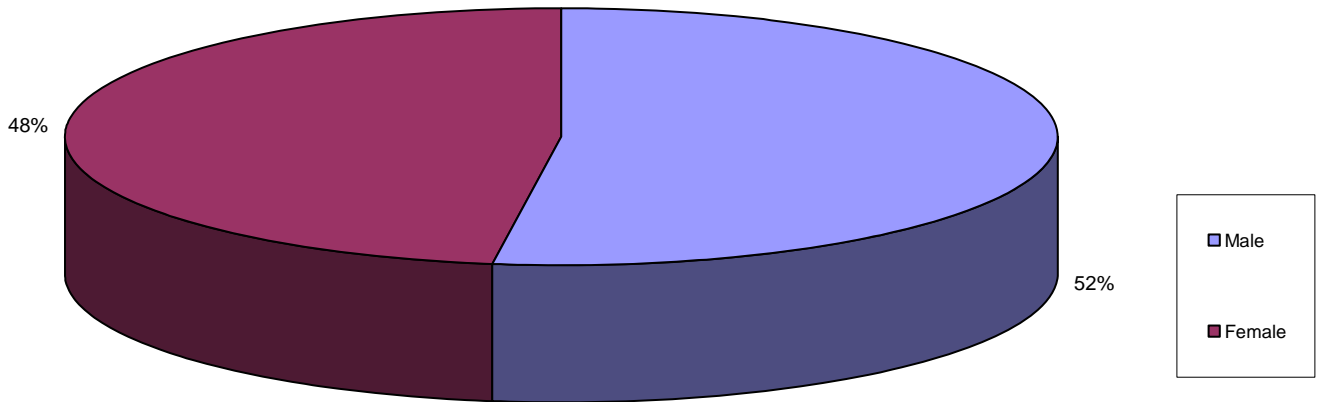
Number of participants involved in project



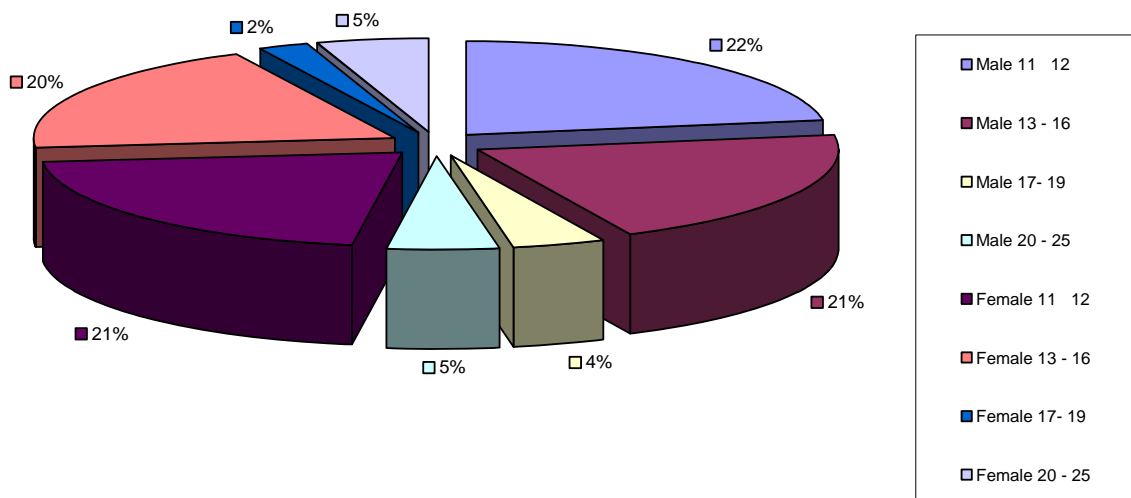
Ethnicity of Participants



Gender of participants



Age and Gender as a %



London Boroughs that participated in Knife Crime project

