21 ideas you can pull off in just one week
How can we make Pierce County the best place to grow up? This question is our current obsession, and we know it will take a county-sized group of committed participants to actuate an answer. The ideas that follow are designed to be an entry point for community members who want to contribute to a child and youth centered community but aren’t sure where to start. Although they may already seem dialed in, the intent is for these to be adopted, adapted, enhanced, and reimagined to match the unique needs, interests, and available resources of different audiences. If they inspire the ideation of entirely different ideas, all the better! Each one has been grouped into one of the five following categories:

**Craftivity**

**Kinetic**

**Table gather**

**Encouragement**

**Resource**

It may seem unlikely that some of these concepts could be implemented in seven days or less — a constraint assigned by the activity prompt that catalyzed these ideas — but the point is to pursue a minimum viable product and get it out into the world where real time feedback can help inform refinements as it gains momentum. An additional constraint from the prompt was a target age range, which you’ll see associated with each idea. This was merely a filter to help the creators narrow their project scope, so it’s important to note that many of these ideas can be designed to reach a much broader age range if desired.

We hope this collection of actionable items will serve as a creative spark for you and your circle of influence as we work together to make Pierce County the best place to grow up.

Learn more at [greentrike.org/child-and-youth-centered](http://greentrike.org/child-and-youth-centered)
Wheel Art

Category: **Craftivity**
**Target Age:** 11–13 years

**CORE IDEA:** Gather recycled tires (from bikes, scooters, cars, etc.) and attach handles to them to create a tool for art. In order to make the wheel painting more interesting, glue objects to the tires to create unique patterns and textures. One might also add sand or beans inside the wheels for sound. You might even consider converting it into a bubble machine so that it blows bubbles as you roll. Kids can use the wheel with paint to cover public places, and graffiti artists can be invited to assist the effort. This can help create an outlet for creative expression and potentially reduce graffiti/tagging in the community.
Giant Kid-Powered Bubble Machine

Category: **Kinetic**

**Target Age:** 2–4 years

**CORE IDEA:** The Bubble Machine is something that would be found in playgrounds or splash pads, and it encourages kids to play with each other and exercise. The machine can be powered by bikes or some kind of fitness activity (it can be an event, too), or something that involves teamwork. It can also work so that the more kids that participate, the more bubbles there will be.
The Adventure Bite

Category: Table gather
Target Age: 4–6 years

CORE IDEA: The Adventure Bite is a way to connect kids with those in ELA (English language acquisition) classes/programs throughout the community. By bringing people together around dishes from different cultures, kids can meet new people, discover different foods and cultures, and learn new words. Offering questions or prompts can help facilitate conversation among each other, and “matching” kids with others can help expand connections. Some questions that can be provided are: What do you like to eat? How old are you? Who do you live with? Favorite colors? Do you have any pets?
School Trophy Event

Category: Encouragement
Target Age: 14–17 years

CORE IDEA: This is a way for teens to affirm, recognize, and collaborate with each other. Students are invited to nominate their peers for a trophy, preferably one that is shaped like a goblet. The nominations can be based on a wide range of themes. The nomination and explanation will be tossed into the trophy, and each day of school a name will be randomly chosen from the trophy. The person chosen will have their name added to the trophy. Alternatively, they could be given a ribbon with an affirming message, which can also be written by the students.
**Category:** Resource

**Target Age:** 14–17 years

**CORE IDEA:** The Pick Me Up Buckets (or other carrying containers) contain items that can help unhoused or low income teens and are delivered to those in need. A QR code on the buckets leads to an Instagram account (or a website) that helps people find and request things for the buckets. Items that might go into a bucket are hygiene products, school supplies, resource pamphlets, gift cards, non-perishable foods, gender-affirming care products, games, technology (chargers, batteries, headphones), socks and underwear, etc. Mobility aid can also be requested.
Category: **Craftivity**
**Target Age:** 4–6 years

**CORE IDEA:** This is an activity that encourages small motor skills, artistic expression, color identification, and cultural identity. To make the doll, yarn, sticks, and corn husks will be provided. The corn husk will be the body, and the sticks can hold it together and be the arms, while the yarn will help personalize the doll and form its head. Kids are encouraged to make whatever and whoever they want; it can be a person, animal, or anything else their imagination leads them to create.
Hula Hoop Hoopla

**Category:** Kinetic

**Target Age:** 5–7 years

**CORE IDEA:** Hula Hoop Hoopla is intended to be a hoop share and community bonding experience. Hula hoops will be found all around town, intended to be discovered, played with, and left at that location for others. You can then follow a trail of other hoops which will lead you to a point of interest or larger activity. This effort is intended to encourage exercise, discovery of new places, and community involvement.
Communi-Tea Party

Category: **Table gather**
**Target Age:** 16–18 years

**CORE IDEA:** Fellowship, sharing, and input to empower teens and promote leadership; a weekly communi-tea block part-tea hosted by tea-nagers. Each week could have a different theme (anti-racism, cultural groups, LGBTQ+ support, etc.), allowing room for serious conversations, but also fun. People are welcome to share a cup of tea with others, and there will be music, food, and activities. Art making and tea-shirt tie dying are some activi-tea examples. More serious activities can include small group sessions answering questions regarding the theme. Teens can then be asked to help plan even bigger block parties.
Making (& Leaving) Your Mark

Category: Encouragement
Target Age: 11–13 years

CORE IDEA: This is a free writing opportunity for kids to leave positive messages, thoughts, and quotes on posters, walls, etc. Designated areas can be found in schools, community spaces, construction sites, and more. The installations can be permanent or temporary pop-up sites.
Sesame Video Workshop

Category: Resource
Target Age: 14–16 years

CORE IDEA: The purpose of these workshops is to help youth produce short educational videos to share with others. The videos can talk about life skills, “by you, with you, for you.” There can also be videos from the neurodivergent community for everyone, which can help spread ability awareness. This shows representation of not only teens, but makes the neurodivergent community feel seen, recognized, and respected.
Take Apart a Clock

**Category:** Craftivity

**Target Age:** 12–14 years

**CORE IDEA:** This is a challenge to disassemble a clock and then either figure out how to put it back together as it was or make something else entirely new out of the pieces to make the clock uniquely theirs. Facilitators can also consider adding a time constraint to make it more challenging. Youth can participate at schools, libraries, museums, etc. and arrangements could be made to organize competitive tournaments.
Dance Party on the Go

Category: Kinetic
Target Age: 10–12 years

CORE IDEA: This is an opportunity for kids to have their own dance party by providing them with all necessary supplies in a portable box. The box would contain various items: a sound system, projector, screen, noise canceling headphones, and a suggested TikTok playlist for the dance party. There can also be a banner, sandwich board, customizable PDF fliers, bubble machine, and percussion instruments for the dance party. There could also be some sort of feedback mechanism to help make future dance parties even better than previous parties.
“Pot” Night

Category: **Table gather**
**Target Age:** 13–15 years

**CORE IDEA:** A night of fun cooking created by the community. For this to happen, teens will help host a cooking pot drive to collect food and cooking supplies. Ideally, there would be a sponsor to help promote and fund the drive and help gather supplies. Leaders will identify a gathering place with a kitchen. Families then spend an evening cooking and eating a meal together, and participants in need are given supplies for a take home meal: food, cooking pot, and recipe included. A bonus activity would be to engage even more community members by making pot holders and oven mitts.
Category: Encouragement
Target Age: 8–10 years

CORE IDEA: Provide areas to write or type kind notes in spaces where kids usually wait, such as doctor’s offices and bus stops. There can be different modes of writing these notes (dry-erase markers, chalk, typewriters, etc.) and the prompt can vary from location. A blank poster can be put up for kids to create a series of positive messages, or a typewriter could be placed in an office to provide a more fun way of writing the message. Another very simple version is to have sticky notes; kids can write a note, leave a note, and take a note.
My Comfort “Box”

**Category:** Resource  
**Target Age:** 6–8 years

**CORE IDEA:** The main purpose of the comfort “box” (it can be a box, a pail, anything that can contain a collection of small objects) is to provide self-soothing/regulation tools for kids. Some things that can go into the comfort box are a blanket, stuffy, fidget toy, family picture, journal, glitter bottle, snacks, crayons, and creative activities. Boxes can be distributed at school for kids to take home.
Old Book Bird Houses

Category: **Craftivity**

**Target Age:** 5–7 years

**CORE IDEA:** This activity encourages recycling by having families build bird boxes with used books. Community leaders will help gather used books and other supplies to create the bird houses, such as knives, glue, screw guns, lacquer, paint, hooks, etc. The leaders will host an event to build the bird houses with all the materials. Once the bird house is done and dry, families can take them home to hang outside.
Splash Jams

Category: **Kinetic**

**Target Age:** 2–4 years

**CORE IDEA:** Splash Jams is a community dance party at splash parks. All that is needed is a speaker at a splash pad (and little ones to dance). If there is a way to sync the fountains to the music it would make the event even bigger and better. Metro Parks or local communities can lead this project.
Category: Table gather
Target Age: 8–10 years

CORE IDEA: A very simple plan to have dinner with friends, family, and the community. First, pick a recipe — it can be a family tradition, one from another culture, or just a favorite. Then calculate how many guests will attend and what the budget is. Next, go shopping for ingredients; it can be at a farmers market, grocery store, or family kitchen. Lastly, prepare the meal and enjoy it with loved ones.
Keep the Lights On, “First Light”

**Category:** Resource  
**Target Age:** 3–5 years (+ Families)

**CORE IDEA:** Locals will be able to visit businesses and organizations to learn about community resources while children have an opportunity to play. Participating children will be asked in advance what they would like to do on a neighborhood walk: color with chalk, blow bubbles, listen to music, etc. On the evening of the event, agencies and businesses across Tacoma will be keep their lights on to invite families to learn about them. Families will follow a map of neighborhoods with participating businesses, and all spots will have fun activities for kids while the families learn about the resources these organizations offer.
Playground Clock Face

**Category:** Kinetic  
**Target Age:** 2–4 years

**CORE IDEA:** A clock face will be painted in schools’ courtyards to help get kids moving while also becoming familiar with an analog clock. Every hour number of the clock face will have a different activity that can range from speed games, wiggle time, team building, and bodily awareness.
Category: **Kinetic**  
**Target Age:** 12–14 years  

**CORE IDEA:** Bubble events can connect kids to joy, science, competition, and the community at large. The events are affordable and mobile, too. There will be a digital hub with bubble recipes, a calendar for local bubble events, and other resources. Possible bubble events include creating unique bubble wands and varying bubble solutions; students can test out their ideas, tools, and wands with the bubble solution they created. Kids can compete in six categories: longest lasting bubble, furthest traveling, biggest, smallest, and the most unique tool/wand. These students can then share demos and knowledge with elementary students.