

1 H.763

2 Introduced by Representative Austin of Colchester

3 Referred to Committee on

4 Date:

5 Subject: Education; youth participatory action research; equity; students

6 Statement of purpose of bill as introduced: This bill proposes to create the  
7 Youth Participatory Action Research Project, which will use a contracted  
8 facilitator to select a diverse team of students from across the State to design a  
9 week-long experience through the Governor's Institutes of Vermont for  
10 students in grades eight through 10, built around learning, interacting, and  
11 sharing about the issues facing students and educators in Vermont's education  
12 system. Students participating in the week-long experience would create a  
13 blueprint for change, using the youth participatory action research cycle, which  
14 they would then share with students around the State.

15 An act relating to the creation of the Youth Participatory Action Research  
16 Project

17 It is hereby enacted by the General Assembly of the State of Vermont:

18 Sec. 1. YOUTH PARTICIPATORY ACTION RESEARCH PROJECT

19 (a) Creation. There is created the Youth Participatory Action Research

20 Project to create a shared vision for amplification and empowerment of

1 Vermont student voices through the development of a youth participatory  
2 research project aimed at the goal of creating schools that center belonging,  
3 equity, inclusivity, and safety of all students and educators. The Agency of  
4 Education shall contract with one or more nonprofit organizations to facilitate  
5 the Project. Eligible organizations shall agree to carry out the Project as  
6 described in this section.

7 (b) Project goals and timeline.

8 (1) Spring through fall of 2024. The Agency-contracted facilitator shall  
9 work with the Agency, school districts, approved independent schools, and  
10 interested stakeholders to select a diverse team of students in grades eight  
11 through 10 that is representative of all regions of Vermont. The facilitator  
12 shall train the team of selected students to facilitate and design dialogue  
13 sessions with students throughout the State to understand the issues that are  
14 currently impacting students' educational experiences.

15 (2) Fall 2024. The facilitator and student team shall analyze the data  
16 collected pursuant to subdivision (1) of this subsection and use the results to  
17 design a week-long, in-depth experience through the Governor's Institutes of  
18 Vermont for students in grades eight through 10, built around learning,  
19 interacting, and sharing about the issues facing students and educators in  
20 Vermont's education system, which shall take place during the summer of  
21 2025. The facilitator and student team shall design the week-long experience

1 as well as determine how to work with schools to recruit a representative group  
2 of student participants to ensure broad representation from across all of  
3 Vermont.

4 (3) Summer 2025. Students recruited and selected pursuant to  
5 subdivision (2) of this subsection shall participate in the week-long experience  
6 through the Governor’s Institutes of Vermont, designed pursuant to  
7 subdivision (2) of this subsection. The students shall explore the critical issues  
8 facing the education system and develop a blueprint for change that will lead to  
9 possible solutions to some of the problems facing the system. Students shall  
10 engage in the youth participatory action research cycle, using data to inform  
11 their recommendations and action plan.

12 (4) Fall 2025. Students who participated in the Governor’s Institutes of  
13 Vermont session, held pursuant to subdivision (3) of this subsection, shall  
14 conduct listening sessions throughout the State to share their blueprint for  
15 change. The blueprint shall guide next action steps to be taken, with the goal  
16 of creating long-term student-adult partnerships on issues and problems facing  
17 Vermont’s education system.

18 (5) Post-blueprint project. The facilitator shall work with school  
19 districts and approved independent schools to gather data on the impact of the  
20 blueprint project conducted under this subsection. Specifically, the facilitator

1 shall gather data on the impact of the blueprint on the beliefs, skills, and  
2 experiences of students as agents of change in their schools and communities.

3 (c) Report. On or before December 1, 2025, the Agency of Education, in  
4 consultation with the contracted facilitator, shall issue a report to the House  
5 and Senate Committees on Education with information on the work and  
6 outcomes of the Youth Participatory Action Research Project created under  
7 this section.

8 Sec. 2. APPROPRIATION

9 The sum of \$100,000.00 is appropriated from the General Fund to the  
10 Agency of Education in fiscal year 2025 to support the implementation of the  
11 Youth Participatory Action Research Project created under Sec. 1 of this act.

12 Sec. 3. EFFECTIVE DATE

13 This act shall take effect on July 1, 2024.