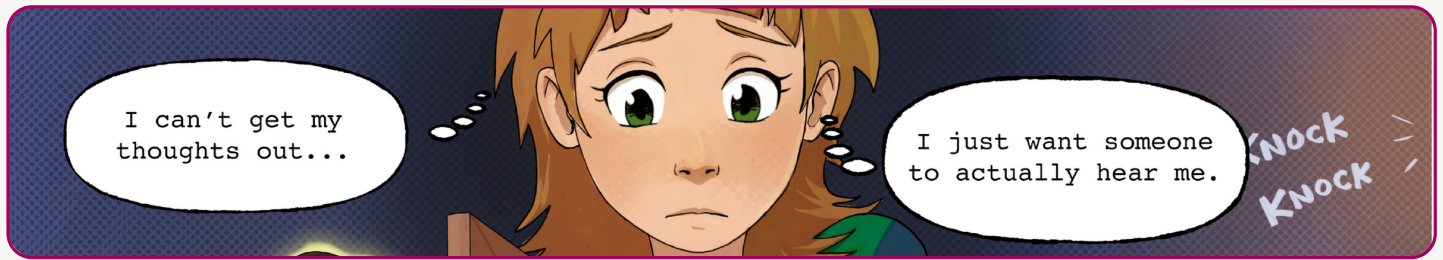


Using the advocacy comic

Its purpose, the conversations it can open up, and the principles for using it well



WHAT IS THE COMIC FOR?

The comic turns the research findings into a short visual story. It follows a young person from feeling unable to speak in a meeting to having choice, trusted support and growing confidence to use their own voice. It can make advocacy easier to explain and give young people and practitioners a shared starting point for reflection.

VOICE

CHOICE

TRUST

CONFIDENCE

THE STORY MAKES GOOD ADVOCACY VISIBLE



CHOICE AND TRUST

The advocate offers genuine choices about contact and support.



VOICE IN ACTION

The young person speaks and adults make space to listen.

WHERE CAN IT BE USEFUL?

- With a young person, to introduce advocacy and explore how they would like to be supported.
- Before a meeting or review, to talk about participation, communication and what being heard would look like.
- In team reflection, supervision or training, to examine power, listening, choice and follow-through.
- In groups, to invite wider discussion about what good advocacy should feel like.

USE IT IN A YOUNG-PERSON-LED WAY

- Offer different ways to engage: read, talk, point, draw, use one panel or return later.
- Invite a response, but do not press for disclosure or assume the story reflects their experience.
- Be clear about confidentiality, safeguarding and what an advocate can and cannot do.
- Take what matters into action and follow through on what has been agreed.

The comic is most useful when it leads to action: listen to what matters, agree what will change and follow through.

Developed with young people using findings from Understanding how advocacy services support care-experienced young people to participate in decision-making.

A conversation resource - not a script, assessment or replacement for advocacy.