# Innovation in Community Engagement



## **Learning Objectives**

- Gain insight on current trends in volunteer engagement.
- Be inspired by case studies of innovation in capitalizing on these trends in volunteer engagement to meet organization mission.
- Practice designing innovation in volunteer engagement in a fun and interactive way.

## Share with a neighbor

What changes are you seeing in who is volunteering and what positions are volunteers seeking today?

How are you adapting to any changes you are experiencing?

# **Changes in who is volunteering MAVA Survey**

- 45% More inquires from students and interns
- 31 % More inquires from Boomers
- 31% More inquires from young adults
- 31% More inquires from retirees
- 24% More inquires from job seekers

"The Status of Minnesota's Volunteer Programs in a Shifting Environment" http://www.mavanetwork.org/shiftingenv

# Changes in what volunteers are seeking – MAVA survey

- 55% Increased interest in short term volunteering
- 37% Increased interest in developing or using workplace skills
- 32% Increased interest in volunteering on evenings and weekends

The Status of Minnesota's Volunteer Programs in a Shifting Environment" <a href="http://www.mavanetwork.org/shiftingenv">http://www.mavanetwork.org/shiftingenv</a>

# Organizations having success in making changes – MAVA Survey

- 65% Involved volunteers in new roles and positions
- 46% Involved volunteers in leadership positions or managing projects
- 49% Increased reliance on volunteers

### Vignettes on innovation success

- Neighbors, Inc.
- Minnesota Children's Museum
- Courage Kenny Rehabilitation Institute

# **Game Mode**



## Aim of the game

Work in a group (five people or less) to test your ability to innovate!
Creatively apply opportunities that today's volunteers offer to typical nonprofits.









#### **Overview**

 Each team will receive two Volunteerism Change Cards – on volunteering trends.









### **Volunteerism Change Cards**

- Volunteer making shorter term commitments
- Increased interest in volunteering on weekends and evening
- > Increased interest in using work place skills
- More interest by corporations in group volunteering

# CHANGE CARD: Volunteers making shorter term commitments

Opportunity: A way to get more volunteers involved and get needed work completed.

Challenge: If the positions are not well designed, they can take more time than the benefit received.

- Identify positions specifically developed for shorter term commitments.
- Break volunteer positions into shorter term tasks
- Scale training and orientation to position

# CHANGE CARD: Increased interest in volunteering on weekends and evenings

Opportunity: Open your organization up to volunteers that could not otherwise be involved.

Challenge: A restructuring of the time when work is done.

- Adjust staff to cover volunteer support on evenings or weekends or design assignments volunteers can do remotely.
- Consider offering volunteer opportunities for families

# CHANGE CARD: Increased interest in using work place skills

Opportunity: Bring new skills to the organization with high level work being accomplished.

Challenge: Organizational culture needs to be open for volunteers in skilled roles

- Brainstorm with staff to identify skilled roles.
- Start small in one part of organization open to volunteers involved in new ways.
- Ask for skills on volunteer application and start recruitment with current volunteers interested in your new roles.

# CHANGE CARD: More interest by corporations in group volunteering

Opportunity: Access to a new group of volunteers which may connect with funding potential.

Challenge: Readiness for group projects

- Build partnerships with companies that have interests that align with your mission.
- Identify potential group projects

### Nonprofit Challenge CARD

 Increased demand for services without increased revenue (Every team has this challenge).

**Bonus Cards** (Every team will get one midway of game):

- Loss of funding
- New grant that has to be completed in a year
- New Executive Director challenges organization to connect more closely with the community and be more visible in the community
- New grant for immigrant population

#### **Innovations**

- Develop opportunities to meet needs
- Market the opportunities well
- Offer coaching support
- Engage volunteers in "half-baked" ideas
- Ground your history

# Game

#### **ADAPT OR DIE**



#### **Game rules**

- Work in a group to develop innovations in how to apply those Volunteerism Change Cards to the nonprofit situation on the Nonprofit Challenge Card.
- Scenario:

Community nonprofit that provides a food shelf, after school youth activities and adult day care. Volunteers are in a limited number of roles. All volunteers do weekly two-hour shifts and make a one-year commitment.









#### Game rules

- Receive three cards to start the game:
   two Volunteerism Change Cards, and the Nonprofit Challenge Card
- Partway through discussion receive a Bonus Card
- Aim Develop 3-5 innovations that address the Volunteerism Changes and the nonprofit challenge









## **Criteria for winning**

- Identify viable opportunities for the Volunteerism Change Cards
- Address challenges and opportunities from the Nonprofit Challenge Card and Bonus Card
- Demonstrate innovation

#### Peer Panel: Three volunteers please!

#### Peer Panel Role:

- track the number of innovations
- assess audience reaction
- determine a team winner. Team must have no more than five members in order to win









### Wrap up:

- Think of your "ultimate" volunteer ...
- List two to three opportunities to bring in diverse and/or skills-based volunteers









#### **Additional Resources**

- HandsOn Twin Cities

   www.handsontwincities.org

   Zeeda Magnuson Zeeda@handsontwincities.org
- Minnesota Association for Volunteer Administration <u>www.mavanetwork.org</u>
   Polly Roach – <u>proach@mavanetwork.org</u>