

Youth Week 2025

ULTIMATE GAMES

REPORT



THIS EVENT WAS HELD IN PARTNERSHIP WITH



CARMA
Cairns & Region
Multicultural Association Inc

This report was compiled by Deadly Inspiring Youth Doing Good.

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Acknowledgement

Ultimate Games 2025 Report

As we forge our way to a stronger future, we embrace the millennia of footsteps that came before us. We feel the presence of our ancestors and their guidance, as we navigate our continued responsibility to the lands, seas and skies in which we connect to. Their spirit will carry on in the generations to come as we inspire, equip and empower our people and our community.



Message from DIYDG

Ultimate Games 2025 Report

The Ultimate Games Night 2025 was an incredible celebration of community, leadership, and connection. It brought together young people from across cultures to practice leadership and team building, build new friendships, and have some fun. It was inspiring to see young people encouraging each other, taking positive risks, and stepping up with pride and confidence.

We would like to take this time to thank our partners for their support in delivering such a successful event.

Through the youth survey, young people clearly shared what matters most to them: becoming who they aspire to be, learning how to lead, and having the skills to voice their opinions and influence change. They also spoke about the importance of community safety, strong cultural connection, and feeling supported by the adults around them.

This feedback is a powerful reminder that young people are not just the future – they are ready now. They are calling for real opportunities to grow, lead, and be heard.

We remain committed to responding to their voices: by continuing to promote the importance of leadership training for young people, expanding leadership opportunities, strengthening cultural learning, promoting mental health and wellbeing, and ensuring young people have a genuine say in shaping their communities. So much is possible when young people feel safe, valued, and empowered – and we are excited to keep building on this momentum together.

Semara Jose



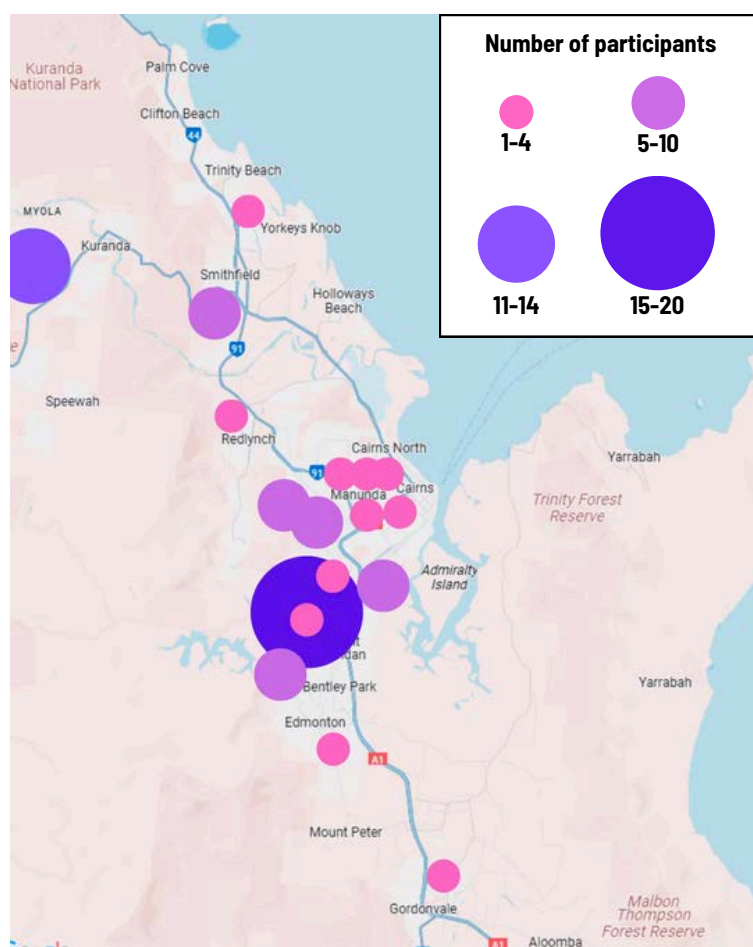
Semara Jose, Custodian of potential, Deadly Inspiring Youth Doing Good.

Participant demographics

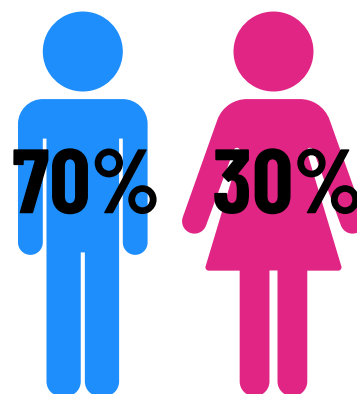
Ultimate Games 2025 Report

The annual Ultimate Games 2025 took place at Edmonton PCYC during Youth Week. This year, we welcomed over 117 participants from across the region – travelling from as far south as Gordonvale, north to Trinity Park, and west to Mareeba. Most participants were aged 12–16 years with especially strong participation from boys and young men. The Ultimate Games are designed to offer a fun and engaging night for young people, while also building teamwork and leadership skills.

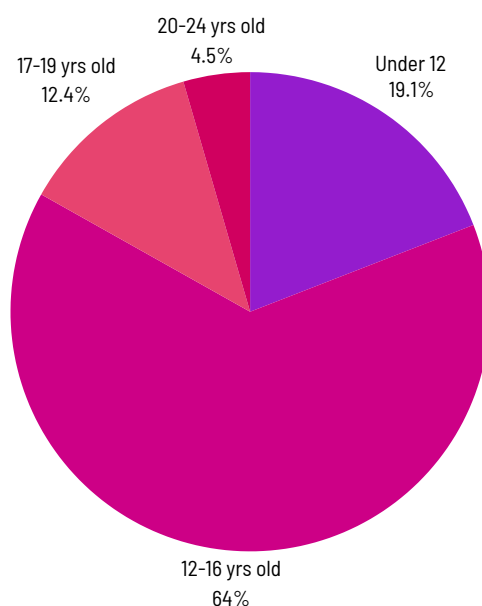
117 Young people participated in the event across 12 teams.



Place of residence*. Majority of participants were from the Woree area. Young people were from as far south as Gordonvale, north as Trinity Park and west as Mareeba.



Gender of Participants*. Majority of participants were male.



Age of Participants*. Majority of participants were under 16 years old.

** 89 participants completed the sign-in form and therefore this data only includes their responses.*



Staff & volunteer Feedback

Ultimate Games 2025 Report

We asked staff and volunteers to provide us with some feedback from the Ultimate Games night. Eight people completed the online survey.

All respondents believed the night was run really well, that the night fulfilled its purpose of building team and leadership skills and had a positive effect on young people.

For staff and volunteers, the highlight was seeing the pure joy on the kids' faces and the positive encouragement they gave each other. They loved the high energy of the night, the fun vibes, and the strong sense of teamwork that developed between young people who had never met before. It was also inspiring to see young leaders stepping up, new teams forming, and everyone coming together as a community.

Overall, staff and volunteers shared that the Ultimate Games Night created a fun, safe and encouraging space for young people. Positive leadership shone through, with young participants supporting each other and growing in confidence. Highlights included a young boy proudly leading his team and another with anxiety speaking about how respected he felt as a captain.

Respondents felt that the games were well-planned, with clear instructions that helped teams improve as the night went on. The atmosphere felt like a big family event, where young people felt safe to take risks and try new things. Many young people and staff expressed that they would love to see more nights like this, as it gave them a strong sense of belonging, pride, and fun.



"I overheard a young boy saying to his team as we neared the end of the competition 'Whatever happens, just know that I'm proud of you all'. The night really modelled positive leadership that the kids took on."



"A young person who has anxiety proudly spoke about being a captain of the team and how everyone listened and respected him. This made his night as he has never had an opportunity like this before."



Recommendations: Games night

Ultimate Games 2025 Report

Key Recommendations for Future Ultimate Games Nights

Staff and volunteers were asked to provide feedback on the challenges they experienced or witnessed on the night and to provide suggestions for improvement.

These have been reviewed and collated to provide the following recommendations for future games nights.

- ▶ **Improve Sign-In and Space Flow:** Move the sign-in desk outside and spread out key areas like team creation, food, and surveys to avoid congestion.
- ▶ **Enhance Event Structure:** Streamline opening speeches, improve point collection tools, and standardise judge instructions to keep the event running smoothly and engaging.
- ▶ **Refine Games and Activities:** Reduce the number of individual relays in any overall set of games.
- ▶ **Strengthen staff instructions:** Provide clearer training for staff/volunteers prior to the activity.
- ▶ **Expand Promotion and Plan for Growth:** Boost local promotion through radio and posters and potentially prepare for a larger venue as participation grows.

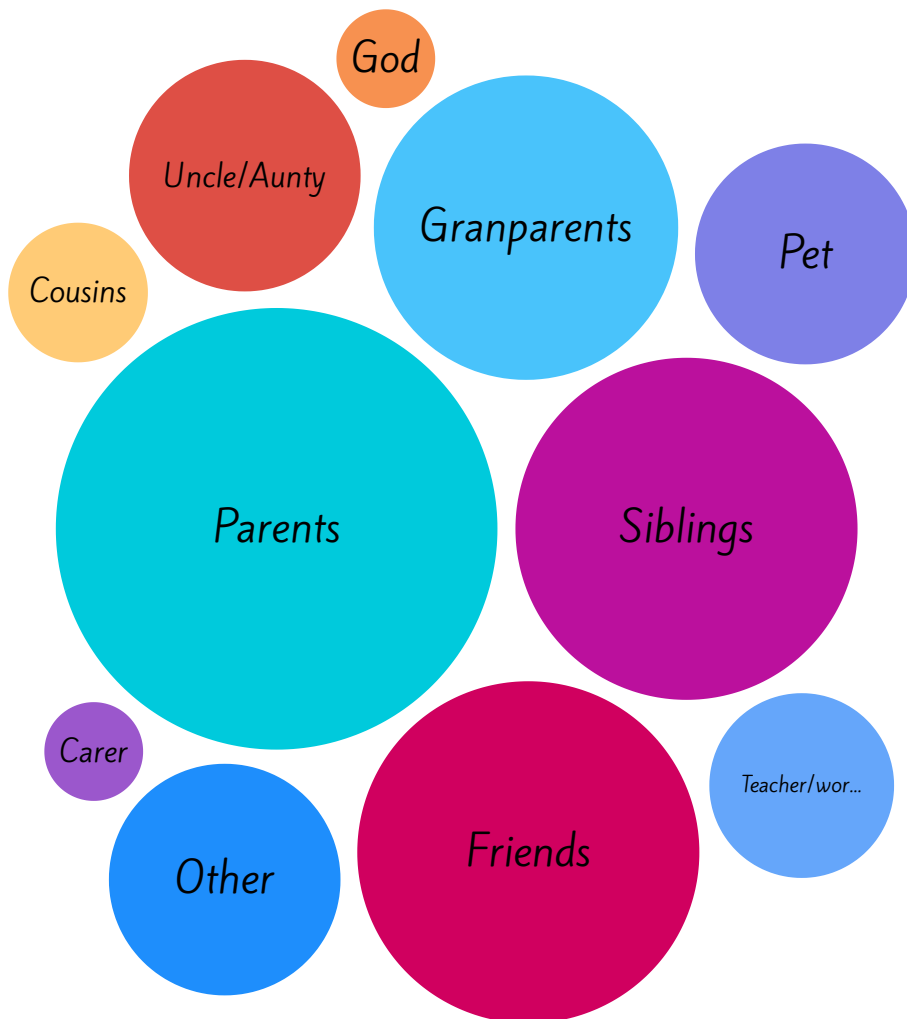


Kunjur Handprint activity

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On the night, Kunjur First Nations Men's Collective facilitated an activity asking young people to identify five people they could turn to for support. This aimed to better understand who young people see as part of their personal safety net. A total of 50 handprints were completed. For clarity, handprints that did not distinguish between relationships (e.g. only used first names) were not included in the final analysis.

Parents were the most commonly identified support people, followed by siblings, friends, and grandparents. This suggests that, within this cohort, parents remain the most trusted adults young people turn to for support.



Youth Survey Data

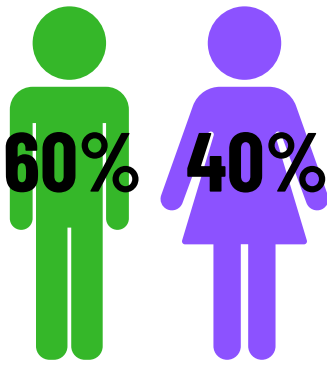
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Survey Respondent Demographics

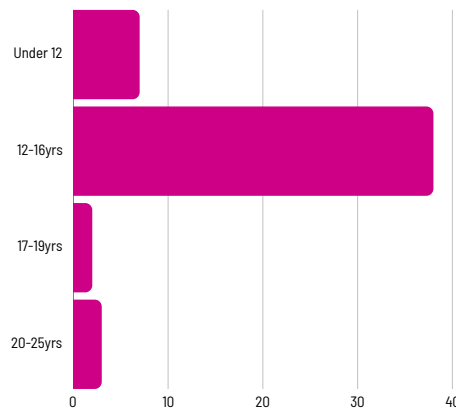
During the night, young people were asked to complete a multiple-choice survey collecting information about their concerns and needs.

51 young people completed the survey making up 44% of total attendees. The majority of respondents were Aboriginal or both Aboriginal and Torres Strait Islander, male and under 16 years of age, reflective of the general attendance demographic.

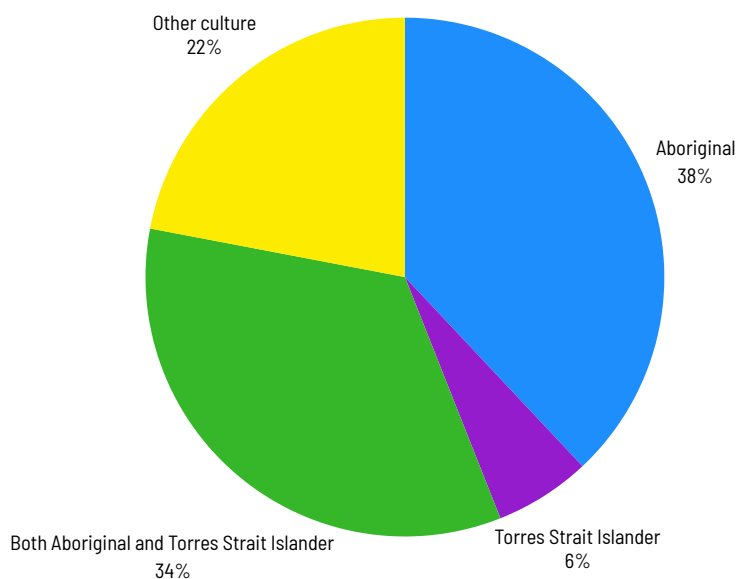
Of the other cultures described, the majority were Papua New Guinea heritage, Thai, Maori and Cook Islander.



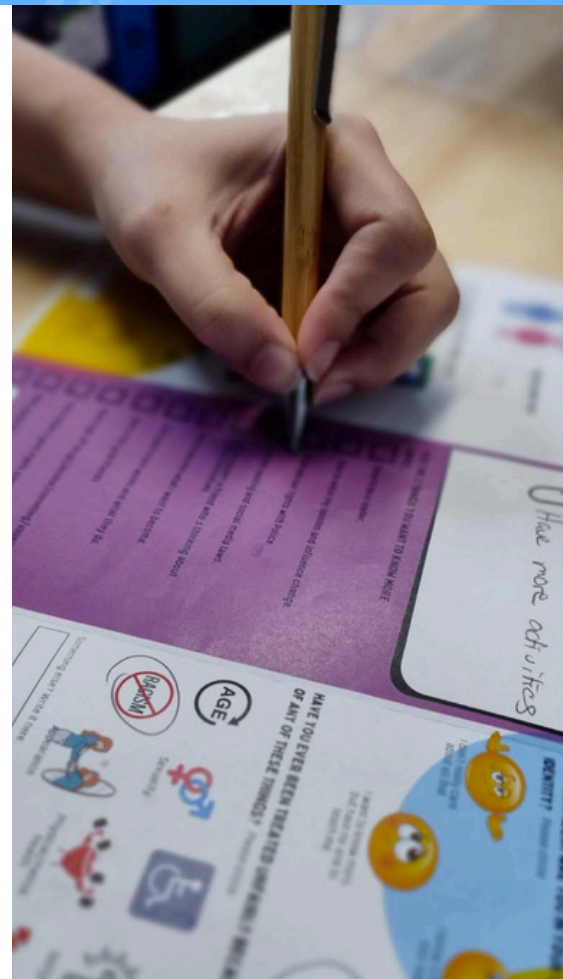
Gender of Respondents. Majority of survey respondents were male.



Age of respondents. Majority of respondents were under 16 years old.



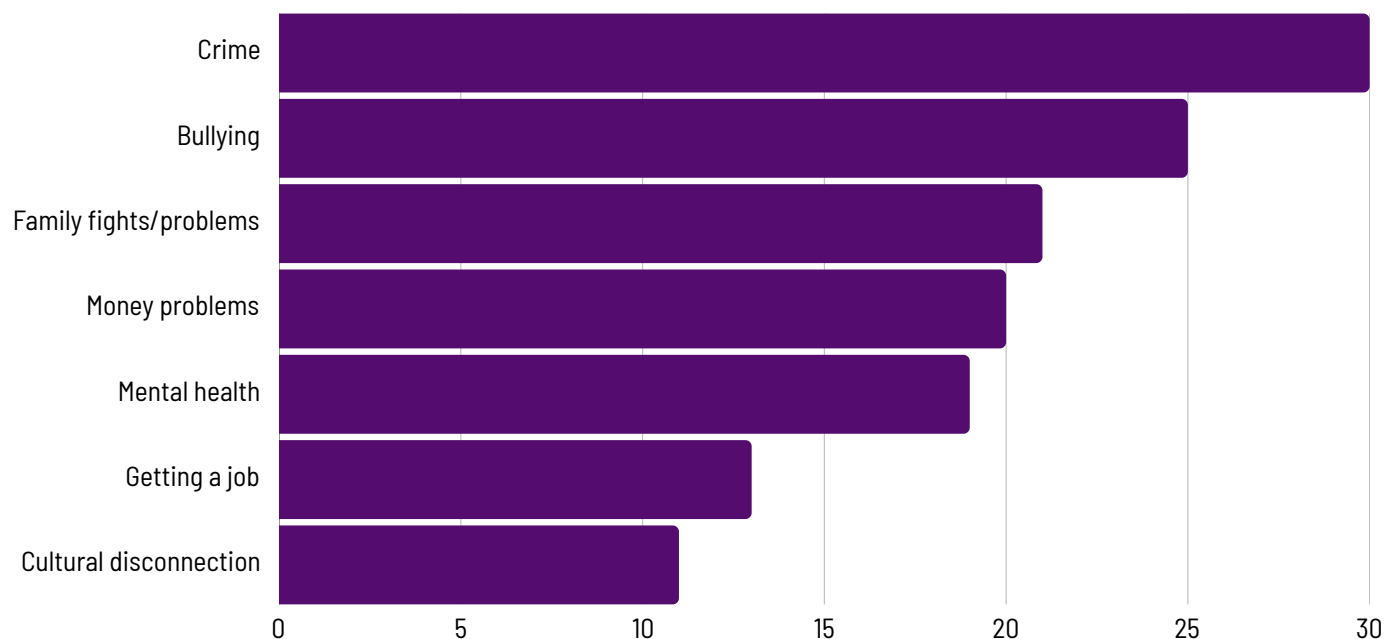
Indigenous status of respondents. Majority of respondents were either Aboriginal or both Aboriginal and Torres Strait Islander.



Youth Survey Data

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Top 3 Most important issues for young people today



Most young people believed that crime was in the top 3 most important issue they faced today along with bullying and family fights/problems. Only one young person believed that climate change was one of the top 3 most important issues and none believed that the "future of Cairns" was an issue.

One thing young people would change about their community

Young people were asked, if there was one thing they would change about their community, what would it be? Most responded that they would improve crime, stop violence and increase safety in their community. Young people also wanted more activities and programs for their communities, a better focus on physical and social wellbeing for themselves and others, a stronger cultural presence, connection and happiness. They also mentioned the need for a stronger backing from government and services.



**"Everybody to be
happy and safe."**



Youth Survey Data

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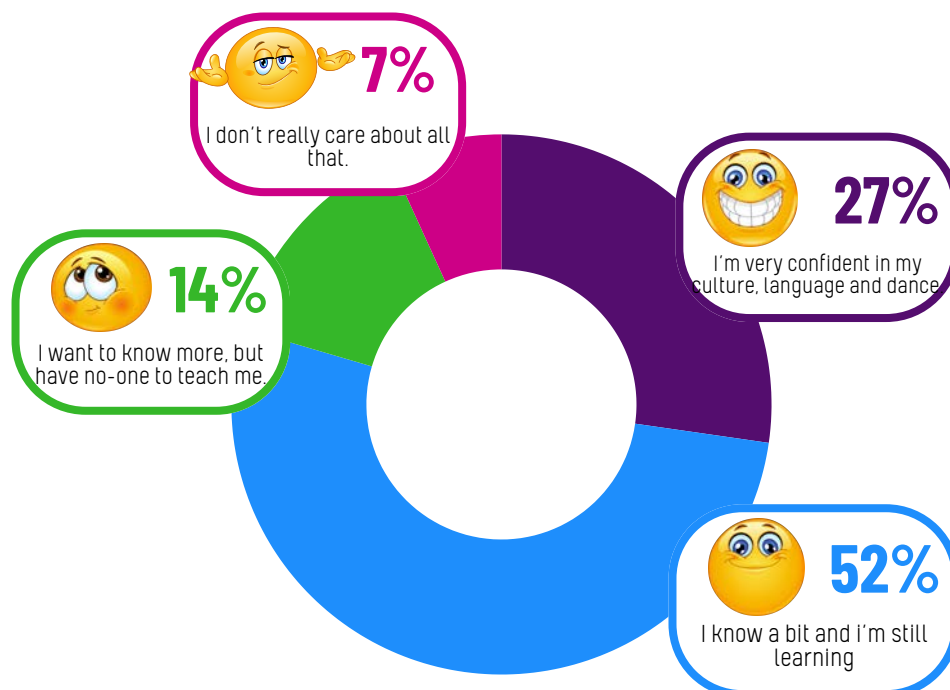
3 things young people want to know more about...

The most common 3 things young people said they wanted to learn more about were: how to become what they want to become, how to be a leader, and how to voice their opinions and influence change. This feedback highlights a strong desire among young people to build their own autonomy and agency. It shows that they are not only thinking about their futures but are eager to develop the skills needed to take charge of their own paths. They want to grow their confidence, leadership abilities, and advocacy skills so they can create positive changes both in their own lives and in their communities. Supporting young people in these areas will help them feel empowered, heard, and better equipped to shape their futures.



How confident are young people in their cultural identity?

Young people were asked to assess on a scale how confident they were in their cultural identity. Most young people are continuing to learn about their cultural identity and almost 30% were confident in their culture including language and dance. Of the young people who wanted to know more but had no-one to teach them, they identified as Aboriginal, Torres Strait Islander, Papua New Guniea, Thai and non-Indigenous ethnicities. This suggests that young people of all backgrounds wish to know more about their cultural identity.

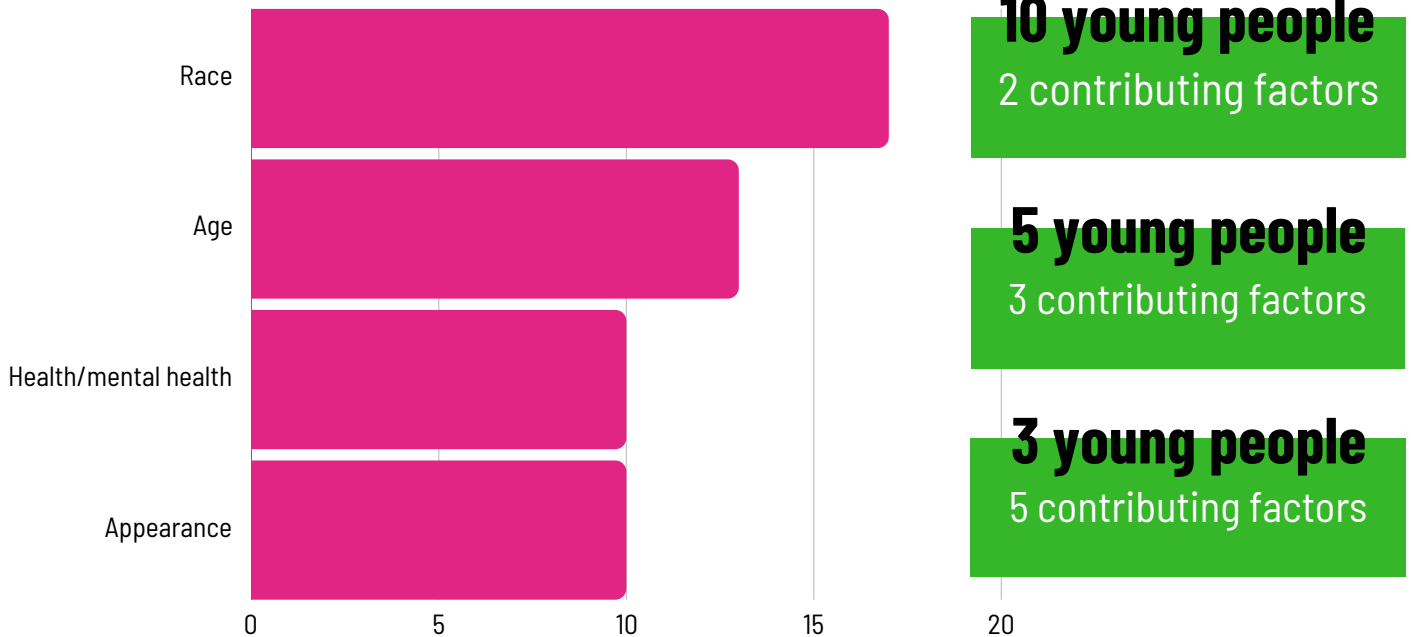


Youth Survey Data

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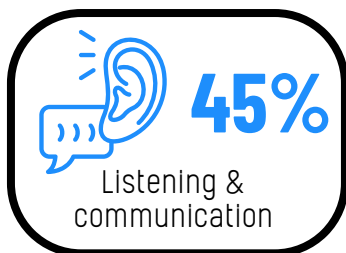
Young people's experiences of discrimination

Almost 60% of respondents had experienced discrimination, of the respondents who had experienced discrimination, most reported being treated unfairly because of their race and age. Many young people who had been treated unfairly believed it was because of more than one reason. Three young people reported experiencing discrimination due to 5 factors including; Race, age, appearance, gender identity and health/mental health. Two young people said they had not experienced discrimination and 21 respondents left the question blank (included as not experiencing discrimination).



What young people think adults should be doing to support them more.

Young people were asked what they believed adults should be doing to support them better. Overwhelmingly, they want adults to hear and understand them.



"Try and understand where we're coming from and our thoughts and feelings."



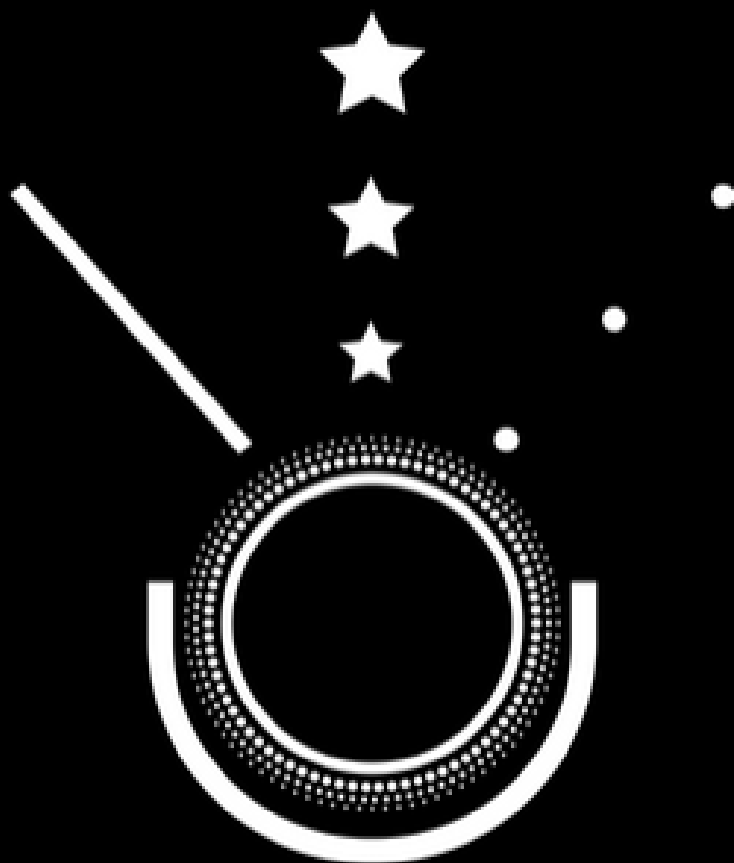
Recommendations: Survey data

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Key Recommendations from youth survey data

As part of our commitment to listening to young people, we have reviewed the survey findings to identify key areas of need and assessed whether DIYDG currently offers programs that address them. For gaps not yet addressed, we have outlined practical recommendations to guide future action.

Recommendation and DIYDG Action Plan	Relevant DIYDG Program already actioned	To be actioned
Support Autonomy and Leadership <ul style="list-style-type: none">Run workshops on goal setting, leadership, and advocacy.Provide real opportunities for young people to lead activities and events.	<ul style="list-style-type: none">Lift LeadershipGood Vibrations"Empowered by" programsEmbedded within DIYDG framework	
Address Safety and Crime Concerns <ul style="list-style-type: none">Host youth-led safety forums with police and community leaders.Offer programs focused on empowerment and positive community contribution.	<ul style="list-style-type: none">DIYDG Empowered by programsGood Vibrations	<ul style="list-style-type: none">Youth-led forum addressing crime and safety.
Strengthen Mental Health and Friendships <ul style="list-style-type: none">Deliver workshops on supporting friends, self-care, and building positive relationships.Continue creating safe, inclusive social spaces like Games Nights.	<ul style="list-style-type: none">Good VibrationsKunjur-Rise UpUltimate GamesNAIDOC Youth Forum	
Expand Cultural Learning Opportunities <ul style="list-style-type: none">Connect young people with Elders and cultural mentors.Make cultural programs open to all young people wanting to learn.	<ul style="list-style-type: none">Kunjur-Rise UpGood VibrationsGrounded TogetherMy Life My Way	
Tackle Discrimination and Strengthen Adult Support <ul style="list-style-type: none">Offer workshops for adults on listening, respect, and youth experiences.Promote youth-designed campaigns around understanding and inclusion.	<ul style="list-style-type: none">Social media campaign on survey responses.	<ul style="list-style-type: none">Program to support young people to start their own campaigns.
Amplify Youth Voices <ul style="list-style-type: none">Create a youth advisory panel for input into programs and events.Regularly seek feedback and show young people how their ideas are used.	<ul style="list-style-type: none">Council of InnovatorsContinue to collect and report data back to community and young people through social media.	



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