

# Planning Community Needs Assessments for Recreation in Three Inuit Communities

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# Agenda

- Context
- Process Development
- Process
- Outcomes
- What we have learned
- How could this be applied to other communities?



# Context - why?

- Previous experiential learning student trips
- Experience with Inuit cultural context
- Partnership with Recreation and Parks Association of Nunavut
- Communities requested support with recreation strategic planning
- Follow *Inuit Qaujimajatuqangit (IQ)* principles (Inuit Traditional Knowledge)

# Process Development

- Arviat pilot - requested by community
  - Report used for planning and funding applications
  - Principles of Participatory Action Research<sup>1</sup>
- Iterative process of refinement - every community is different!
- Needs Assessment
  - Captured needs and wants of recreation user groups (and non-users)
  - Replicable and repeatable methodology for use in other/same communities

# The Process - overview

- Input from diverse community members
  - Elders, Youth, Parents, the Hamlet Council, and Recreation staff members
- Information gathering activities
  - whole community event
  - school visits
  - recreation staff interviews
  - program reviews
  - focus groups

# The process - whole community input events

An aerial photograph of a coastal town at sunset. The town is built on a peninsula or a narrow strip of land, with buildings and roads visible. The sky is a mix of orange, yellow, and blue, with the sun low on the horizon. The water is a deep blue, and the overall scene is peaceful and scenic.

- **Feast or open community gathering**
- **Activities**
  - **Capture and translate wants**
  - **Dotmocracy voting**
  - **Informal chats**

MAY, 3 2018 \*TOMORROW\*

COMMUNITY FEAST STARTS AT 6 PM



HUMBER

# COMMUNITY FEAST

EVERYONE IS WELCOME TO  
JOIN US FOR SOME FOOD,  
GAMES & PRIZES!!

COMMUNITY FEAST HOSTED BY HUMBER  
COLLEGE TOMORROW!!

GAMES, PRIZES AND MORE!!

FOR MORE INFO. CONTACT 857-2880





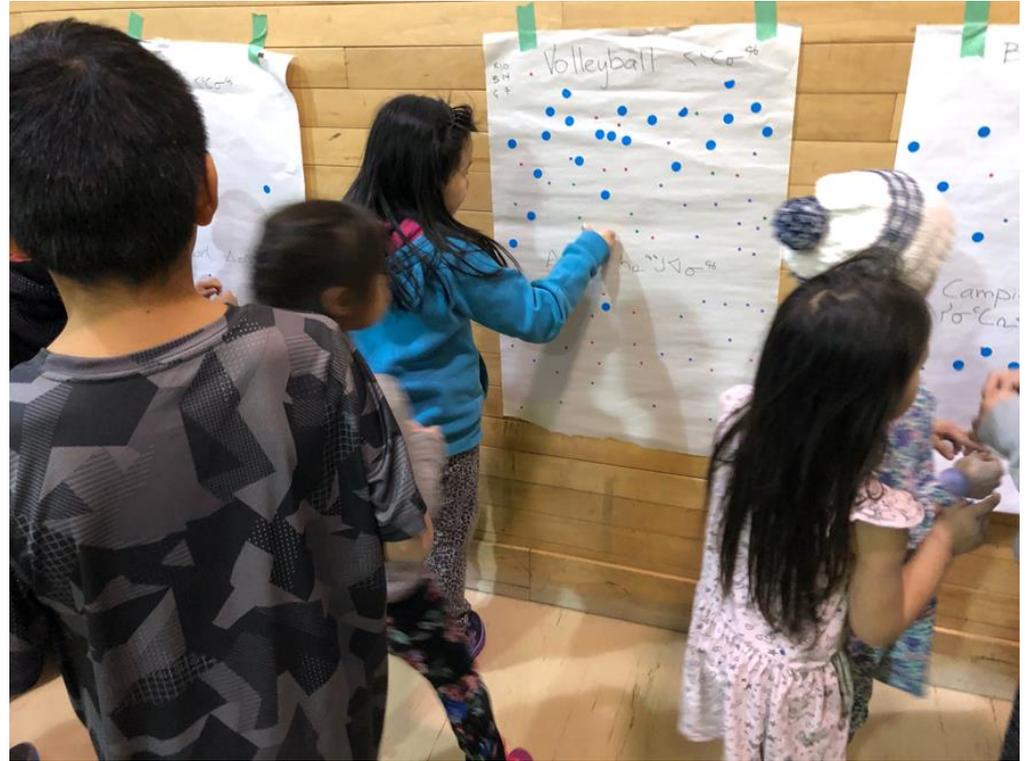
# Dotmocracy

- Gather and translate activity wants
- Talk to community members
- ID a translator
- Explain the process (announcement)



# Dotmocracy

- Distribute voting stickers
  - Colour coded for age/user groups
  - Suggest 4 per person
- Participants can vote for same activity more than once
- Post event
  - Tally
  - Rank
  - Analysis by age/user group







# The Process - Focus Groups, Staff Interviews, Reviews

- Ensure broad community representation
- Non participants
- Age groups
- User types (parents vs adults without kids)
- Staff interviews
- Program reviews
  - attend/assess programming
  - Inventory/resource list
- Determine whole community goals





# Outcomes



Results for the voting are tabulated below. Results are ranked by total votes and then by age group. Blue shading indicates non-traditional activities, green represents traditional, and grey shading indicates that there were no votes for that activity.

Rank	Total	Children (yellow)	Youth (red)	Adults (purple)	Elders (green)
1	hockey	basketball	volleyball	job training	drum dance
2	Soccer	Soccer	teen dance	sign language lessons	job training
3	Dance	hockey	teen dance	Dance	community feasts
4	basketball	Dance	hockey	Watching movies	dice
5	movies	Biking	Dance	hockey	open talk
6	volleyball	dice	Watching movies	basketball	arts and crafts
7	teen dance	cards	pool (table)	open talk	Biking
8	job training	dodgeball	soccer baseball	pool (table)	Watching movies
9	Biking	open talk	job training	Soccer	teen dance
10	sign language lessons	board games	dodgeball	board games	sign language lessons
11	dice	soccer baseball	Biking	community feasts	cards
12	open talk	teen dance	ping pong	dice	pool (table)
13	cards	Watching movies	basketball	teen dance	baseball
14	board games	ping pong	arts and crafts	cards	public skate
15	dodgeball	volleyball	sign language lessons	drum dance	hockey
16	soccer baseball	sign language lessons	open talk	baseball	Soccer
17	pool (table)	public skate	board games	volleyball	Dance
18	ping pong	pool (table)	baseball	dodgeball	basketball
19	community feasts	arts and crafts	community feasts	rock climbing	volleyball
20	arts and crafts	baseball	dice	hockey clinics	board games
21	baseball	rock climbing	cards	Biking	dodgeball
22	rock climbing	job training	community	rock climbing	soccer baseball
23	drum dance	feasts	drum dance	arts and crafts	ping pong
24	public skate	hockey clinics	hockey clinics	public skate	rock climbing
25	hockey clinics	swamp ball	public skate	swamp ball	hockey clinics
26	swamp ball	drum dance	swamp ball	ping pong	swamp ball

Analysis of the voting revealed a strong positive association between age and traditional activities.



Prepared for:  
Hamlet of Clyde River  
by: Sherri Branscombe  
Leila Kelleher

## MUNICIPALITY OF SANIKILUAQ 2020 - 2023 STRATEGIC PLAN



### VISION

Building a community where everyone has the opportunity to achieve their potential and be proud to be Sanikiluaqummit.

### MISSION

Recreation Sanikiluaq is dedicated to providing programming to the community that supports and promotes Inuit culture and encourages a healthy, active lifestyle in a safe and welcoming environment.

### CORE VALUES

Inuit Culture	Outgoing	Leadership
Dependability	Transparency	Goal-Focused
Fairness	Welcoming	Safe Environment

### KEY PRIORITIES AND OUTCOMES

The key priority areas are the main directions the Municipality of Sanikiluaq must take to realize its mission. For the next three years, the Municipality of Sanikiluaq will concentrate on four key priority areas.

The outcomes are meant to provide the Municipality of Sanikiluaq Council and Staff additional direction on how to achieve our goals.

### PRIORITY AREAS AND OUTCOMES

- |  |   |   |  |
|--|---|---|--|
| <h4>1. LEADERSHIP AND SUSTAINABILITY</h4> <p>The Municipality will continue to provide support for ongoing professional, community and volunteer development.</p> <ol style="list-style-type: none"> <li>Identify and support recreation staff training and mentorship.</li> <li>Build relationships with Government and agencies.</li> <li>Strengthen and improve the effectiveness of the Municipal recreation structure.</li> <li>Secure funding for organizational operation and program/service delivery.</li> <li>Create Municipal volunteer recruitment/ succession strategy.</li> <li>Build annual plan and budget.</li> </ol> | <h4>2. INCREASE PARTICIPATION IN PROGRAMS AND SERVICES</h4> <p>Sanikiluaqummit will be enriched, engaged and supported through community programs, services and initiatives.</p> <ol style="list-style-type: none"> <li>Identify funding opportunities to host quality programs and services.</li> <li>Identify territorial and national partners.</li> <li>Create, support and manage programs and initiatives that foster a safe, active and healthy community.</li> <li>Recognize the contributions and successes of community recreation, leadership and activity.</li> <li>Ensure cultural industry in community recreation planning and programming.</li> <li>Ensure a diverse portfolio of recreation and cultural programs that are relevant and reflective of community interests and needs.</li> <li>Develop new recreation and cultural programs that promote healthy and active living, and reflect community interests such as:</li> </ol> | <h4>3. INFRASTRUCTURE</h4> <p>The Municipality will strive to ensure facilities are prioritized as a place of gathering in the community.</p> <ol style="list-style-type: none"> <li>Develop an annual maintenance plan for all facilities.</li> <li>Ensure facilities are maintained in good working condition, and accessible for people.</li> <li>Identify existing facilities in need of renewal and set priorities for targeted upgrades as part of ongoing capital planning.</li> <li>Identify new facilities that need to be developed and set priorities for investment as part of ongoing capital planning.</li> </ol> | <h4>4. PARTNERSHIPS</h4> <p>Strengthen partnerships with recreation and cultural partners providers in the community, territory and nationally.</p> <ol style="list-style-type: none"> <li>Identify and build partnerships with territorial sport, recreation and cultural organizations.</li> <li>Secure funding partners.</li> </ol> |
|--|---|---|--|



"Recreation is the experience that results from freely chosen participation in physical, social, intellectual, creative, and spiritual pursuits that enhance individual and community wellbeing."

Framework for Recreation in Canada  
2015: Pathways to WellBeing

# What have we learned?

- Schedule carefully - be the only show in town
- Offer incentives to attend events (feast, other food/drink, gift cards, entertainment)
- Publicize well - posters, radio, word of mouth, community store, talk to people
- If possible - pre visit/s to develop relationships
- Have a champion. Suggest pre visit to community to ID champions
- Be aware of community power dynamics
- Ongoing relationships with staff and community
- Challenges of rotating non-local admin (work with locals!)

# Application to other Communities/Contexts

- Efficient method to capture info for smaller communities or user groups within larger communities
- Method can be applied to other sectors and contexts
- Blend of whole community and focus groups

A sunset over the ocean with the sun low on the horizon, casting a warm glow across the sky and water. The text is centered in the upper half of the image.

L'ᑭ (Ma'na)  
Thank You!

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