

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?

Community Profiles

- **Arviat (pop. 2657)**
- **Kangiqtugaapik/Clyde River (pop. 1053)**
- **Sanikiluaq (pop. 882)**
- **Inuit, fly in communities in Nunavut**
- **Heavily youth-skewed populations**



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 Research¹
- 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

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

MAY, 3 2018 *TOMORROW*

COMMUNITY FEAST STARTS AT 6PM



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





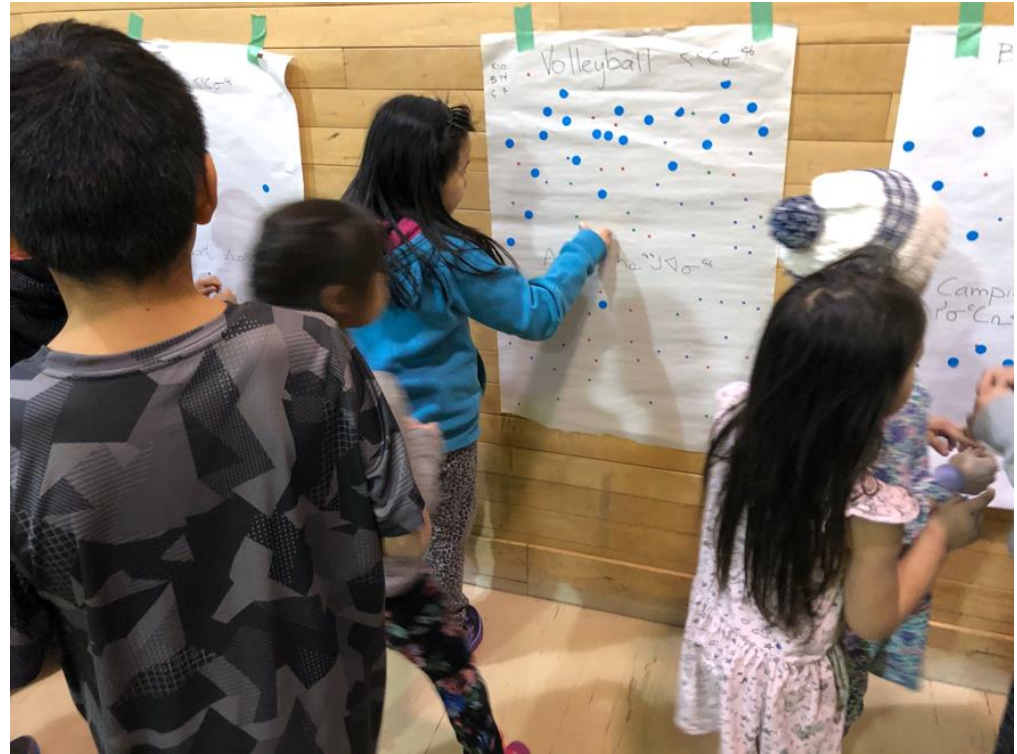
Dotmocracy

- 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	Soccer	Dance	community feasts
4	basketball	Dance	hockey	Watching movies	dice
5	Watching 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 feasts	soccer baseball	soccer baseball
23	drum dance	community 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 Sanikiluaqmiut.



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
Commitment	Welcoming	Safe Environment
Fairness		

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

1. LEADERSHIP AND SUSTAINABILITY IN PROGRAMS AND SERVICES

The Municipality will continue to provide support for ongoing professional, community and volunteer development.

- Identify and support recreation staff training and mentorship.
- Build relationships with Government and agencies.
- Strengthen and improve the effectiveness of the Municipal recreation structure.
- Secure funding for organizational operation and programs/service delivery.
- Create Municipal volunteer recruitment/succession strategy.
- Build annual plan and budget.

2. INFRASTRUCTURE

The Municipality will strive to ensure facilities are prioritized as a place of gathering in the community.

- Identify and support recreation staff training and mentorship.
- Build relationships with Government and agencies.
- Strengthen and improve the effectiveness of the Municipal recreation structure.
- Secure funding for organizational operation and programs/service delivery.
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"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 background image of a sunset over the ocean. The sun is a bright orange circle on the horizon, with its light reflecting on the water. The sky is a gradient of orange, yellow, and blue.

L'ᑭ (Ma'na)
Thank You!

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