Steering Committee Meeting # 1

Thursday August 22nd, 2019

Question #1: Desired Outcomes

Seniors more active

Fitness integrated at work

Relationships with physical activity (get off your sofa)

Make it important

Accessibility: home, work, school

Habitual and lifelong

Who prescribes doctors, us, me?

Provide rewards and incentives

Increase social engagement and connections (decrease loneliness)

Challenge the status quo with marketing, relationships, storytelling etc.

Support the start of new initiatives

Question # 2: Who are the Community Stakeholders?

Healthcare professionals, educators, providers, churches, community halls and centers, government, existing groups and organizations, sport, service clubs, 4H, afterschool programs, recreation/culture, QASL.

Employers, employee associations and unions, youth i.e. student councils, individuals with disabilities, every day person.

Desired Outcomes

Addressing barriers to participation (Financial, transportation, ability, isolation etc.)

Inclusion of all ages

Partnerships with communities in existing organizations and infrastructure

Identification of target groups of populations especially the vulnerable

Creation of new groups and organizations to lead initiatives (Community Lead with Support)

Education / Training (walking leaders, funding sources, instructors training, etc.)

Clear goals, priorities and roles for staff.

Alignment with "Let's Get Moving"

Promotion and marketing of what's going on, especially to each community

Excitement

Increase movement in physical activity is part of the culture.

Question # 3: What Are the Key Problems, Challenges and Barriers (to Physical Activity)

- 1. Availability; skill level, location, offering, scheduling.
- 2. Income (individual, Funding, Community)
- 3. Lifestyle (habit) time, peer group
- 4. Infrastructure (sidewalks, center, community)
- 5. Social anxiety, self-esteem, relationships with physical activity
- 6. Create and maintain the right conditions.
- 7. Leadership
- 8. Social infrastructure
- 9. Value shift (ex technology)
- 10. Access to injury rehabilitation
- 11. Accessing volunteer drivers for transportation.
- 12. Communication
- 13. Physical barriers.
- 14. Safety and security and trust.
- 15. Track, pool accessibility
- 16. Culture/Thinking
- 17. Lack of safe biking, working AT routes
- 18. Isolation
- 19. Lack of motivation
- 20. Intimidation
- 21. Negative judgement from others

Question #4: Big Ideas and Innovations

- 1. Expand access to community halls (transportation)
- 2. Local paper or newsletter, covers entire county
- 3. Community centre (run by students to help seniors or seniors helping seniors)
- 4. Communications (email, electronic boards, pamphlets etc.)
- 5. Promote community potlucks and socials
- 6. Sidewalk, waiting for school buses
- 7. Rewards break on taxes life points. Possibly for business that incorporates physical activity.
- 8. Recreation activity leadership course
- 9. Use technology to promote physical activity. Participation app
- 10 Exercise is medicine Incorporated into Healthcare.
- 11. GPS, Trail Teams, geocaching.
- 12. "Be Like" campaign
- 13. Park parties and flash mobs
- 14. Community school
- 15. Hop on hop off
- 16. Physical activity components of all things, work and communities
- 17. Communities built around people walking, pedestrian only zones.
- 18. Pick up games
- 19. Trail stops kiosks by organizations market vendors