



# COMMUNITY VISIONING WORKSHOP 2

## AGENDA

Welcome

An Ideal Community

Skills and Resources Audit

Ideas for Action

Project Development Planning

Feedback

The Next Steps and Close

# Working with PLANED

1. **Getting to know the Community** – understanding its context and its people.
2. **A Community Participation Exercise** – encourages full community involvement.
3. **Formation of a Community Forum** – to sustain community involvement and help to implement the Action Plan.
4. **An Action Plan** – provides an agenda for community action.
5. **Working Groups** ~
  - In partnership
  - Information & support
  - Specialist advice & guidance
  - Funding
  - Completing projects
  - Reviewing progress



Ariennir a hwylusir Gweithredu  
dros Gymunedau Gwledig gan  
Lywodraeth Cynulliad Cymru

Rural Community Action is  
funded and facilitated by the  
Welsh Assembly Government



Llywodraeth Cynulliad Cymru  
Welsh Assembly Government

# An Ideal Community

At the end of the last workshop participants were asked to think about how they would like their ideal community to look in approximately 10 years time and either sketch or note their ideas.

1. At your table, appoint one person to make notes and one person to feedback to the whole group.
2. Discuss and record your ideas on the paper provided. Sketches or drawings are encouraged, but it is not a test of your artistic skills.
3. One person from each table to feedback their ideas with the opportunity for everyone to state agreement or additional ideas.

# Skills and Resources Audit

**Purpose:** To explore and develop a picture of the skills that you have and that exist as a whole within your community and also the training that is required.

- 1 You will see a number of flipchart sheets posted around the room. These are headed with types of skills and resources: 'practical' 'artistic', 'organisational' etc with descriptions of each listed below the heading.
- 2 Circulate around the room reading each category and indicate your skills, by writing on the sheets.
- 3 If you feel you would like training in a skill listed then please write your name and skill in the "TRAINING I NEED" section.
- 4 If you feel there is a type of skill missing or if you are unsure about what to write then please ask for assistance.

**Groups:** Working as individuals

**Times:** 30 minutes

# How to translate Ideas Into Action

**Purpose:** To explore how the strengths, opportunities and challenges that face your community can be developed into a plan for action

- 1 A number of themes e.g.: ENVIRONMENT, HERITAGE will be posted around the room based on the work you have already completed.
- 2 Participants are asked to form interest groups around these. (6 – 8 people)
- 3 Using all of the information gained so far, as a group **choose one or two ideas that you would like to develop**
- 4 Using a separate flipchart sheet for each idea, write the opportunity at the top of the paper, then list:
  - What strengths and opportunities exist in your community/area to aid this idea?
  - What can we do locally towards this idea and what organisations in your community might help?

# Ideas for Action

A pack of blue cards will be provided to each table.

1. Deal the blue cards around the table.
2. Choose 2 cards that could be relevant to your chosen project.
3. As individuals, explain to the rest of the group, why you have chosen them.
4. As a group, your discussions may prompt you to add further information to your proposed project ideas, please do so in a different colour pen.

# Project Development Planning Stage

Use the white theme cards you have been given, to aid you in the planning process

1. Deal the Theme cards out to each person on the table, and discuss.
2. Take it in turns to read out cards. Looking at each card to see if it is relevant to your project

If the card is not relevant to the project discard it.

3. With the project name in the middle of the paper, place the relevant cards around the project in clusters, with the most relevant in the centre and less relevant further away. Identify any links between cards with a marker pen.