

Date: April 12, 2005



**TO: Board Members – Parks and Recreation**  
**FROM: General Manager – Parks and Recreation**  
**SUBJECT: Get Out! Youth Legacy Program –  
Summary of Phase I and Phase II Action Plan**

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## **RECOMMENDATION**

- A. THAT the Board receive the information regarding the Get Out! Youth Legacy Program as outlined in the attached City of Vancouver Administrative Report (APPENDIX A), and**
- B. THAT the Board approve Phase 2 of the Get Out! Youth Legacy program and support a recommendation that Council approve \$200,000 for the implementation of Phase 2**

## **POLICY**

There is no applicable Board policy on this matter.

## **BACKGROUND**

The Get Out! Youth Legacy program was designed in response to numerous reports about declining levels of youth activity and concerns over the health of Vancouver's young people.

In 2003, the Park Board passed a series of recommendations to assist with the development of a Youth Legacy Program. At its meetings of March 24 and October 20, the Board directed staff to work with city staff, youth and others and to assist with program planning to encourage youth to become more active. On December 1, 2003, the Park Board endorsed the launch of a Skate with the Mayor Event and a series of free ice skating sessions over the two-week holiday period.

On July 5, 2004, the Park Board approved the Youth Legacy Framework and Action Plan, which was subsequently approved by Council on July 8<sup>th</sup>. Funding of \$200,000 was approved by City Council for Phase 1, (Sept 2004-March 2005) and a further \$ 200,000 was allocated subject to a report back on Phase 1 findings.

On December 13, 2004, the Board received an information report and the Get Out! Youth Legacy program was formally launched at the Council meeting on December 14, 2004.

At its meeting of March 31, 2005 Council approved 25 grant applications totalling \$100,000 in the Grants to Youth and Community Partnership Grant programs to undertake pilot projects as part of Phase I of the Get Out! Youth Legacy initiative.

The purpose of this report is to report on the activities and findings from Phase 1, and to introduce and seek approval for the Phase 2 Action Plan.

## **DISCUSSION**

Get Out! has involved city staff from the Park Board, Office of Cultural Affairs, Social Planning, City Communications, and Graphics Communications. A report to the Standing Committee on City Services and Budgets is scheduled for Thursday, April 28, 2005 (see Appendix A). The report details the projects undertaken in the first phase and details some of the early findings, and integrates some of those findings into a proposed Phase Two Action Plan.

Highlights from this report include:

### Phase I Activities

- Program Structure
- Communications
- Involvement of Youth and community
- Advisory Committee
- 11 Pilot Recreation Programs – examples: Chillin on Ice, Build a Bike, Skateboarding for Girlz, Guys on the Move
- Grants to Youth Program – examples: Commercial Drive Youth Video Project, Our Journey Ancestral Teachings, East Vancouver Free Studio Project, Guitar Lessons for Youth with Disabilities
- Partnership Grants Programs – examples: YouthCo Puppet Theatre Project, Youth Badminton Program, Our Community Story, The Friendship Underground Project
- Research and Evaluation – Get Out! Ideas Factory, Youth Reporters and Youth Action Teams

### Phase I Findings

Findings from the first phase of the report are detailed in the Council report including:

- understanding the value of a youth-driven approach to youth recreation
- learning the importance of the key role played by adult staff supporting groups of less active youth
- observing that late night active programming is viable for older youth
- affirming that community associations also play a key role in facilitating new opportunities for involvement by less active and less engaged young people

- using participatory action research to reach out to groups of less engaged youth can be an effective approach (YATS)
- the range of research and evaluation activities, banded under the term “Get Out! Ideas Factory”, are particularly effective with groups of less active youth
- engaging youth as reporters and evaluators of pilot projects and sharing their findings from their perspective through new technologies (website, blogs, etc.) can involve many more inactive youth

### Phase II Action Plan

The second phase of the Get Out! Program will essentially build upon the work implemented from the first phase, but with more focus on exploring and securing resources to sustain the program over the long term. Some minor changes are proposed which include offering one Grants program with two streams and reallocating the resources to enhance community youth development initiatives through the Research, Youth Reporters and Youth Actions Team components. Details about the Phase 2 Work plan are outlined in the City report.

If approved, Phase 2 will expand Get Out! youth program opportunities to facilities and groups not directly involved the project’s first phase; to sport and physical activity groups with added outreach and promotion; and to the youth from less active communities, be they geographic, cultural or from other communities of interest.

### **SUMMARY**

The Get Out! Youth Legacy Program has quickly become an effective way to engage less active and less involved youth in designing, planning, implementing and engaging in physical activity, sport, art and cultural programs which they will be more inclined to pursue regularly. Many youth-serving organizations in Vancouver and beyond are paying attention to the results and the methodology in use by Get Out! New recreation pilot programs have become very popular and Grants programs were exceptionally well-subscribed. It is anticipated that Phase 2, if approved, will generate high levels of interest.

Pilot Programs, research activities of the Ideas Factory or Youth Action Teams alone do not solve the root problems of relative inactivity, nor do youth consultations, focus groups, or raised awareness of the issues amongst youth, the youth-serving community or the broader public. It is the results of these activities in combination, and the attention garnered by the Get Out! Youth Legacy Program in partnership with young people themselves that will continue to contribute to an enlightened and more active and healthy generation of Vancouver’s youth into 2010 and beyond.

### **Prepared by:**

Vancouver East District  
Board of Parks & Recreation  
Vancouver, BC

Appendix A - Council Report to Standing Committee on City Services and Budgets  
**Get Out! Youth Legacy Program – Phase 1 Program Summary and  
Phase 2 Action Plan** (April 28, 2005)