# Social & Cultural Environment



### Social and Cultural

Encompasses the systems, strutures, and relationships that shape community connections and individual wellbeing. This environment fosters inclusivity, equity and opportunities for all ot participate fully in community life.

### **Goals and Indicators**

- Strengthen Social Cohesion and Sense of Belonging
- Promotes Social and Cultural Inclusivity
- Promote Educational Equity and Lifelong Learning Opportunities
- Strengthen Community-Based Social Networks and Support Systems
  - Youth-friendly community spaces
  - Youth leadership and engagement opportunities
  - Social Support Networks

### How could we:

- Develop a sense of belonging?
- Cultivate feelings of responsibility to others?
- Encourage spirituality and articulation of life purpose?
- Encourage a sense of culture and historical roots?
- Provide youth with opportunities for power and control?
  - Derived from Michael Ungar

- Expand access to service navigation services. Focus on relational practices.
- Apply 'social prescribing' interventions that support youth to engage in activities
- Youth groups various types
- Summer activities and camps
- Increasing leadership opportunities
- Encourage sense of culture and historical roots through festivals, education, etc.
- Create new and safer virtual spaces for youth to find real world activities.
   Ensure they are safe and supportive.
- Create 'low' and 'no' commitment activities like drop in sports, music lessons, swimming, pokemon etc.
- Equip youth serving agencies to support youth in conflict navigation skills
- Advance anti racist and equity improving programs
- Intergenerational activities

# Health & Social Care Enviornment



### **Health and Social Care Environment**

Focuses on systems and services that promote physical, mental, and social health. Emphasizes equitable access, person-centred care, and holistic approaches to reduce health disparities and support well-being in youth.

### Goals and Indicators

- Promote / Support Youth Development
  - Promote/support family supports for youth
  - Accessible youth-specific mental health services, including drop-in counselling and crisis support
- Improve mental health and coping skills in the community
  - Mental health practices: systems that support physical activity, nutrition, stress management and self-care, influencing community mental health outcomes
  - Coping skills
- Strengthen and Promote Equity in Support Systems
  - Social Support Networks availability of culturally diverse emotional, financial and practical support through community systems, families and organizations.
  - Equitable access systems ensuring fair availability of health, education, housing and social services for all community members.
- Improve Access to Comprehensive Health and Wellbeing Services

#### How could we:

- Increasingly build opportunities for physical literacy and healthy habits?
- Consider the technological environment and digital wellness?

- Convene youth serving organization network.
- Create more youth led initiatives.
- Create/support more identity specific spaces that foster community and belonging
- Refine mental health service guide to include more navigation notes (KCR)
- Integrate resilience curriculum (R2) into youth programs
- More support programs for parents of youth
- Create 'new to Canada' programs that support familial mental health and wellbeing.
- Support discussions of trends in youth health and create opportunities to problem solve together

# Economic and Work Environment



# **Economic and Work/Play Environment**

Addresses employment conditions, financial stability, and workplace practices. Promotes equity, inclusion, and sustainable livelihoods to reduce inequalities and ensure economic participation benefits everyone.

## Goals and Priorities

- Ensure Economic Stability and Affordability
- Promote Mental Health and Equity in workplace/school environments
- Promote Local Economic Development
  - Job training and youth employment opportunities

#### How could we:

- Improve access to basic material needs (like food, housing and safety)?
- Ensure all youth can participate in activities and sports?
- Advocate that every area of Central Okanagan has equitable access to free recreation?

- Foster mentorship programs
- Create and foster leadership opportunities
- Cultivate spaces where 'productive failure' is normalized, supported and processed.
- Create 'for credit' volunteer opportunities or micro-credentials for participating in community events.
- Create recreation scholarships that are low barrier and accessible in schools, services, and facilities/leagues.
- Free transit for youth to 24 years old.
  Also continue to advocate for earlier and later busses.
- Promote youth employment opportunities in schools
- Incentives to participation that help meet basic needs.
- Spaces/support to try out new skills (cooking, music, sports, etc)

# Built & Natural Environment



### **Built and Natural Environment**

Includes physical surroundings, both human-made and natural, that influence health, safety, and quality of life. Prioritizes inclusivity, accessibility and sustainability to enhance well-being and social cohesion.

### **Goals and Priorities**

- Expand/Enhance Access to Public Spaces for Leisure and Recreation
  - Access to Recreation and leisure spaces
  - Community-oriented urban design
- Improve environmental Wellness and Quality
  - o Environmental wellness
  - Environmental quality
  - Mental wellness benefits (and consideration of climate anxiety)
- Strengthen Community mobility and transportation infrastructure
  - Transportation infrastructure
  - o Community mobility
- Build climate resilience and consider youth action as a protective factor

#### How could we:

- Support safety for youth for transportation and recreation?
- Create spaces where youth can socialize and interact with safe adults?
- Enhance access to services/programs for youth through location and transportation?

- Facilitate youth-friendly spaces with trained 'culture-building' staff
- Create free/low cost recreation spaces for youth
- Reduce skateboard deterrents
- Enhance access to free and low-cost transit
- 'Connection Hubs' with a variety of activities.
  Low cost, accessible, inclusive
- Create multifunctional spaces where creativity is cultivated. Use space we have in new ways (schools, churches, businesses)
- Have 'belonging builders' in various neighbourhoods at places like schools or fields to build healthy community (like Park and Play but for youth and parents)
- Land based activities like hiking, nature walks etc.
- Enhance bike safety and cost of microtransport (electric scooters/bikes)