

# YOUTH

## services plan



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HALIFAX

# A SPECIAL THANK YOU

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You created a welcoming, friendly space for us to meet each month.



# VISION statement

The Municipality's Youth Services provides an open & diverse environment that is accessible to all youth. We support mental & physical wellbeing while promoting unity, friendship & most importantly happiness.  
– *We make a difference!*

# CORE values

Core values are the foundation for all of the municipality's youth services. They are the rules of engagement to make the mission and vision come true.

The youth services core values are:

- Support
- Happiness
- Inclusivity
- Friendship
- Opportunities for all



# MISSION statement

We enrich the quality of life for all and strengthen communities by providing fun, accessible, friendly, and inclusive youth services.

# OUR definition of youth

Youth Services in the municipality encompasses ages 13-24.

For the purposes of this report we grouped the ages of 13-15, 16-18 & 19-24.

We recognise the diversity within these age ranges that requires specific and intentional services.

rank  
1

## STRATEGIC VISION

### Our services positively impact the mental health and physical wellbeing of youth

At the Teens Now Talk Expo, 618 youth voted on which Strategic Vision they felt was most important. Of those youth, 35% of them believe this is the most important of all the strategic visions.

#### GOAL 1.1:

To remove barriers of access around mental & physical health

## OUTCOME

### Improved quality of life

Mental Health is a very important issue for youth, they recognize how being active and social can lead to a healthy mind. Research supports positive outcomes to youth's mental health when they participate in physical activity, recreation and leadership programs. This Strategic Vision addresses the importance of this issue with youth.

## STRATEGIC VISION

rank  
2

### All youth are able to access our services

At the Teens Now Talk Expo, 618 youth voted on which Strategic Vision they felt was most important. Of those youth, 21% of them believe this is the 2nd most important of all the strategic visions.

#### GOAL 2.1:

To provide low to no cost services

**GOAL 2.2:** To create youth services that are inclusive for all youth

**GOAL 2.3:** To provide and implement various drop-in programs

**GOAL 2.4:** To ensure there is adequate accessibility of programs through location and transportation

**GOAL 2.5:** To expand equipment loan programs

## OUTCOME

### Increased access to youth services

Low cost, inclusive services was the number two priority for youth. Youth want all youth to be able to access our services regardless of their academic, cultural or financial background.

## The municipality offers friendly and welcoming environments for youth

At the Teens Now Talk Expo, 618 youth voted on which Strategic Vision they felt was most important. Of those youth, 20% of them believe this is the 3rd most important of all the strategic visions.

### GOAL 3.1:

To design physical spaces that are open and welcoming for youth

### GOAL 3.2:

To employ friendly staff that are trained in youth engagement

### GOAL 3.3:

To change the culture on how staff view youth

## OUTCOME

### Increased traffic by youth through municipal facilities

Physical spaces (facilities & parks) need to be friendly and welcoming to youth. Most of the youth who responded feel the facilities are currently not welcoming. A lot of youth stated they have anxiety when entering a recreation facility for the first time. Steps need to be taken to educate staff on youth and youth engagement and to create physical spaces that are appealing to young people to ensure youth can walk into any municipal facility and feel welcomed.

## Services are diverse and geared towards youth interests

At the Teens Now Talk Expo, 618 youth voted on which Strategic Vision they felt was most important. Of those youth, 15% of them believe this is the 4th most important of all the strategic visions.

### GOAL 4.1:

To gear multi-sport “try it” programs towards older youth to give them an opportunity to participate

### GOAL 4.2:

To diversify our selection of “non-standard” art programs

### GOAL 4.3:

To make program times specific for needs of different age groups

### GOAL 4.4:

To offer age-specific youth programs

### GOAL 4.5:

To review policies & best practices for service delivery of youth programs

## OUTCOME

### Improved social connectedness, sense of belonging and community pride

Some youth aged 16-24 feel that they are too old to try new sports or activities. Offering try it programs would be a way to give youth the opportunity to experience new sports and activities they would not normally feel comfortable trying. Youth also stated that they would be interested in having more opportunities to take art classes, specifically around digital media. Digital art programs, illustration and manga are all examples of non-standard art programs that could be offered. Drop in programs that offer more than just a single activity was identified many times.

# STRATEGIC VISION

## All youth are aware of the services offered by the municipality

At the Teens Now Talk Expo, 618 youth voted on which Strategic Vision they felt was most important. Of those youth, 6% of them believe this is the 5th most important of all the strategic visions.

### GOAL 5.1:

To target youth with marketing and promotion that is on trend and will catch their attention

### GOAL 5.2:

To promote and clarify the importance of leadership programs

## OUTCOME

### Increased participation in youth services

The methods of marketing and promotion need to stay ahead of the trends, the municipality needs to market its youth services directly to youth in addition to parents and guardians. Utilizing the youth webpage and social media tools is the best way to spread program and service information. Most of the feedback in the surveys stated that the youth who are taking our programs are very happy with them, but it was made clear that most of the youth did not know what was being offered, how to access them, or the benefits of attending the programs.



