

From Fort to Pit to Port – Communities First Outcomes

The challenge for Pioneer Areas has been set as *“to increase the number of young people, adults and families living in x Communities First area that actively participate in culture and the historic environment in ways that help them gain in learning, skills and confidence”*

WG- Baroness Andrews Recommendations Mapped against Communities First Priorities

Healthy Communities	Learning Communities	Prosperous Communities
HC1 - Supporting a Flying Start in the Early Years HC2 - Promoting Physical Well Being HC3 - Promoting Mental Well Being HC4 - Encouraging Healthy Eating HC6 - Supporting People (with additional needs) to Live in the Community	LC1 - Promoting Family Learning in the Early Years LC2 - Supporting Young People to Do Well at School LC3 - Supporting Families to be Engaged in their Children’s Education LC4 - Lifelong Learning in Communities LC5 - Improving Adult Life Skills	PC3 - Promoting Digital Inclusion

Potential BRG activities

Health Outcome	Priorities	Customer Group	Activities	Possible Pioneer Partners
HC2 - Promoting Physical Well Being	Increased Physical Activity	People in Recovery From Substance or Alcohol misuse	History trails- walking-possible volunteering	
HC2 - Promoting Physical Well Being	Increased Physical Activities	Children and young people 7-15 years of age	History Trails – walking and cycling – Geo Cashing	
HC3 - Promoting Mental Well Being	Feel more positive about their Mental Health	People in Recovery From Substance or Alcohol misuse	History trails -possible volunteering	

HC3 - Promoting Mental Well Being	Increased knowledge of available support. Feel more positive about their Mental Health	People with caring Responsibility for those with mental Health Needs	History Trails – Research – Small Publications – Discussion Groups	
HC6 - Supporting People (with additional needs) to Live in the Community	Reduced Social Isolation	Older people within the community	History Trails – Research- Reminiscence/Discussion Groups - Talks	
Learning Outcome	Priorities	Customer Group	Activities	
LC2 - Supporting Young People to Do Well at School	Participating in a personal & social development opportunity Improved Academic Performance	Children and young people 7-15 years of age	History Trails – Research- Exhibitions or Events - Performance	
LC4 - Lifelong Learning in Communities	People Gaining A Qualification People feel more positive about learning	Adults post 16	History Trails – Research – Discussion Groups – Talks- Lectures	
LC5 - Improving Adult Life Skills	Improved Literacy Skills Progressing to further learning	Adults with English as another language	History Trails – Research – Discussion Groups – Talks- Lectures	
Prosperity Outcome	Priorities	Customer Group	Activities	
PC3 - Promoting Digital Inclusion	Gaining Basic IT Skills	Older People in the Community	Virtual History Trails , reminiscence, talks, discussions, visits	
PC3 - Promoting Digital Inclusion	Gaining Basic IT Skills	Adults post 16	Virtual History, research, talks and discussions	