

Everybody gets to play™ (EGTP) Outline

The goal of this national initiative is to enhance the quality of life of low-income families and their children through increased access to and participation in recreation opportunities. This 7 hour course is designed to help recreation practitioners and volunteers mobilize the resources already available in their community.

Module:	Introduction and Overview of Everybody gets to play™	Time:	1 hour
Expected Learner Outcomes:	<ul style="list-style-type: none"> • Understand the workshop goals and schedule • Understand the general flow and use of the Everybody gets to play Tool Kit • Understand the steps in the community mobilization model 		
Module:	1 – Commit to the Issue	Time:	1 hour
Expected Learner Outcomes:	<ul style="list-style-type: none"> • Understand the importance of gaining commitment as an initial step in mobilizing action • Apply general strategies and tools to gain commitment of others and expand own commitment • Share successful program ideas and techniques, expanding knowledge base of best practices 		
BREAK		Time:	15 minutes
Module:	2 – Get the Right People Involved	Time:	30 minutes
Expected Learner Outcomes:	<ul style="list-style-type: none"> • Be able to undertake a needs assessment of their community • Be able to apply this knowledge to the issue of access to recreation • Identify people and resources that could assist in increasing access • Identify key success factors in offering affordable recreation 		
Module:	3 – Set Goals	Time:	1 hour
Expected Learner Outcomes:	<ul style="list-style-type: none"> • Understand the benefits of outcome-based planning • Understand the Splash & Ripple analogy for outcome-based planning • Develop a logic model for access to recreation by low-income families 		
MEAL BREAK		Time:	45 minutes
Module:	4 – Create Awareness	Time:	1 hour
Expected Learner Outcomes:	<ul style="list-style-type: none"> • Be able to build and present a case for addressing the recreational needs of low-income families 		
Module:	5 – Take Action	Time:	45 minutes
Expected Learner Outcomes:	<ul style="list-style-type: none"> • Know about different success stories and success factors • Know which Tool Kit resources are available to assist action 		
BREAK		Time:	15 minutes

Everybody gets to play™ Outline Continued

Module:	6 – Measure Change	Time:	45 minutes
Expected Learner Outcomes:	<ul style="list-style-type: none">• Understand the importance of measuring results• Develop a measurement strategy		
Module:	7 – Celebrate Your Accomplishments & Conclusion	Time:	30 minutes
Expected Learner Outcomes:	<ul style="list-style-type: none">• Celebrate successes• Identify action steps for when participant returns to their community		

If you are interested in attending or scheduling a workshop in BC please contact:

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