



# Community Workshops

Department of City Experience



NEIGHBORHOOD  
ACADEMY

# Where are we?

## Getting Organized

- ✓ Introduction
- ✓ Finding a Core Group
- Community Workshops
- Developing Leaders
- Selecting Officers
- Bylaws
- Running Meetings
- Financial Administration & Compliance

# Topics to Cover:

- Planning Workshops
- Leading Workshops
- Evaluating Workshops
- Applying to Real Projects



**What is the purpose  
of our workshop?**



# Planning a Workshop

## Purpose

- Learn
- Propose Solutions
- Plan Work



# Planning a Workshop

## Choosing Suitable

- Location
- Resources



# Planning a Workshop

## The Agenda

- Present Objectives
- Provide Context
- Discussion and Brainstorming



# How do we run a workshop?





# Running a Workshop

## Generating and Capturing Ideas

- Discussion-Based
- Simulation-Type Activity
- Capture all Ideas!
  - Designated "scribe"
  - Everyone as "scribe"



# Leading Workshops with Fun Ideas

## Encouraging Participation

### Icebreakers

- Interact
- Creative Problem-Solving Mindset



### Sharing Ideas

- Verbally
- Written



### Facilitate Discussion

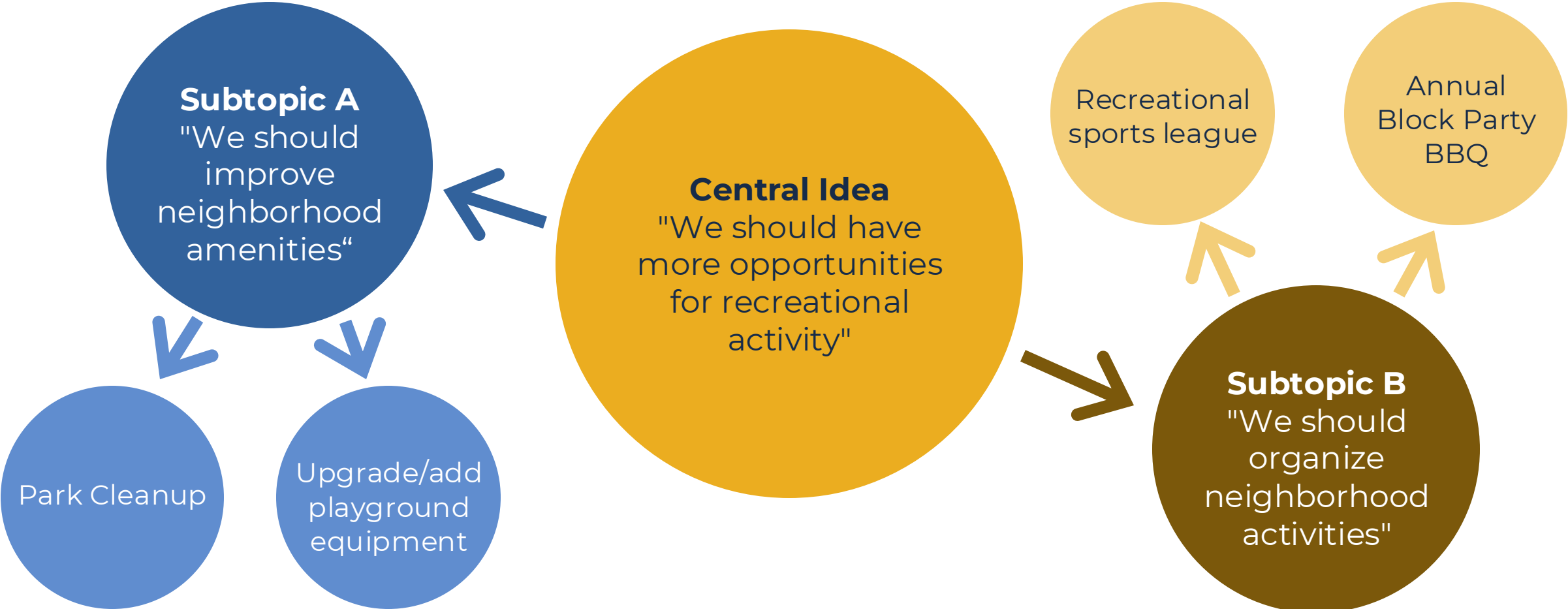
- Ask Follow-Up Questions
- Group Change-Up

# Creative Technique 1: Mind Mapping



# Using Creative Techniques

## Mind Mapping



# Creative Technique 2: Role-Playing



# Using Creative Techniques

## Role-Playing

"How would I approach the idea of having more recreational opportunities as a different character?"



If I was the Lorax, I would want people to support the beauty of the natural environment, so I might propose a Monarch butterfly garden!



**If I was Nemo, I would want an opportunity to spend time at the pool with all my friends and family, so I might propose a neighborhood pool party!**

# Using Creative Techniques

## Role-Playing: Mix and Match

How might a:

Improve:

Skateboarder •

Health Guru •

Artist •

Firefighter •

Supervillain •

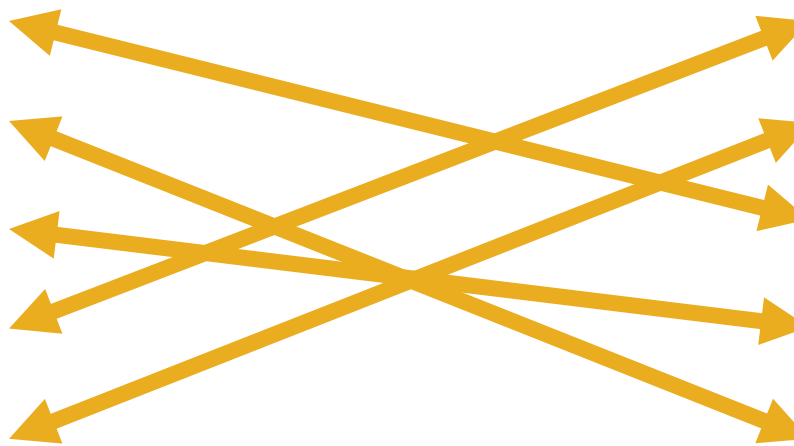
• Learning opportunities

• Food access

• Mental health

• Elderly support

• Recreational activities



# Using Creative Techniques

## Role-Playing: Mix and Match

How might a:

**Skateboarder** •

Health Guru •

Artist •

Firefighter •

Supervillain •

Improve:

• Learning opportunities

• Food access

• **Mental health**

• Elderly support

• Recreational activities



How might a skateboarder improve mental health?



**How did the workshop go?**



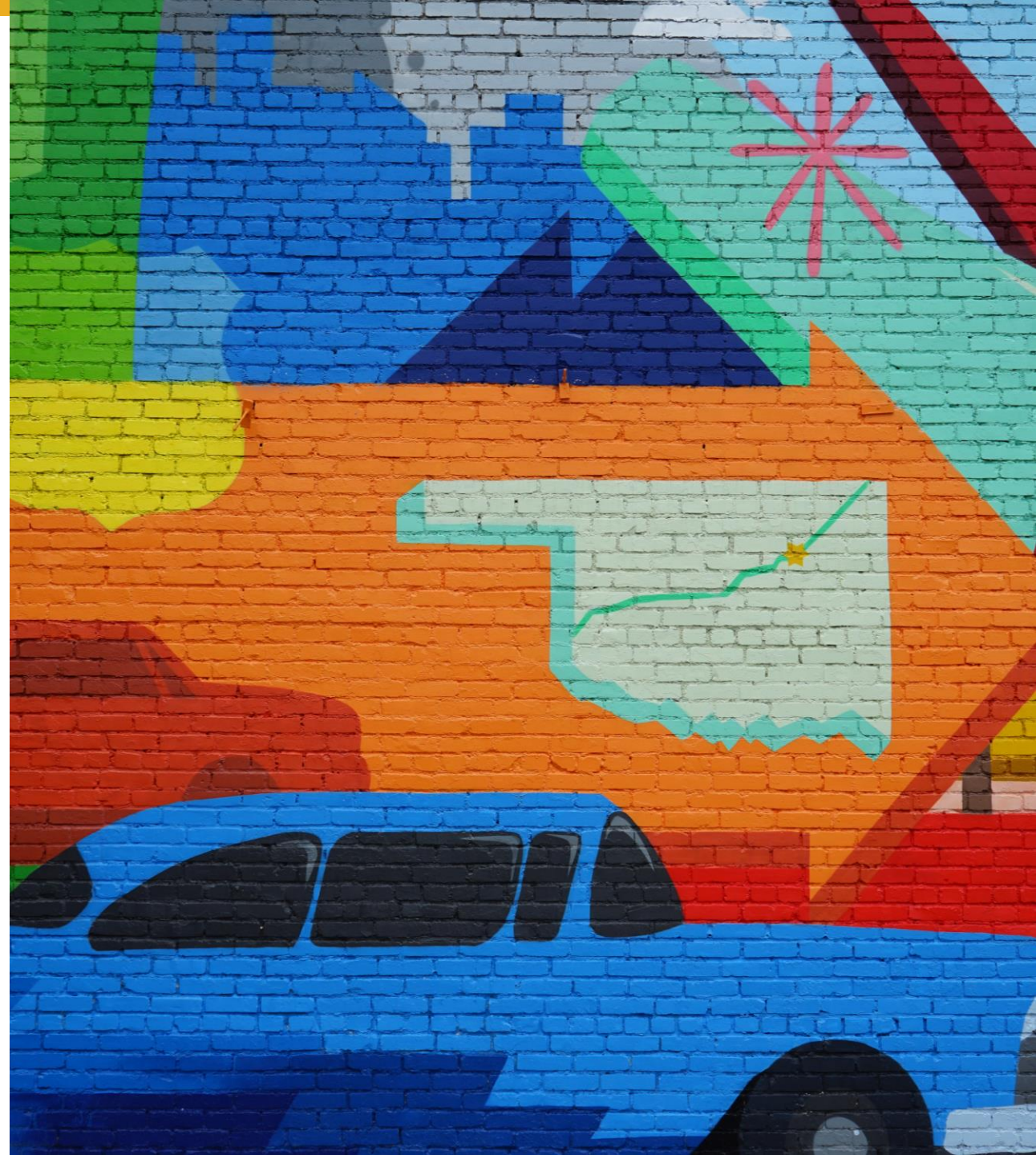
# Evaluating Workshops

## Participant Feedback

- Survey Monkey
- Google Forms
- Paper surveys

*Engaged and energized?*

**Ask for feedback!**



# Evaluating Workshop Outcomes

## Kirkpatrick's Model

### Participants...

#### Were:

- Satisfied
- Engaged
- Motivated



#### Gained new:

- Knowledge
- Skills
- Attitudes



#### Felt results were:

- Successful
- Unsuccessful
- Larger community impact

# Successes and Improvement

- Celebrate success!
- Use feedback surveys
- Repeat what worked
  
- What could have gone better?
- Brainstorm ways to improve



# Activity





**What's next?**



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# Questions?



**THANK YOU**

