

### Our Mission...

### TO RAISE HEALTHIER GENERATIONS.

We want Canadians of all ages to achieve their optimal health across their lives.

10% SHIFTS VIA PLAY - shifts in the way people live, shifts in the care and design of communities and shifts in decision making at organizational and government levels.



## Generation Healthy

GEN H IS OUR COMMUNITY'S VISION of what living well looks like.

It is a generation you choose to be a part of, rather than being born into.



### Play Promises...

Co-Creation

Find the spark with your community

Experimentation

Learn by doing

Transform & Measure

**Shifting Culture & Business** 





Individual Level Gen H Lifestyle Experience @ VIVO

**Community Level** Gen H Play Project

Sector Level & Beyond

North Central Calgary Complete

**Communities** 





Individual Level

Little Kid's Active Learner's Preschool

Community Level

**Healthy Living School** 

Sector Level & Beyond

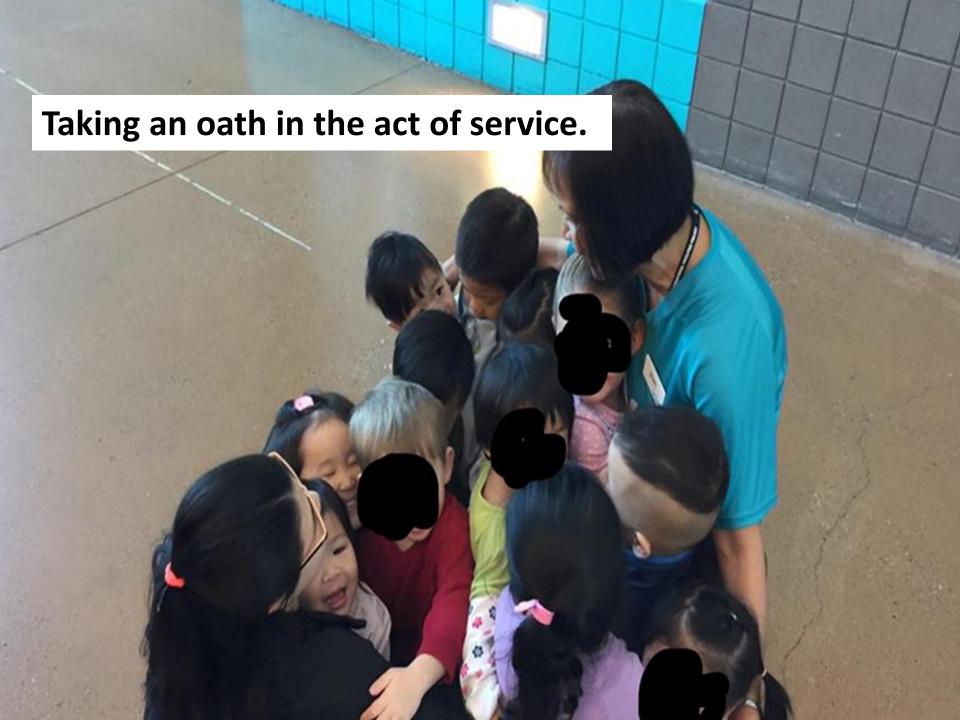
**Creating Coventry Project** 



# Play from 3m – 5Y Little Kid's Active Learners Preschool

3 Key Ingredients...

# Your community is an investment...







Spend time sharing vision and values ("Family kitchen", commit to action (small first), celebrate)

# 2 Children take the Lead...

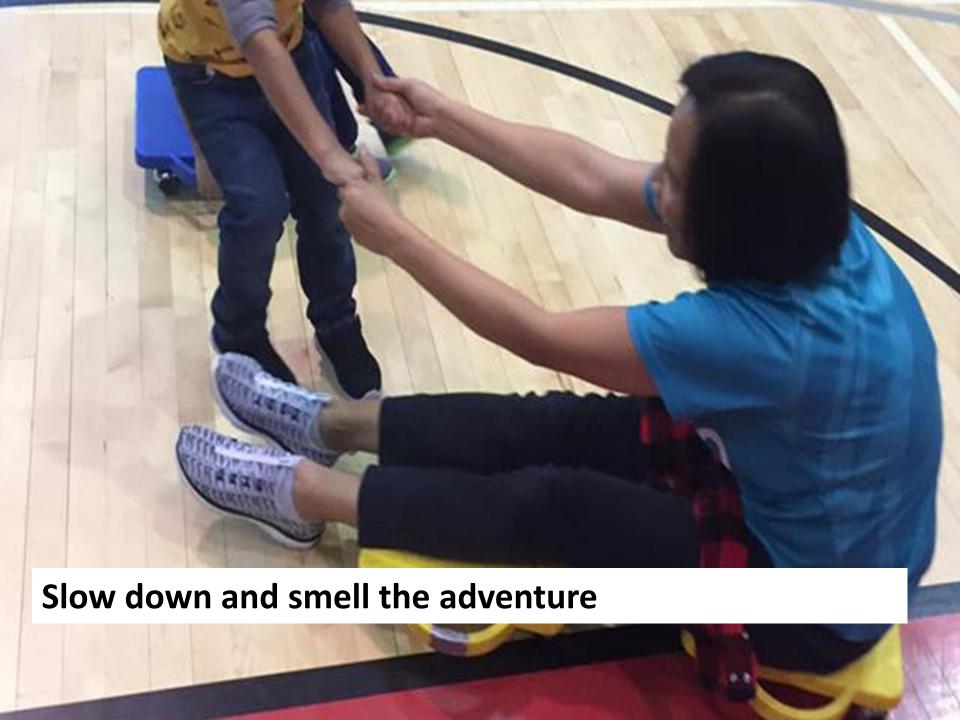


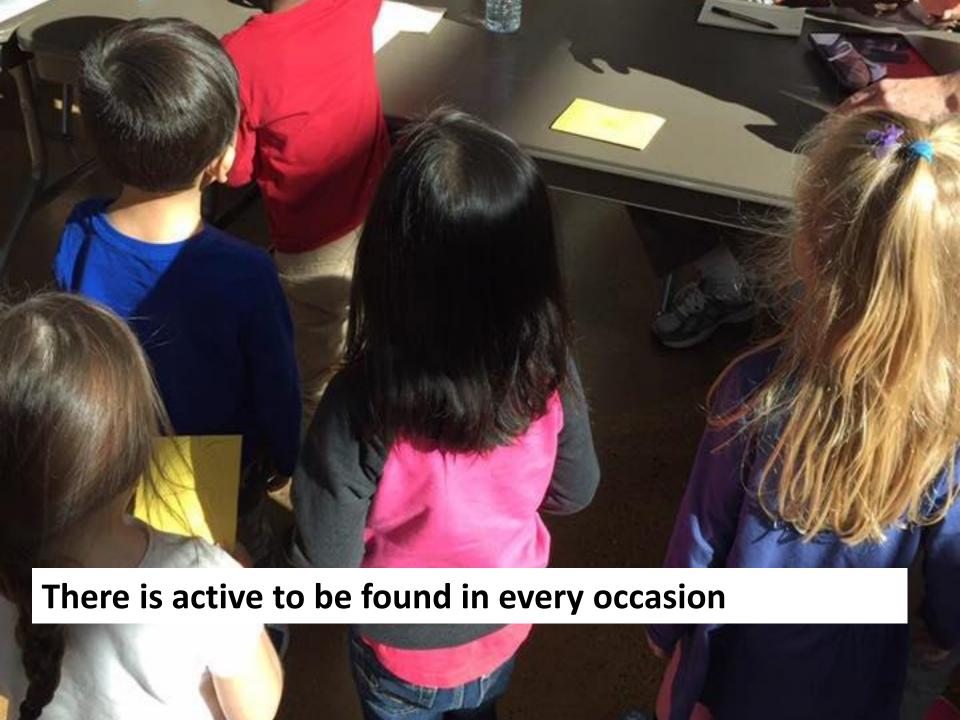




## 3 Active Play in many ways...







### Eros:

(Beauty and sexuality)
The erotic lover focuses on
beauty and physical
attractiveness. They are
particularly sensitive to
physical imperfections in
the ones they love.

### Ludus:

(Entertainment and excitement)
Love is not to be taken too seriously. The ludic lover retains a partner only as long as the partner is interesting and amusing.

### Storge:

(Peaceful and slow)
Storge love lacks passion and intensity. They are set out to establish a companionable relationship with someone they know and share interests with.

### Pragma:

(Practical and traditional)
Pragma lovers want
compatibility and a
relationship in which their
important needs and desires
will be satisfied. They rely on
logic and background.

### Mania:

(Elation and depression)
This is characterized with
extreme highs and lows. They
love intensely, but become
extremely jealous and
obsessive.

### Agape:

(Compassionate and selfless)
This is unconditional love for all people, even if there is no close ties. It is a spiritual love with no concern for personal gain.

# What's love got to do with it?

### Healthy Living School 3 Key Ingredients...



1 A theme or a big question...

### Experiential Learning... 2 playful, inquiry-based & connected to the community

# Student-Led Culture focused on Reflection...





### The Happiness Project... Tuscany School

Their Own
Gathering
Space

























### CREATING COVENTRY: PARK LOCATIONS































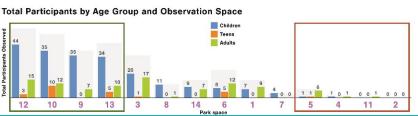


### The Process.

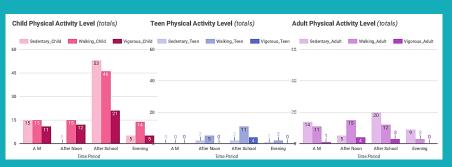
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### Create partnerships Gather data



### June - Sep 2017

Planning with NHCA, Vivo, and community volunteers. Systematic observations of parks completed by volunteer seniors.





















- Be flexible
- Simplify
- Go to them



### Summer 2017

Pilot workshop with Country Hills Public Library Action

### October 2017

First Creating Coventry workshop, 100 community members of varying ages and demographics

### Nov 17 - Jan 18

Workshops with Notre Dame High School, Vivo Youth Night, SPRY in the Hills and online survey.

### February 2018

Engagements at Family Day, SPRY in the Hills and Vivo Youth Night, Tiger Team meeting at the City of

### March 2018

Data analysis and report

### Spring 2018

Report launch picnic and walk, report to City of Calgary, forming committees to bring the parks to life.





























Connect individual parks into a network, linking green spaces to each other and to regional park systems. Parks can be connected by physical elements like pathways and bike racks, and with symbolic elements like signage and maps.





Activate park spaces by making them suited to social uses like gathering, relaxing, and spending time with friends and family.

Consider food, games, and social seating elements in the redesign of spaces.

Enrich the natural environment of park spaces by including native vegetation and 'wild' spaces. Create habitat for urban wildlife, reduce maintenance, and provide beautiful and imaginative play spaces for all four seasons.

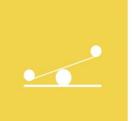




Re-imagine how we use green spaces and explore innovative amenities.

Go 'beyond the tot-lot' by introducing social elements like BBQs and banquet tables, and provide new activity uses like bicycle pump tracks and adult fitness equipment.

popular amenities that invite participation from ALL age groups. Inspire adventures, spark imagination, and promote physical and mental health by giving everyone a reason to go to the park.





Provide seating to make park spaces better for families, seniors, and those with reduced mobility. Ensure frequent, well-shaded seating along common pedestrian routes to parks and throughout green spaces.



### Activating Coventry.







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Read all about Creating Coventry, download the full research, or discover how we are bringing our parks to life with #ActivatingCoventry:

- northernhills.ab.ca/creating-Coventry
- vivo.ca/creatingcoventry

Follow us on social media: @CreatingCovYYC @VivoYourLife @northernhills #CreatingCoventry

Contact us: creatingcoventry@gmail.com



### Aspirations...

Gen H is our community's vision of what living well looks like.



### The Hypothesis...

Play is how you learn to live... well



### The Gen H Play Project

is a social innovation lab run by Vivo.

We believe play can create systems change.

Our goal is to co-create measurable, positive impacts in North Central Calgary & beyond.



### Funding & Supporters

- This project is funded in part by The Government of Canada through the Public Health Agency of Canada.
- The Suncor Energy Foundation

### Other Partners include

- White Whale Analytics
- Vivametrica
- Mount Royal University
- Brookfield Residential
- YYC Plays
- The University of Calgary

- Earth Day
- MaRS
- Social R & D

And many more...





- Play is a powerful change agent
- Co-Creation is the secret sauce
- Transform the system for better

### Impact

10%

- Physical Activity
- Sedentary Behavior
- Social Connection
- Intergenerational Socialization
- Outdoor Engagement
- Spontaneous Play

### Targets

4Yrs

11,000 Participants300 Play Ambassadors Trained500 Research Study Participants6-8 Research SitesPredictive Health App for FamiliesSocial Impact DashboardLocal & National knowledge sharing

### We want to learn...

How play can impact population wide health & wellness.

What meaningful co-creation looks like with families.

What it takes to work outside our walls and with the community.





### Join us for the ride... GenHplay.com

### & come play anytime...

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