

Competencies for Community Recreation Leaders

FOUNDATIONAL COMPETENCIES

Target Audience: Community Recreation Leaders (e.g. volunteers, elected officials, entry level recreation staff)

1. Recreation Foundations
2. Yukon Sport and Recreation System
3. Funding and Budgeting
4. Recreation Leadership
5. Building and Engaging Community
6. Planning for Recreation
7. Risk Management
8. Quality Programs and Events
9. Marketing
10. Facilities and Outdoor Spaces
11. Working with Groups and Partnerships
12. Staffing and Volunteers
13. Board Governance

CORE COMPETENCIES

Target Audience: Recreation Practitioners

1. Foundations
2. Leadership
3. Community Building
4. Service Development
5. Organizational Development

For more details of these competencies see <http://lin.ca/resources/core-competencies-recreation-and-parks-10>

ADVANCED COMPETENCIES

Target Audience: Recreation Practitioners/Community Leaders

1. Agent of Change
2. Commitment to Continuous Improvement
3. Big Picture Thinking
4. Catalyst for Citizen Responsibility
5. Quality of Life Advocacy
6. Community Development Planning

For more details of these competencies see <http://www.campusforcommunities.com/tools/facilitative-tools/item/understanding-yourself-as-a-community-leader/>

BENEFITS OF RECREATION

The Benefits Hub - <http://benefitshub.ca>

Personal Health	Balanced Human Development	Quality of Life & Place	Reduces Self Destructive & Anti-Social Behaviour	Strong Families & Healthy Communities	Reduced Health Care, Social Service, & Police/Justice Costs	Economic Generators	Environmental Wellbeing
-----------------	----------------------------	-------------------------	--	---------------------------------------	---	---------------------	-------------------------