

Program Overview:

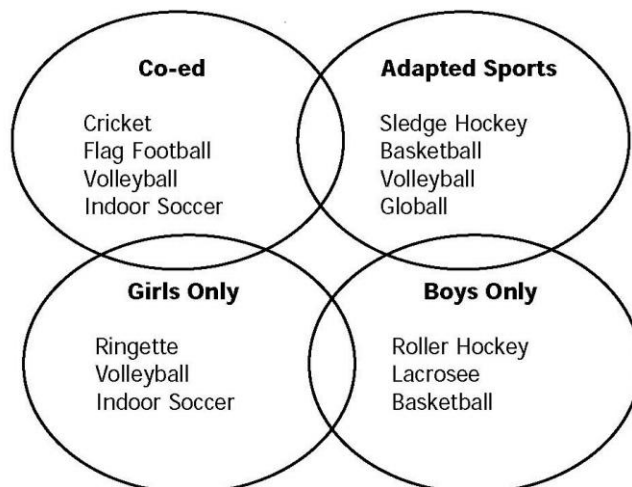
Surrey's "I'm Game" program is for children and youth between the ages of 8 to 15 years who have little or no experience in team sports. They will be introduced to team sports through "I'm Game" program half-day workshops. In addition to sports skills, the "I'm Game" program will provide participants with socialization benefits of participating in sports, heightened self-esteem, opportunities to mainstream into other areas of sports recreation and the disciplines of teamwork, sportsmanship and fair play.

"I'm Game" will also provide children and youth the opportunity to try sports for which their *SportFit* test results indicate they had an aptitude. The "I'm Game" workshops will be provided at no cost to participants and will involve introductory skill development and fun game play with equipment provided and instruction delivered by volunteers and recreation staff. Special guests such as community leaders, local sport celebrities, national and professional athletes may attend some of the workshops.

Although the first year of this program is being focused on high need inner-city neighbourhoods, it is anticipated that the "I'm Game" program will grow to provide opportunities for children and youth throughout the City of Surrey. Each "I'm Game" participant will receive a participation award, a program certificate and incentives to encourage participation in more than just one "I'm Game" workshop. As a follow-up to the workshops, regular drop-in sport play sessions will be hosted at a variety of Surrey's Recreation Centres and Schools to foster continued skill development, social engagement and team sport involvement.

Program Outline:

"I'm Game" introductory sport workshops are organized into four quadrants as shown below. Youth can choose sports with which they are interested and which learning environment is most welcoming for them.



Participants will be involved in one or two workshop sessions, each two to three hours in length. Regularly scheduled drop-in opportunities will begin in each community following the workshops. Children and youth will be divided into age pods; being 8-10 years, 11-13 years, 14-15 years (to be adjusted depending on group size). Children and youth will register through the Community School Partnership Program or at community recreation facilities.

Workshops will be facilitated by a minimum of one recreation instructor and two volunteers. Parks, Recreation and Culture staff are working towards the involvement of community sport coaches and celebrity guest instructors as well. Instructor/student ratios will be such that each student receives ample instruction time and that programs are safe, fun, and well supervised.

Community sport organizations and local sporting goods retailers are being canvassed for donations of program equipment not available from existing recreation facilities and community school inventory. Additional equipment will be purchased using the grant from the Bell Community Sport Fund. Equipment will be stored and maintained by Parks, Recreation and Culture and Community School Partnership staff. Equipment will be available during workshops and drop-in sessions. A partnership with the Rotary Club's used sports equipment program will also be pursued.

CONCLUSION

The Parks, Recreation & Culture Department is dedicated to addressing community accessibility and inclusivity. Programs such as "*I'm Game*" assist in reducing barriers to participation and increase the opportunity for children and youth in Surrey to be exposed to sport and healthy lifestyles. The receipt of \$25,000 in grant money from the Bell Community Sport Fund and the Community School Partnership Program will assist in launching the innovative *I'm Game* program.

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