

ABCD Community Development Workshop

Made available by Peace River Aboriginal Inter-agency and FCSS
For more information about ABCD see www.abcdtraininggroup.org/

Date and Time: March 8 & 9 2011 **8:30 A.M. to 4:00 P.M.**
Location: Peace River Catholic Conference Centre 10307 – 99 Street

How does a community start to move toward a wider circle of people working together to address problems and realize goals? Asset Based Community Development (ABCD) is a powerful approach to community development that will focus your effort on discovering and mobilizing the resources that are already present in a community. ABCD makes visible and concrete the basic structure for building a strong community.

WORKSHOP OUTLINE

1. WORKSHOP INTRODUCTION
2. ABCD OVERVIEW: FIND AND MOBILIZE COMMUNITY ASSETS
3. DISCOVERING WHAT PEOPLE CARE ABOUT-ENOUGH TO ACT
Principles of Community Mobilization
4. PEOPLE AND PROGRAMS: WE NEED BOTH
How can agencies and communities work together?
5. STARTING AN ABCD COMMUNITY PARTNERSHIP
6. ASSET MAPPING: FROM MAPPING TO MOBILIZING
Practical steps to engage community assets
7. AGENCIES: LEADING BY STEPPING BACK
What can agencies do to help communities grow stronger?
8. ABCD FOR INCLUSION: FROM CLIENT TO CITIZEN
How to build social networks for connections and inclusion
9. CONCLUSION: A PATH OF DISCOVERY AND OF ORGANIZING

Workshop Presenters

Presenters: Mike Green

Michael Mather

"Mike has a unique and rich set of experiences and skills. We believe that Mike's many years of successful community organizing, community building and ABCD-related work make him an invaluable resource."

-- John McKnight
and Jody Kretzmann,
founders of ABCD Institute

Michael offers ABCD training and consultation to organizations to engage their local communities as partners for collective action. Mike has worked as a community developer and trainer. He has experience developing neighbourhood resident organizations, congregation based organizations, and community partnerships to address social and economic issues.