Community Maps Description!

During this term, we will make maps of neighborhoods in Eugene. The purpose of this activity is to:

- a) familiarize us with the resources available in the community,
- b) identify potential living, employment, education, recreation and services that are available, and
- c) determine what skills are necessary to live, work, attend school and enjoy recreation in the community.

We will visit a different neighborhood each week where we will document resources available in that neighborhood. Take pictures, write notes, collect artifacts, talk to new people, and have fun! Take what you learn and share it with the class!

Each student will be assigned a role:

Role	Responsibility	Materials
Mapper/Scout	Keeps the group on task, guides group using map. Keeps track of places visited. Draws map.	Map and clipboard to guide the group. Paper for making new map
Note-taker	Takes observational notes of people and places.	Observational Note Form
Collector	Collects important artifacts (flyers, brochures, business cards, menus)	Bag for Collection
Photographer	Takes 8-10 significant photos of area.	Digital Camera

As you explore each neighborhood, think about what it would be like to live there. What places would you need to know about? What skills would you need?

As you walk your neighborhood, you will look for the following:

Asset	Definition	Examples
Housing	A Place to Live.	Apartment complexes, Rooms to rent.
Business	A place to shop or to find work	A restaurant, hobby store, sporting goods store, Office supply store
Post-Secondary Education	A place to further your education	Community College, Trade School, Music Lessons, A place to take community classes.
Service Providers	A place to get help or support	Police Station, Fire Station, Hospital/Doctor's office, Emergency Shelter
Recreational Opportunities	A place to have fun	Park, Community Center, Skate Park, Bike/Walking Path, Concert Venue
Neighborhood Resources	A place to obtain your needs	Grocery Store, Clothing Store, Bank, Bus Stop, Pay Phone