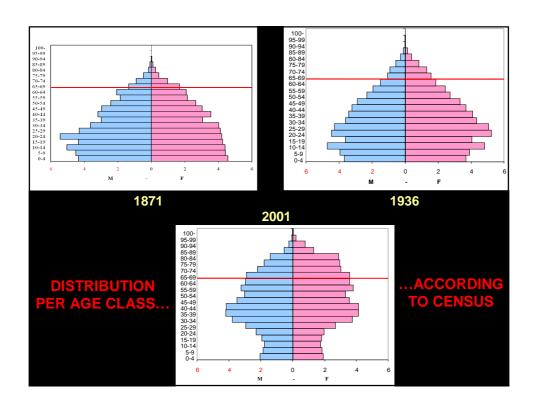
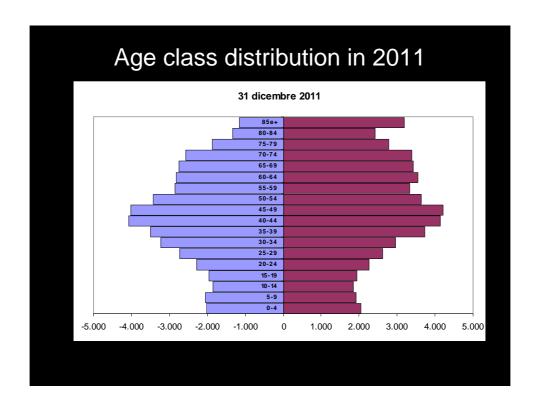


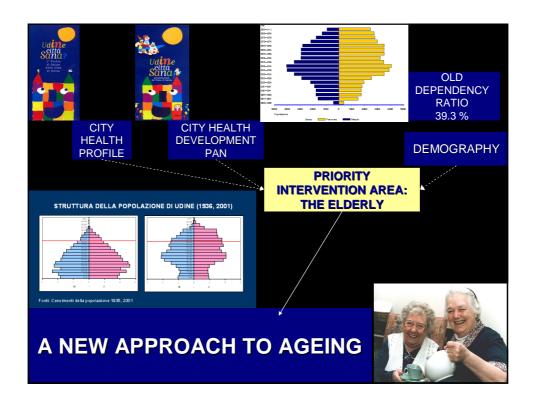
OLDER PEOPLE IN UDINE, ITALY & EUROPE					
		Udine (2011)	Italy (2011)	Europe (2010)	
Average age		46	43	40.9	
Older people percentage		24.9	20.3	17.4	
Old age index	Population (65+)	211.7	144.5	111.5	
	Population (0-14)				
Dependency ratio	Population [(0-14) + (65+)]	57.8	52.3	49.3	
	Population (15-64)	57.0			
Old dependency ratio	Population (65+)	39.3	30.8	25.9	
	Population (15-64)				
Exchange rate	Population (60-64)	163.4	130.3	-	
	Population (15-19)				

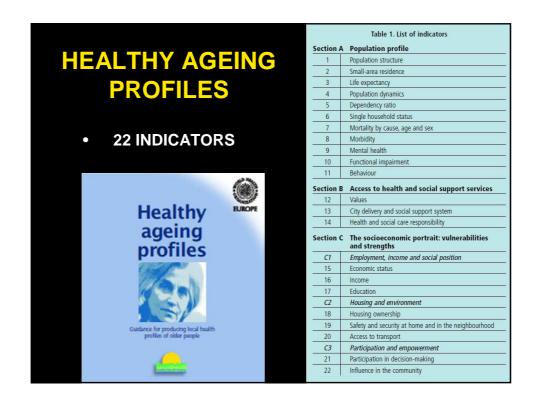


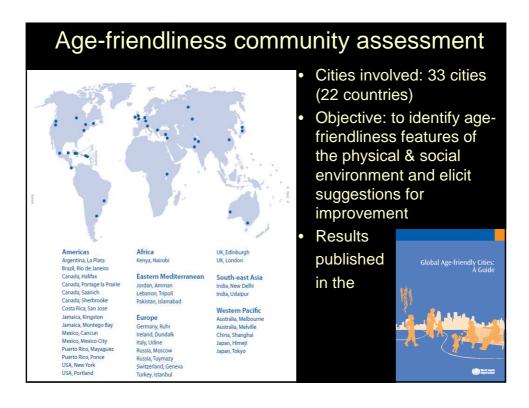


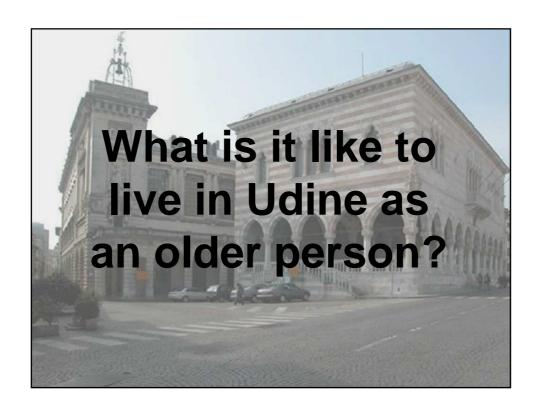
PERCENTAGE OF OLDER PEOPLE LIVING ALONE

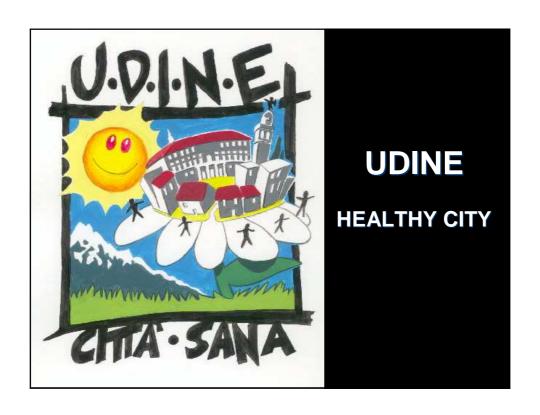
Age	Males	Females	Total
% over 65	21,2	52,1	39,6
% over 75	10,5	35,9	25,6
% over 85	3,8	15,6	10,8



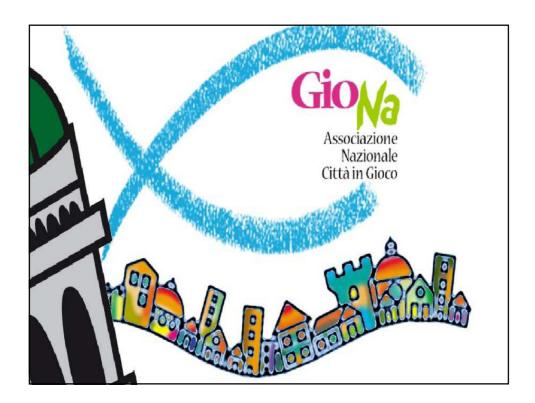












ROMA NET

Addressing the integration of Roma population focusing on:

(URBACT II)

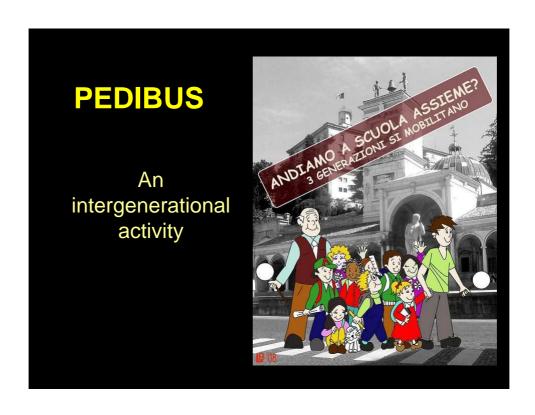
- Access to key services,
- Active inclusion of Roma into the labour market,
- Self-help programmes for Roma.



WALKING GROUPS Regularly meet 1, 2 or 3 times a week to walk on urban or extraurban tracks; Are guided by a walking leader previously trained; Could be made by 10-30 persons each; Walk in a total of almost 1 hour of moderate intensity activity









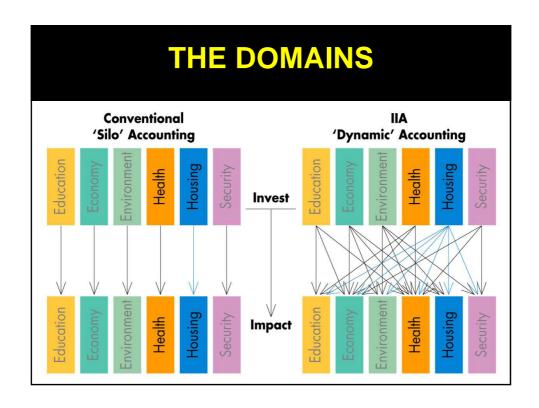














Profile Milestones

Strengths and potential

Active citizenship and participation to the community life, solidarity, experience and skilled professionals both in private and public sector, cultural heritage, mediumhigh cultural status, research, educational and innovation institutes

Weaknesses

A wide offer of opportunities, but without sufficient coordination, difficulties to reach some potential targets, sometimes lack of awareness about the importance of adult learning

Priority Targets

< 30: special attention to childhood and new generations, Older people, especially those living alone Lifelong Learning

Results, methods and challenges

Learning challenges

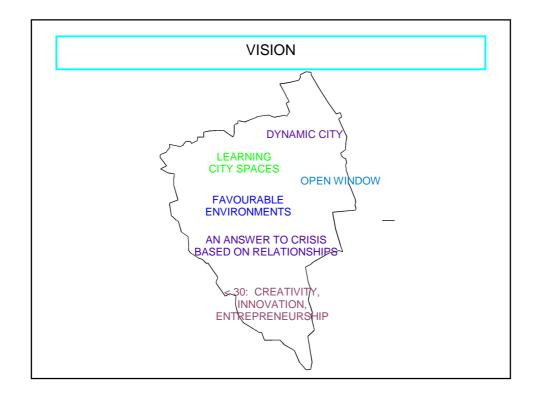
- to valorize persons for their own cultural competences and experience
- to increase awareness and responsibility, for example by encouraging young people's involvement
- to offer tools for democracy and active citizenship
- to promote innovative methods and organizational patterns

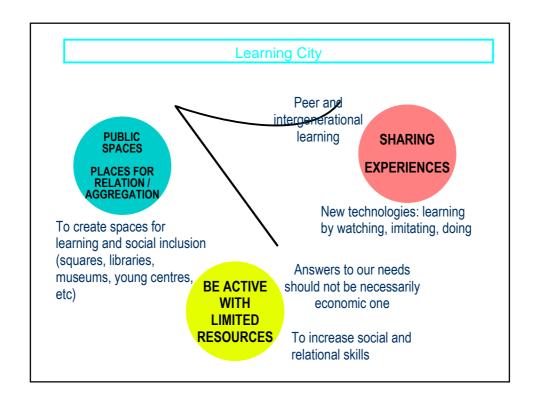
Social challenges

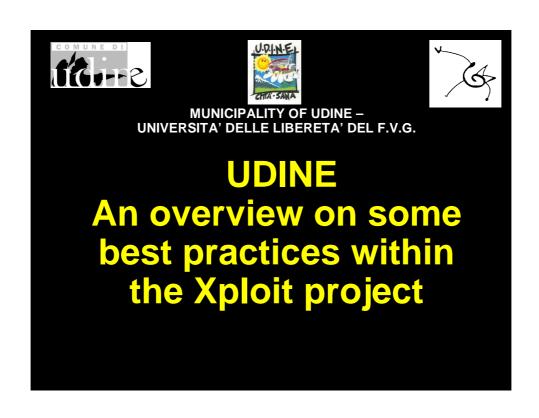
- to stimulate the sense of belonging to the community, self-confidence and motivation
- to promote integration and social equity

Urban settings

- to valorize and use public spaces as opportunities for relationships and social inclusion









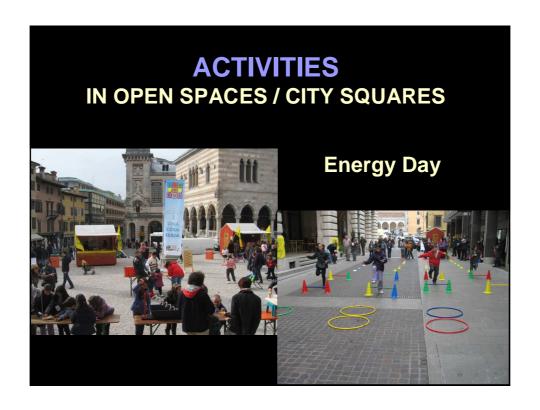




SPECIAL EVENTS 2012:

- Pi Day (14 March)
- World Play Day (26 May)
 "In Giro Giocando" (= Playing Around) (June-September): 40 summer events with the Ludobus in green areas and squares of the city











DEFINITION

Land plots owned by the Municipality and rented by citizens to grow vegetable gardens (vegetable and small plants)

USERS

- Families
- Seniors
- Schools
- Associations



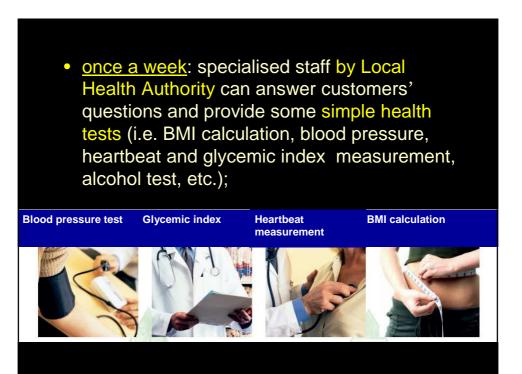












DISSEMINATION ACTIVITIES:

 once a month: a "talk show" with experts and professionals on health topics (nutrition, physical activity, alcohol and smoking prevention, cancer screening, vaccination, etc.)





STAKEHOLDERS



The Health Pyramid is the result of an inter-sectorial collaboration (Protocol Agreement) between:



- public sector (Municipality, Local Health Authority)
- private sector (Despar Group)
- third sector (7 voluntary associations)





CAMMINAMENTI

- is an integral part of the comprehensive strategy implemented by the local government in order to improve the quality of life of older people in Udine;
- is financed by the Udine Municipality with a special tax collected from citizens' donations (0.5% of their income devoted to their own Municipality) and then used for social needs;
- offers group meetings held in public places which are readily accessible and free to participants.

STAKEHOLDERS INVOLVED:

The project is carried out in collaboration with many local stakeholders dealing with education and learning, both institutions such as the Local Health Agency, the University, and educational partners, such as the municipal libraries and the game library, and several associations from the

third sector.

ACTIVITIES:

- music
- maths & logic games
- memory games
- English words in common use
- · cards games
- calligraphy
- information on physical & mental health





FUTURE PERSPECTIVE

The project is at an experimental phase now and in 2013 it will spread to other areas of the city and will be available as a constant offer in order to inspire the community to enhance memory and recall ability while engaged in a more active and healthy lifestyle



Some concluding comments:

- The context is critical because of the economic crisis and the recession
- Yet, it is a time which could offer an opportunity to improve
- Inherent complexity Citizens are the ultimate stakeholders but they are also part of the system
- Involvement, enablement, empowerment but there is a very serious:

INEQUITY IN KNOWLEDGE, IN AWARENESS, IN LEARNING

Strategic standpoints in this experience:

- High commitment
- Intersectoral action
- Provide objectives (meaning, sense, point) and motivation to people
- Third sector and private sector involved
- Citizens engaged in the community but also engaged in Europe (developing a double sense of belonging) → the most difficult aspect

The future of our community:

- Citizen-centred perspection → change mentality
- Learning through empowerment, with special attention to gender (women in Swansea) or disadvantaged groups
- Innovative infrastructures for learning
- Cross-sector partnerships based on experience and direct involvement
- Changing learning in "active," "inquiry-based," and "challenge-based" learning
- Focussing on life skills
- Turning interaction to integration in society but also within service providers









