# **Smart Communities, Thematic Structure**

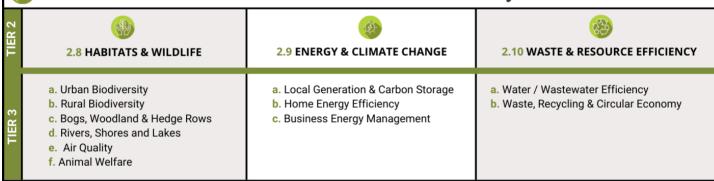


### 1. Health, Recreation & Quality of Life

TIER 2	1.1 PHYSICAL & MENTAL WELLBEING	1.2 SPORTS & RECREATION	1.3 ARTS & MUSIC	1.4 SOCIAL WELLBEING	1.5 DISABILITY SUPPORTS	1.6 CULTURE & HERITAGE	1.7 SAFETY & CRIME
TIER 3	a. Physical Health b. Mental Health c. Active Retirement & Care d. Early Childhood Development e. Spiritual Wellbeing f. Contagion Control	<ul> <li>a. Sport &amp; Physical Activities</li> <li>b. Reading &amp; Creative Writing</li> <li>c. Hobby Groups</li> </ul>	<ul> <li>a. Performing Arts</li> <li>b. Music</li> <li>c. Visual Arts</li> <li>d. Arts</li> <li>Management &amp; Curation</li> </ul>	a. Equality b. Poverty Reduction c. Home Provision d. Health & Social Service Provision e. Addiction Supports	<ul> <li>a. Visual / Hearing Impairment</li> <li>b. Mobility and Physical Impairments</li> <li>c. Cognitive or Learning Disabilities</li> </ul>	<ul><li>a. Local Customs</li><li>&amp; Irish Language</li><li>b. Local Heritage</li><li>c. Cultural</li><li>Integration</li></ul>	a. Crime b. Extreme Weather Preparedness c. Road Safety d. Personal Safety



# 2. Environment & Sustainability





# 3. Business & Employment

TIER 2	3.11 BUSINESS TO CONSUMER (B2C)	3.12 BUSINESS - BUSINESS (B2B)	3.13 EMPLOYMENT	3.14 EDUCATION & SKILLS
TIER 3	a. Primary: Farm/Fishing/Forestry b. Social Enterprise c. Arts & Creative Economy d. Retail / Services e. Agri / Food f. Evening / Night Economy g. Tourism / Hospitality	a. Construction / Trades b. Manufacturing c. IT / Digital Sector d. Professional Services e. Other Business Services f. Inward Investment	a. Job Seekers b. Remote Working Local c. Entrepreneurship	a. Youth Education, Skills & Groups     b. Special Needs Education     c. Adult Education



	4.	4. Intrastructure, Planning & Governance					
TIER 2	4.15 STREETSCAPE	4.16 INFRASTRUCTURE & TRANSPORT	4.17 PARTICIPATION & VOLUNTEERING	4.18 PLANNING & MANAGEMENT			
TIER 3	a. Tidy Towns b. Built Environment & Landscape	a. Walking b. Cycling / Scooters c. Motorised: Car, Buses & Motorbikes d. Rail, Air & Boat e. Phone and Internet	a. Growing Local Volunteer Base b. Volunteer Management & Skills	a. Planning, Management & Governance b. Youth Represenation / Council c. Depopulation d. Smart Engaged Communities e. Internal Communications f. External Communications & Town Promotion			