











Smart Communities, Thematic Structure





1. Health, Recreation & Quality of Life

		 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 2								
TIER 3		<ul style="list-style-type: none"> a. Physical Health b. Mental Health c. Active Retirement & Care d. Early Childhood Development e. Spiritual Wellbeing f. Contagion Control 	<ul style="list-style-type: none"> a. Sport & Physical Activities b. Reading & Creative Writing c. Hobby Groups 	<ul style="list-style-type: none"> a. Performing Arts b. Music c. Visual Arts d. Arts Management & Curation 	<ul style="list-style-type: none"> a. Equality b. Poverty Reduction c. Home Provision d. Health & Social Service Provision e. Addiction Supports 	<ul style="list-style-type: none"> a. Visual / Hearing Impairment b. Mobility and Physical Impairments c. Cognitive or Learning Disabilities 	<ul style="list-style-type: none"> a. Local Customs & Irish Language b. Local Heritage c. Cultural Integration 	<ul style="list-style-type: none"> a. Crime b. Extreme Weather Preparedness c. Road Safety d. Personal Safety





2. Environment & Sustainability

		 2.8 HABITATS & WILDLIFE	 2.9 ENERGY & CLIMATE CHANGE	 2.10 WASTE & RESOURCE EFFICIENCY
TIER 2				
TIER 3		<ul style="list-style-type: none"> a. Urban Biodiversity b. Rural Biodiversity c. Bogs, Woodland & Hedge Rows d. Rivers, Shores and Lakes e. Air Quality f. Animal Welfare 	<ul style="list-style-type: none"> a. Local Generation & Carbon Storage b. Home Energy Efficiency c. Business Energy Management 	<ul style="list-style-type: none"> a. Water / Wastewater Efficiency b. Waste, Recycling & Circular Economy

3. Business & Employment

		 3.11 BUSINESS TO CONSUMER (B2C)	 3.12 BUSINESS - BUSINESS (B2B)	 3.13 EMPLOYMENT	 3.14 EDUCATION & SKILLS
TIER 2					
TIER 3		<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> a. Construction / Trades b. Manufacturing c. IT / Digital Sector d. Professional Services e. Other Business Services f. Inward Investment 	<ul style="list-style-type: none"> a. Job Seekers b. Remote Working Local c. Entrepreneurship 	<ul style="list-style-type: none"> a. Youth Education, Skills & Groups b. Special Needs Education c. Adult Education

4. Infrastructure, Planning & Governance

		 4.15 STREETScape	 4.16 INFRASTRUCTURE & TRANSPORT	 4.17 PARTICIPATION & VOLUNTEERING	 4.18 PLANNING & MANAGEMENT
TIER 2					
TIER 3		<ul style="list-style-type: none"> a. Tidy Towns b. Built Environment & Landscape 	<ul style="list-style-type: none"> a. Walking b. Cycling / Scooters c. Motorised: Car, Buses & Motorbikes d. Rail, Air & Boat e. Phone and Internet 	<ul style="list-style-type: none"> a. Growing Local Volunteer Base b. Volunteer Management & Skills 	<ul style="list-style-type: none"> a. Planning, Management & Governance b. Youth Representation / Council c. Depopulation d. Smart Engaged Communities e. Internal Communications f. External Communications & Town Promotion