

2024 Neighborhood Betterment Project

Goals

There are three primary goals for the Neighborhood Betterment project:

1. Activate resident skills and participation with implementing projects from the neighborhood plan.
2. Networking for the Neighborhood Association and relationship building.
3. Build capacity in implementing the neighborhood plan by empowering residents to take the lead on neighborhood plan projects.

These three priorities work in-tandem to help increase capacity and volunteer support for neighborhood projects so Neighborhood Associations can continue to focus on all the other great initiatives they're working on. This is a new process so feedback will be appreciated to understand emerging opportunities and challenges of engaging residents as project leaders.

Roles

Implementing this project successfully requires distinct and defined roles. This will help grow and empower **Eastside** neighborhood residents and the capacity of the **Eastside Neighborhood Association**. As such, the following role descriptions strive to leverage the strengths that are unique to each party involved:

- A. **Project Connector: Nolan Bergstrom, Community Planner**
 - a. **Assist Neighborhood Association in scheduling City-hosted information sessions during Regular Neighborhood meetings.**
 - b. **Support in finding funding sources for projects.**
 - c. **Coordinating city resources as needed**
 - d. **Completion of Public Participation Policy Document** with resident group
- B. **Project Promoters: Neighborhood Association**
 - a. **Collecting Neighborhood Betterment Project Ideas** from interested residents.
 - i. **Promote feedback period using announcement letter** (see template)
 - b. **Provide feedback on project updates at regular check-ins with Project Connector**
 - c. **Consult on project grading checklist developed by Project Connector to be used to grade and select a resident led project. Rubric will include:**

C. Project Leaders: Neighborhood Residents or Resident

- a. **Submit Project Proposal (include the following information)**
 - i. Budget
 - ii. Timelines (pathway showing project implementation and completion)
 - iii. Milestones (Actions during implementation that show progress)
 - iv. Project Narrative (Who, What, Where, When, and Why?)
 - v. Connection to Neighborhood Plan (required to show how project connects to the Neighborhood Plan)
- b. **If project is selected, implement the project in 2024.**
- c. **During Implementation, complete Project Progress Reports**
- d. **Attend regular weekly check-in meetings with Project Connector**

Timelines:

February 3rd, 2024

- a. Project Guide launch

February 3rd – February 9th, 2024

- a. Finalize Checklist + Engagement.

February 10th to March 22nd, 2024

- a. Informational Sessions + Submission Period for residents

March 22nd, 2024

- a. Deadline for resident submissions.

March 22nd – March 31st, 2024

- a. Review of submitted projects using Project Checklist.

April 1st, 2024

- a. Final deadline to select winning neighborhood betterment project.

April 1st – 5th, 2024

- a. Announcement of winning neighborhood betterment project

May – December

- a. Project Implementation

- b. Start date no later than May 1st.
- c. End date no later than December 15th

February 2024						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
28	29	30	31	1	2	3 Launch Guide for Review + Start Promotions
4 Complete Action Items	5	6	7	8	9	10 Resident Submissions Open + Scheduling Information Sessions
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	1	2

March 2024

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
28	29	30	31	1	2	
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22 Submission Deadline	23 Review Submissions using Project Checklist
24	25	26	27	28	29	30
31	1	2	3	4	5	6

April 2024

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
31	1 Final Deadline: Select Winning Project	2 Notify Winner & Announce Winning Project	3	4	5	6 IMPLEMENTATION BEGINS, NO LATER THAN MAY
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	1	2	3	4

