



*Cherwell*

DISTRICT COUNCIL  
NORTH OXFORDSHIRE

# EVERYBODY'S WELLBEING: A HAPPY HEALTHY COMMUNITY

EVERYONE  
CAN CONNECT  
WITH NATURE

EVERYONE CAN  
BE A DYNAMIC  
PARTICIPANT IN  
THEIR COMMUNITY

EVERYONE CAN  
EAT WELL

EVERYONE CAN BE  
PHYSICALLY ACTIVE



EVERYONE  
CAN CONNECT  
WITH CULTURE

EVERYONE IN OUR  
GROWING COMMUNITY  
FEELS WELCOMED AND  
INCLUDED

CHERWELL DISTRICT  
COUNCIL ADDS VALUE  
TO THE WORK OF NHS  
AND OTHER PUBLIC  
SECTOR COLLEAGUES

# Wellbeing Strategy Outcomes



## Proposed Measurements and Evaluation

- The Measurement and Evaluation of the strategy is important to demonstrate work being delivered and facilitated by the Wellbeing team meets immediate need, contributes to long-term wellbeing and addresses any gaps in provision.
- Baseline levels will be built up through six monthly questions in the Annual Customer Satisfaction and Citizen Space Surveys that ask about residents' involvement, interaction and perception around areas of wellbeing of areas in the strategy
- Sample of questions that will go in Annual Satisfaction Survey

<p>1) How would you rate your wellbeing (From 1 – not good, to 5 – excellent):</p> <p>a) Physical Wellbeing 1 2 3 4 5 ○ ○ ○ ○ ○</p> <p>b) Mental Wellbeing 1 2 3 4 5 ○ ○ ○ ○ ○</p>	<p>2) How do you interact with the below wellbeing areas within your local community? (From 1 – not at all, to 5 – constantly in):</p> <p>a) Connecting with the community and volunteering: 1 2 3 4 5 ○ ○ ○ ○ ○</p> <p>b) Physical activity: 1 2 3 4 5 ○ ○ ○ ○ ○</p> <p>c) Nature: 1 2 3 4 5 ○ ○ ○ ○ ○</p> <p>d) Eating well: 1 2 3 4 5 ○ ○ ○ ○ ○</p> <p>e) Arts &amp; Culture: 1 2 3 4 5 ○ ○ ○ ○ ○</p>	<p>1) How do you rate your involvement in the below areas? (From 1 – not at all, to 5 – committed to):</p> <p>a) Connecting with the community and volunteering: 1 2 3 4 5 ○ ○ ○ ○ ○</p> <p>b) Physical activity: 1 2 3 4 5 ○ ○ ○ ○ ○</p> <p>a) Nature and arts: 1 2 3 4 5 ○ ○ ○ ○ ○</p> <p>b) Eating well: 1 2 3 4 5 ○ ○ ○ ○ ○</p>
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# Wellbeing Strategy Outcomes



- Alongside the Annual Satisfaction survey baseline questions, the Wellbeing Team will collect delivery targets on a quarterly basis in each of the Seven Goals in Everyone's Wellbeing strategy

## **Goal 1: Everyone can be physically active**

- 5% increase in numbers in Leisure Centres and managed facilities
- Number of residents attending physical activity opportunities delivered and facilitated by Wellbeing Team

## **Goal 2: Everyone can eat well**

- Number of Food related engagement programmes facilitated and delivered by Wellbeing Team
- Number of grants and support awarded to residents and community organisations by Wellbeing Team

## **Goal 3: Everyone can be a dynamic participant in their community**

- Number of Community Voluntary events delivered and facilitated by Wellbeing Team
- Number of Neighbourhood Plans or master planning initiatives inputted towards from voluntary sector.

## **Goal 4: Everyone can connect with nature**

- Number of residents accessing opportunities to explore nature in Cherwell through delivered and facilitated activities
- Development of [Bio Diversity](#) plan

## **Goal 5: Everyone can connect with culture**

- Number of cultural opportunities delivered and facilitated by Wellbeing Team
- Number of Public Art consultations

## **Goal 6: Everyone in our growing community feels welcome and included**

- Number of initiatives delivered and facilitated by Wellbeing Team within local communities focusing on targeting priority wards and demographics
- Number of Healthy Place Shaping opportunities delivered and facilitated by Wellbeing team

## **Goal 7: Cherwell District Council Adds Value to The Work of NHS And Other Public Sector Colleagues Helping Individuals Struggling [With](#) Poor Physical Or Mental Health**

- Number of Participants who are part of Move Together and You Move Programmes Minimum 1,500 target
- 20% increase in mobility and mental wellbeing of participants on programme

- Impact will be demonstrated through quarterly reports on all the Seven areas in “Everyones Wellbeing”
- Updated “Everyone's Wellbeing” layers will be added to the [Story Map](#) to visually show impact