

Chippenham Community Area - Local Priorities 2017 - 2019

Children and young people	
Mental and emotional health	82%
Child poverty	77%
Positive leisure time activities	57%
Childhood obesity	22%
Job prospects	18%
Educational attainment	16%
Special educational needs	15%
Teenage pregnancy	1%

Community Safety	
Alcohol and drug abuse	75%
Highway safety	64%
Anti-social behaviour	35%
Rural crime	35%
Protecting the vulnerable	33%
Domestic violence	20%
Social cohesion	18%
Emergency planning	6%

Culture	
Participation in arts, crafts and culture	55%
Local history	44%
Affordable access to cultural activities	40%
Arts, crafts and heritage economy	38%
Diversity and social inclusion	37%
Cultural and arts venues	24%
Library use	22%
Local landscape and heritage	22%

Economy	
Training and skills	66%
Support for existing businesses	52%
Broadband and digital	51%
Employment opportunities	37%
Apprenticeships and work experience	33%
New business creation	20%
Inward investment	10%
Debt and financial inclusion	10%

Environment	
Fly tipping and litter	80%
Recycling rates	59%
Improving rights of way	50%
Protecting the countryside	35%
Wildlife and biodiversity	24%
Flooding	20%
River quality	11%
Countryside crafts and skills	9%

Health and wellbeing	
Mental health	88%
Healthy lifestyles	79%
Support for carers	71%
Obesity (children and adults)	28%
Alcohol related hospital admissions	14%
Falls prevention	8%
Skin cancers	3%
Checks and vaccinations	1%

Older People	
Social isolation and loneliness	81%
Dementia	69%
Poverty	55%
Positive activities for older people	28%
Support for carers	21%
Safeguarding the vulnerable	21%
Independent living	13%
Avoiding emergency admissions	6%

Transport	
Access to public transport	58%
Speeding and road safety	58%
Highway infrastructure including A350	58%
Road improvements	44%
Cycling and walking	30%
Air quality	13%
Reducing car use and traffic	11%
Street cleaning	9%

Our Community and housing	
Deprivation and poverty	79%
Volunteering	40%
Homelessness	42%
Affordable housing	75%
Diversity and inclusion	19%
Community events and activities	16%
Digital engagement and broadband	6%
Library use	5%