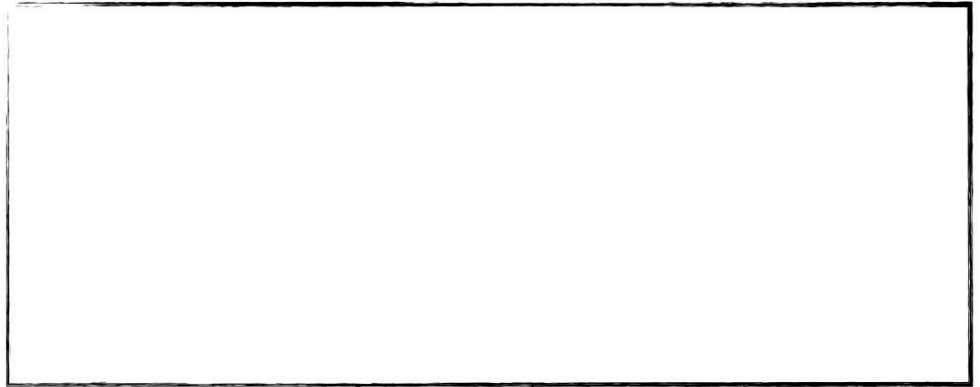


# Asset Mapping

These assets are the things that communities have themselves that are not provided by those outside. This activity uses Asset Based Community Development ideas for getting curious about a physical place. These can also be adapted and applied to some digital or non place based communities too.

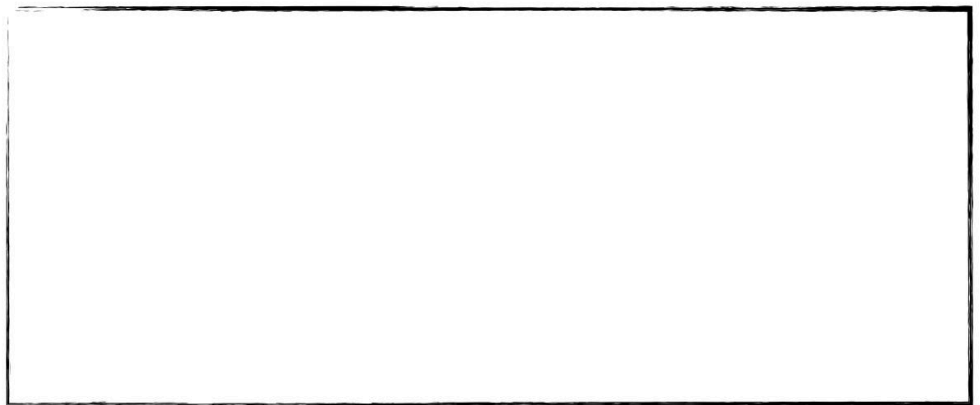
## People

A person is the unit of community; they bring skills, knowledge, experience, passion to a community whether they choose to share it or not.



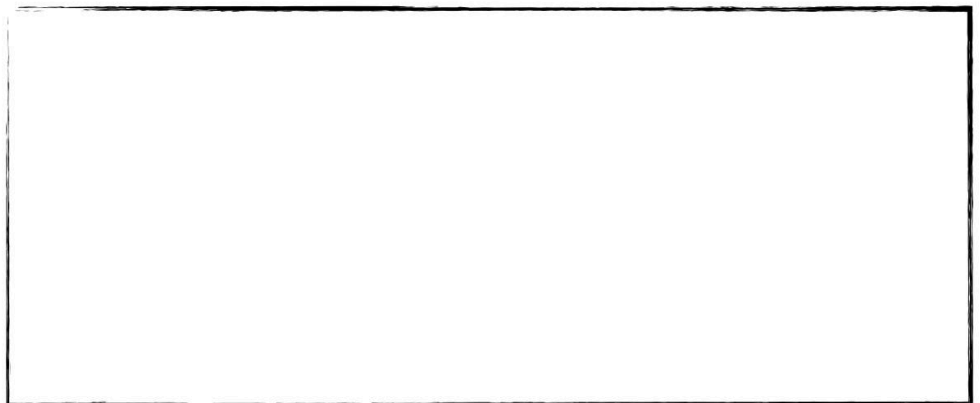
## Associations

Groups of people who come together to do something: these are often voluntary.  
Eg: Running clubs, litter picks, activist groups, book clubs, community gardeners, the bird watching group.



## Institutions

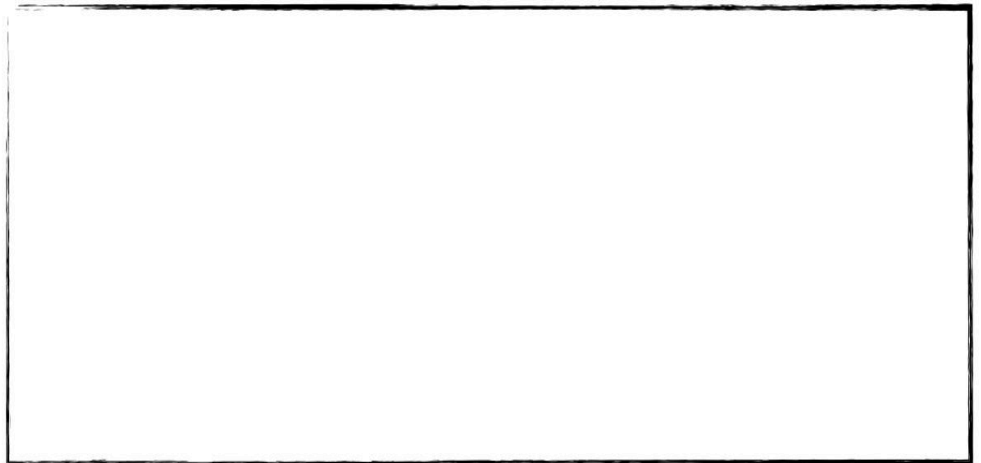
Organisations that are present in the community that are surviving some need. Ask the question: do these institutions actually serve the community?  
Eg: Schools, hospitals, museums, libraries.



## Spaces

The spaces that the community uses and has access to. Where people actually meet to talk and connect.

Eg: parks, community centers, benches.



## Exchanges

Monetary exchange is the most obvious but only helpful if that money then stays in the area.

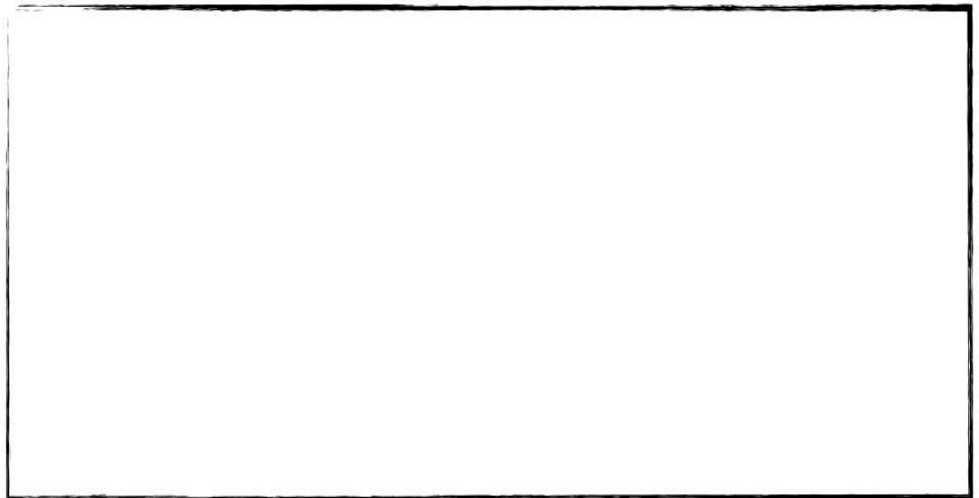
Eg: Local coffee shops not multinationals.

Local currencies alternatives to using the national currency that stay in the local area.

Eg: time banking, Bristol pound.

Non monetary exchanges are often the most important for any community. They can be formal or less formal.

Eg: skills exchanges, knowledge exchanges (notice boards) , clothes swaps



## Stories

The stories that are told about a place or group

The stories that the group tells about themselves to themselves

The stories that a group tells about themselves to outsiders

Eg: local press, blue plaques, statues, monuments, culture, accents, local knowledge.

