

ENVIRONMENTAL - ACTION PLAN



Introduction

Head In The Game CIC acknowledges the connection between climate and other environmental crises and the threat of current and future disease, food and water shortages and poverty for millions of people around the world, as well as the major damage being caused to our natural eco-systems.

This document will outline our future key objectives and targets for the project to achieve and monitor from January 2022.

In conjunction with the main objectives, the project has also identified general actions for its staff members to implement alongside and supplementary to the main Objectives.

Project Objectives

1. Respond and spread awareness for topical and current issues. Inform and engage with all HITG staff, volunteers, and participants.
2. To reduce and eliminate paper consumption & to inform all who interact with through HITG of sustainable waste methods.
3. Ensure all staff, volunteers and participants are conscious of home and office energy consumption.
4. Promote ways of reducing carbon footprint, such as travelling less using cars, take shorter showers, discourage single use plastic, use renewable energy and to be energy efficient.
5. Encourage participants to walk, cycle or use public transport when attending HITG sessions.
6. Use the learning from the COVID19 Lockdowns to promote the use of technology and remote working.

How will these be achieved?

1. Use our e-newsletter 'Head's Up' and our contact list as a way of communicating tips and ideas to our participants.
2. Create strong online systems that don't require the use of paper. Complete all accounting / banking, data collection and reporting using technology.
3. Open discussion in Team Meetings and made a regular agenda point.
4. Carry out surveys that ask participants about their lifestyle and facilitate conversations about these changes can positively improve their own mental health and wellbeing.
5. HITG taking responsibility for finding venues and pitches that are easy to access from bus stops and near town centres.
6. Virtual meetings are utilised for board / team and participant meetings. Ensuring that these meetings are set up and scheduled on a device / service that everyone has access to (Zoom, FaceTime, WhatsApp etc.)