

# II.

## COMMUNITY ORGANIZATION AND PLANNING

Youth clubs—"Teen-towns," "Reks" or "School-door-canteens"—have captured young imaginations throughout the country. They represent a real community asset, but they are not the whole answer to youth recreation needs. They are important as part of a youth program, especially when they offer games, crafts, hobbies and club activities as well as dances and parties. But they are just a part. The goal of youth recreation is a program of many activities, serving all teens and satisfying all their interests.

Every well-rounded youth program should be community-wide and neighborhood-based. Part of its appeal may be in the "down-town" attraction, but its strength is in neighborhood activities. For this reason, neighborhood centers, playgrounds and playfields are needed. Good leadership is needed, both professional and volunteer, both adult and teen-age. Equipment and funds are needed. A strong and representative committee structure is needed, to plan and act. Such a program is a sizeable job to be undertaken by the whole community.

### The War Recreation Committee

The experience of 1,300 communities shows that it is wise to place central responsibility in the hands of a *War Recreation Committee*. Its job has become well defined: to survey the needs of the whole community, to assess existing facilities and programs, to stimulate their expansion, to map new programs, and to find the necessary funds and leadership. War Recreation Committees may be started by Defense Councils, by Mayors, by public or private agencies. But one thing is sure, no single group or interest can hope to