

# Senior Friendly COMMUNITIES

## Share Your Ideas at a 2020 Listening Session

### Here's your opportunity to attend and share your ideas and comments!

This year the Area Agency on Aging is conducting listening sessions to hear from senior citizens, family caregivers and interested people as we attempt to have a 'senior friendly' community. We want to be sure to be on the right track.

In recognition of the Governor's Executive Order for the development of a Master Plan on Aging, the Area Agency on Aging is reframing its goals and objectives within those identified by the Stakeholders Committee appointed by the Governor.

*The Master Plan on Aging framework includes:*

- I want to choose where I live and have the help I need to do so.
- I want to live in an age-friendly community.
- I want to have good health as I age.
- I want to be financially secure and safe as long as I live.

Your input to ensure that our priorities meet this framework is needed. How should funding be directed? How should advocacy by the AAA Advisory Council achieve these goals?

Public comment on the draft Area Plan can be provided either at listening sessions or in writing to the Area Agency on Aging by February 3, 2020. Copies of the draft Area Plan will be available at the local libraries and the Area Agency on Aging office and website by January 20, 2020.

All interested persons are invited to attend the listening sessions. Persons needing accommodation must contact the AAA by January 15, 2020.

## Community Input Sought to Create "Senior Friendly" Communities

Come, share your insights to help ensure that limited federal monies are meeting the priorities of senior citizens and family caregivers through the work of the Area Agency on Aging.

### SAN LUIS OBISPO

#### Thursday, January 30

beginning at 1:00 p.m. at the SLO City/County Library, 995 Palm St.

### PASO ROBLES

#### Friday, January 31

beginning at 11:30 a.m. at the Senior Center, 270 Scott Street

Area Agency on Aging | San Luis Obispo and Santa Barbara Counties