




TALKING ABOUT REJUVENATION



Kiwanis for Gen X, Y and Z

	Boomers	Gen X	Millenials	Gen Z	Gen Alpha
					
Nées BORN	1946-1964	1965-1980	1981-1996	1997-2012	2013-2025
KNOWN FOR <i>Connus pour</i>	 idealism social activism <i>Idéalisme</i> <i>Activisme social</i>	 independence adaptability <i>Indépendance</i> <i>Adaptabilité</i>	 Diversity Digital literacy <i>Diversité</i> <i>Compétences numériques</i>	 Tech savviness Creativity <i>la connaissance des technologies</i> <i>créativité</i>	 Constant connectivity <i>Connectivité constante</i>
WORKING <i>Travail</i>	 Live to work <i>Vivre pour travailler</i>	 Work to live <i>Travailler pour vivre</i>	 Work-life balance <i>réquilibre entre vie professionnelle et vie privée</i>	 Work as part of life <i>le travail fait partie de la vie</i>	
	Working HARD <i>Travailler dur</i> → Working SMART <i>travailler de manière intelligente</i>				
MUSIC DEVICES <i>Appareils de musique</i>					
KEY TECHNOLOGY <i>Technologies clés</i>	Television <i>Télévision</i> 	Personal computer <i>Ordinateur</i> 	Tablet / smartphone <i>Tablette/ téléphone portable</i> 	Game console <i>XBOX PlayStation Consoles de jeux vidéo</i> 	VR (virtual reality) <i>Réalité virtuelle</i> 
COMMUNICATION <i>Communication</i>					
INFLUENCERS <i>Influenceurs</i>	 Experts <i>Experts</i>	 Practitioners <i>Professionnels</i>	 Peers <i>Pairs</i>	 Social Forums <i>Forums sociaux</i>	 Chatbots <i>Chat Bot</i>
MARKETING <i>Marketing</i>	 Broadcast (mass) <i>Diffusion à grande échelle</i>	 Direct (targetted) <i>Objectif direct</i>	 Online (linked) <i>En ligne (liens)</i>	 Digital (social) <i>Numérique - social</i>	 Real-time <i>Temps réel</i>
LEADERSHIP PREFERENCES <i>Préférences en matière de leadership</i>	 Directing <i>Diriger</i>	 Coordinating <i>Coordonner</i>	 Guiding <i>Guider</i>	 Empowering <i>Responsabiliser</i>	 Co-creating <i>Co-créer</i>



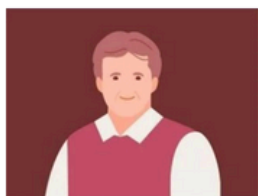
Join via
www.slido.com
#workshop

Boomers



1946-1964

Gen X



1965-1980

Millenials



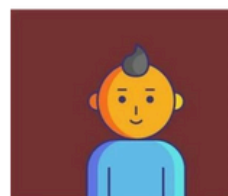
1981-1996

Gen Z



1997-2012

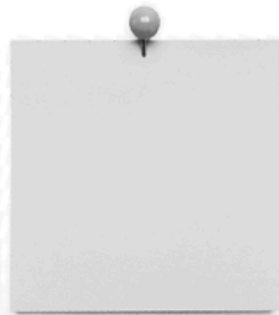
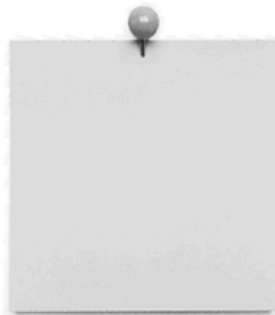
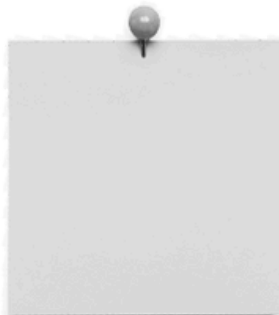
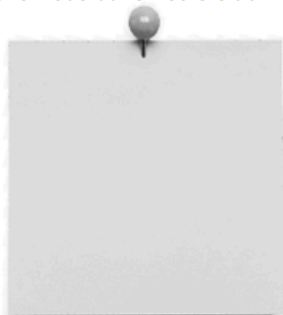
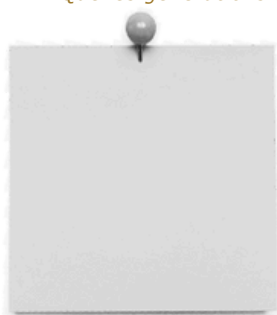
Gen Alpha



2013-2025

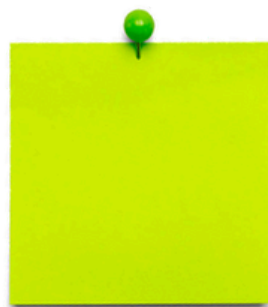
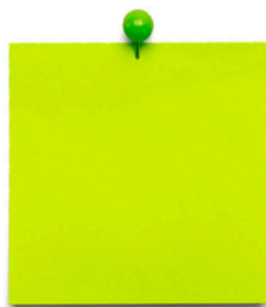
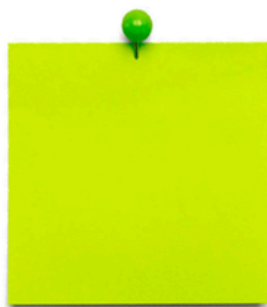
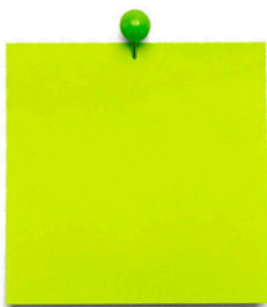
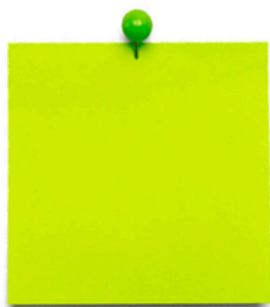
Which generations do we have in our club ?

Quelles générations avons-nous dans notre club ?



What do they like/dislike about our club culture?

Qu'est-ce qu'ils aiment ou n'aiment pas dans la culture de notre club ?



What do they like/dislike about our club culture?

Qu'est-ce qu'ils aiment ou n'aiment pas dans la culture de notre club ?



Club protocols habits & traditions

Protocoles du club - coutumes et traditions



Style of our meetings (dress code, place,...)

Style de la réunion (code vestimentaire, lieux,...)



Cooperation & teamwork

La coopération et travail d'équipe



Fun & motivators

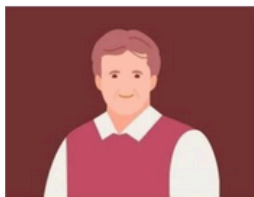
Divertissement et motivateurs

Boomers



1946-1964

Gen X



1965-1980

Millenials



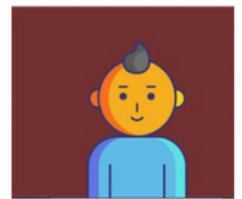
1981-1996

Gen Z

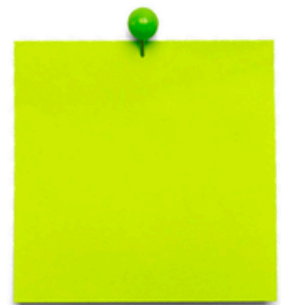
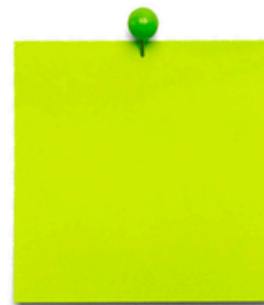
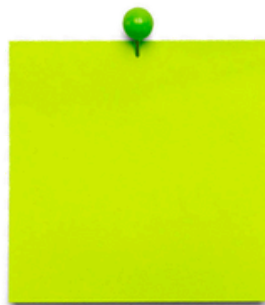
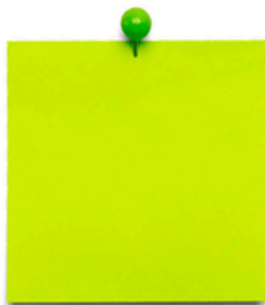
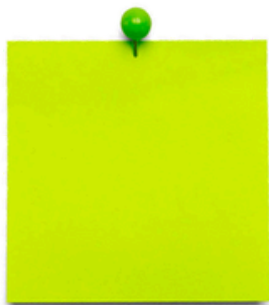


1997-2012

Gen Alpha

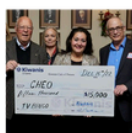


2013-2025



What do they like/dislike about our club culture?

Qu'est-ce qu'ils aiment ou n'aiment pas dans la culture de notre club ?



The balance between service and philanthropy ?

L'équilibre entre le service et la philanthropie ?

WHAT ABOUT ?

À quel sujet ?

How do we communicate and use modern tools (digitalisation) ?

Comment nous communiquons et utiliser les outils modernes (numérisation) ?

STYLE - HOW ?

Style - Comment ?

Leadership styles, team work and how we decide

Styles de leadership, le travail d'équipe et comment nous prenons des décisions

WHO & HOW ?

Qui et comment ?

Impact & efficiency of our activities?

Impact et efficacité de nos activités ?

RESULTS - WHAT ?

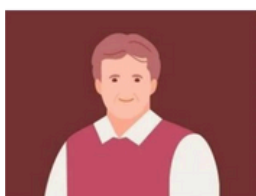
Résultats - Quoi ?

Boomers



1946-1964

Gen X



1965-1980

Millenials



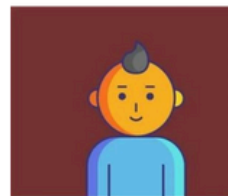
1981-1996

Gen Z

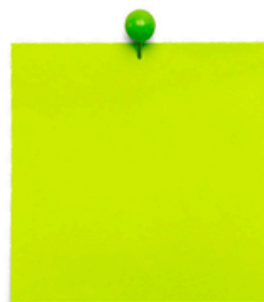
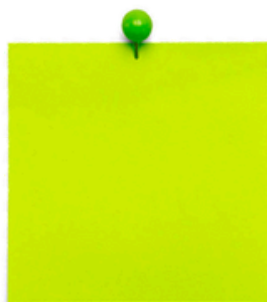
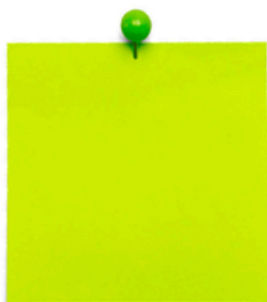
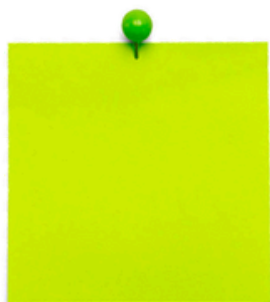


1997-2012

Gen Alpha



2013-2025



How can we open up to younger generations?

Comment s'ouvrir aux nouvelles générations ?



Less formal
More creative
More diverse

*Moins formel
Plus de créativité
Plus de diversité*

**Innovative &
more digital**

Innovant et plus numérique

Co-creation

Co-créativité

**Fun &
gamification**

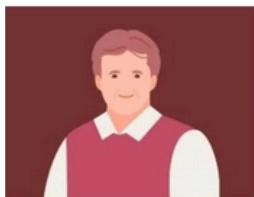
Divertissement et gamification

Boomers



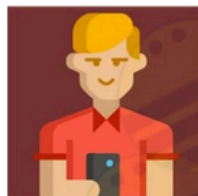
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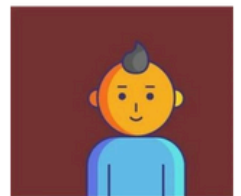
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Gen Z

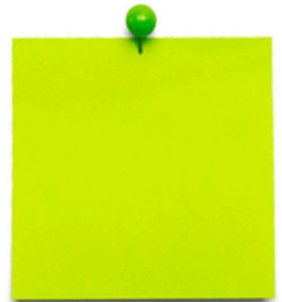
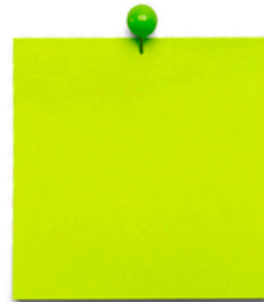
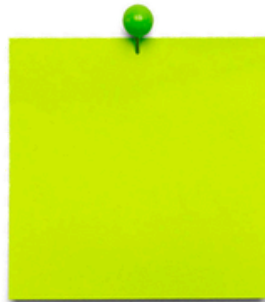
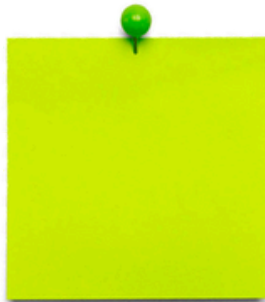
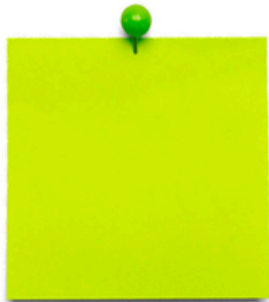


1997-2012

Gen Alpha



2013-2025



Three horizontal dashed lines for writing, framed by a white border with a scalloped edge on the left and bottom.

What do I want to try out ?

Qu'est-ce que je souhaite expérimenter ?



**IF WE FAIL
TO ADAPT,**



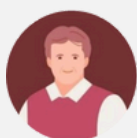
**WE FAIL
TO MOVE FORWARD**

(John Wooden)

Si nous ne pouvons pas nous adapter, nous ne pouvons pas progresser.
John Wooden

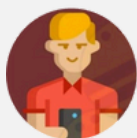
Key message to my club

Messaggi chiave al mio club



Key message 1:

Message clé 1



Key message 2:

Message clé 2



Key message 3:

Message clé 3

Support

Assistance



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TO BRING HOME

YOUR NOTES

Vos notes

