

**Housing and Community Committee**

<b>Date</b>	<b>Item</b>	<b>Notes</b>	<b>Action / Witness</b>
<b>Meeting 2: 23/08/16</b>	Housing Mix	Scrutiny of the balance of housing required – both between affordable & commercial, and tenure types of affordable housing	
	Alternative Housing Schemes	Cttee to look at various alternative schemes such as Y-cubes, and other modular schemes, 'container' housing and innovative schemes that are working elsewhere.	
<b>Meeting 3: 10/10/16</b>	"Land-banking" & under development of sites	Planners & Developers to be invited to discuss with the Cttee why they appear to be "Land-banking" and not building properties even though planning permission has been granted.	Issue wider than just housing - Item to be considered by the Scrutiny Management Committee
	Private Landlord Issues	Private landlords to be invited to meeting to discuss their issues in relation to the housing problem in MK	
<b>Meeting 4: 30/11/16</b>	Local Regeneration Plans	Scrutiny of the Council's proposed regeneration plans for various areas of MK	Seen as a cross-cutting, long-term project. Scrutiny Management Committee to consider the best way to carry this forward into the future.
	Community Issues	Understanding the "Community" part of the Committee's remit, what this includes and what the Committee should be doing	
<b>Meeting 5: 17/01/17</b>	Residents' Forums	Why have some worked and some not, should the Council be providing more support to make these viable organisations/	
	Views of Council and private sector tenants	Are local housing policies working for them?	
	Scrutiny of changes to Repairs Service for Council properties		
<b>Meeting 6: 09/03/17</b>	Update on cost of temporary accommodation	Including 'hidden' costs such as home to school transport, and the cost of leasing schemes with private landlords.	

	Review of 2016/17 Work Programme & proposals for 2017/18 Work Programme	What has been achieved, what happens next, draft Work Programme for 2017/18	
<b>Reserve Meeting: 26/04/17</b>	Just in case anything else comes up.		