# **ADENTA OLD TOWN**

# **Community Profile**





### **OVERVIEW**

One of the oldest settlements in Adenta, Adenta Old Town is located in the Mann Momo Electoral area. There are 4,226 structures in the community of which 3,379 are housing structures. The land is legally owned by the La Agbawe Family.

The community does not face any threats of eviction from the owners of the land.

## Community Development Priorities

- Construction of drains
- Construction of access roads
- Extension of man GWCL lines Construction of community to the community.
- library

#### Education and Health Care

Adenta Old Town has three schools, two of which belong to missionaries. Th is one government nursery and one primary school, however there are no JH SHS. There are also no clinics or hospitals in the community; there is however CHIPS compound which serves the health needs of the residents.

### **Economic Activities**

The main source of livelihood for the residents is self employment most About 10% of the economically active population of petty trading. settlement is employed in the formal sector. The average monthly house income, according to residents, ranges between 100.00 and GHC 400.00.

#### Governance

The local government structure existing in the settlement includes an ele assembly member who represents the settlement. There is no unit comm member living in the community and the assembly member is unable to regular meetings due to inadequate logistics. Besides this, there is also traditional authority that provides leadership to the settlement.

## **Community Statistics**

Age of Settlement: 200 years

**Population:** 3000 (3:7 male to female ratio)

Land Size: 40

**Building Materials:** Concrete, Wood,

Non Residential

**Buildings/Structures:** Churches (3)

Mosques (0)

Commercial (N/A)

### Basic Services

Schools: 3

Roads: 12 (internal and external)

**Public Toilets: 4 Shared Taps:** 1 Play Grounds: 1 Waste Bins: 0 Skip Container: 1

**Chop Bars, Restaurant** and Game Centers: 0 Private water taps: 3