



GROUNDWORK EAST

Melbourn Youth Provision

Summer Provision

Groundwork proposes a summer (term time only) programme between April – July 2022. The provision will consist of 13 weekly outdoor sessions for young people between the ages 12-18 (up to 25 with additional needs). Each session will last 2 hours and will include a variety of sports and games, based on the interests of the young people. Sports coaches will be provided at some of the sessions to offer specialist training while other sessions will consist of team building activities and relaxed games. The sessions will take place on the green outside the pavilion, using the pavilion as a hub for toilets and refreshments. Alongside the activities, youth workers will be on hand to provide advice and guidance to the young people.

Unless Covid-19 restrictions apply, the sessions will be held as a ‘drop in’ and young people will be able to engage as and when they choose. If the weather prevents the activity from going ahead, an alternative indoor activity will be provided for a maximum of 15 people in the pavilion (this will be a bookable session). Registration forms will be completed on arrival and Groundwork will record the number of young people attending each session, alongside their postcode, in order to report this information back to MAYD on a quarterly basis. Groundwork will provide one narrative and data report and attend one meeting during this period to feedback on the provision.

Summer (Term Time Only): April 2022– July 2022

Staff Time:	
Management	£572
Planning and Delivery	£5042
Reporting, Meetings and Marketing	£396
Mileage	£450
Resources	£1200

Total cost per event

£7660 plus VAT at the prevailing rate per year



Winter Provision

Groundwork proposes a winter (term time only) programme between September 2022– March 2023. The provision will consist of 26 weekly indoor sessions for young people between the ages 12-18 (up to 25 with additional needs). Each session will last 2 hours and will provide a gaming café experience. Young people will be able to take part in various gaming activities, including online gaming, board games, learning how to stay safe online, competitions and quizzes. Alongside the activities, youth workers will be on hand to provide and guidance and specialist providers will be invited to the club to run workshops and sessions on topics such as careers. Volunteering opportunities will be provided to older young people to run the café, where they will have the opportunity to undertake a food hygiene qualification and learn skills such as food preparation, cooking, budgeting and customer service.

Unless Covid-19 restrictions apply, the sessions will be held as a ‘drop in’ and young people will be able to engage as and when they choose. Registration forms will be completed on arrival and Groundwork will record the number of young people attending each session, alongside their postcode, in order to report this information back to MAYD on a quarterly basis. Groundwork will provide two narrative and data reports and attend two meetings during this period to feedback on the provision.

The provision requires an appropriate setting with access to good internet. Hall hire costs are not covered in this proposal. Ongoing maintenance and updating of games and equipment should be considered to ensure the sustainability of the project and are not included in this proposal.

Staff Time:	
Management	£2288
Planning and Delivery	£10436
Reporting, Meetings and Marketing	£1382
Mileage	£810
Resources	£700

Total cost for 6 events

£15616 plus VAT at the prevailing rate per year



Initial set up costs for gaming equipment

The following costs have been provided as a guide to how much it would cost to set up a gaming café. Costs vary per item and may change by the time of purchase.

Item	No. of items	Approx. Cost per item	Total
TV	2	200	400
Stand	2	200	400
Switch	1	300	300
Switch Controllers	2	60	120
PlayStation or Xbox	1	650	650
PlayStation or Xbox Controllers	4	40	160
Laptops	4	350	1400
Laptop bags	4	25	100
Switch games	10	50	500
Xbox or PlayStation games	10	50	500
Online memberships (yearly)	2	50	100
Additional technical equipment such as extension leads, mice or memory sticks	1	250	250
Various board games	1	120	120
Total			5000

For more information or to discuss the proposal further please contact:

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