





Invitation to Tender

CLIENT	Real Ideas	DATE	26 th April 2022
CONTRACT REFERENCE	Game Changer	Real Ideas contact	Louisa Luke 01752 395028 louisa.luke@realideas.org
DEADLINE FOR SUBMISSIONS	27 th May 2022		

Background

Game Changer is a £5.6 million project funded by The National Lottery Community Fund (TNLCF) and European Social Fund (ESF) which will run until March 2023 designed to support 1814 young people aged 15 to 24 who are NEET (not in employment/ education or training) or at risk of NEET across Cornwall and the Isles of Scilly.

It will support young people to overcome the challenges, sometimes complex, they face; understand their individual aptitudes, passions and interests; develop skills and experiences; build connectivity and networks, resulting in improved confidence, removal of previous barriers, increased skills levels and ultimately them progressing into work, apprenticeships or long-term learning/ training.

The programme is delivered by working with businesses, matching their needs and aspirations with the passions and skills of young people. From experiencing potential careers via sector-based work placements to challenge based learning sessions where young people can grow and express themselves openly and explore opportunities, young people on the programme will receive support tailored to their needs.

Game Changer aims to give young people the freedom to explore and view their future from a different perspective and experience a broad range of career opportunities. Real Ideas is leading Game Changer, with a partnership of five delivery organisations, all of whom will provide the opportunity for young people to achieve a brighter future for themselves and be part of an inclusive and growing Cornish economy.

Game Changer also provides young people with a means of expanding their qualifications and building foundation skills that enable them to progress including functional skills, sector specific skills and some transferable qualifications when appropriate that provide stronger paths into progression.







The offer: Provision of analysis of transferable skills demonstrated in video game play and coaching and career advice based on the results.

This invitation is a tendering opportunity for organisations to work within the digital or technology sectors to innovate and strategically work towards a step change within the sector by working with young people. They will create a range of interactions and opportunities for young people to explore the sector, identify and celebrate transferable skills, develop known skills required for these industries and support young people to explore pathways to employment and careers in the wider digital industries.

We would like to work with an organisation, who is able to specialise in skills identification and development, to work with young people who have an interest in gaming. We would like someone to analyse the skills displayed by people playing video games and reflect this back to them in a way that helps them to think about careers in the wider digital industries.

We want to work with an organisation that can bring sector representatives to question and answer sessions with young people so that they can think about their routes into employment.

Outcomes

- 2 x skills bootcamps for up to 20 people each delivered between now and March 2023
- 1-1 coaching support offered to those requiring it upon request (on the understanding this
 will be costed separately and will fall outside of costs of bootcamps)
- 100% participants will be offered chance to gain skills audit based on gaming skills
- 100% participants will be offered feedback and opportunity to develop based on action plan resulting from skills audit
- 100% participants will be offered chance to meet (online) with sector representatives to do Q&A
- 100% participants will receive recommendations for next steps.
- Bootcamp provider will work closely with Real Ideas team to ensure satisfactory reporting requirements for the contract are met
- Bootcamp provider will work closely with Real Ideas team to support onward progression for young people

Requirements of funding

Examples of how the resource might be utilised:

- Enabling the provider to resource smaller groups that enable young people eligible to participate.
- Support to re-design training to meet Game Changer learner needs.
- Provide contextual learning or engagement that supports individuals.
- Innovate delivery to make it more appropriate attractive/ increase engagement and retention of these specific learners.

This list is not exhaustive, but all provision must meet the eligibility requirements of ESF and TNLCF.







Payment Profile

For the provision of the above identified objectives, based on results achieved, this commission is for up to the value of £10,000 to allow the successful tenderer to operate from June 2022 to March 2023. Delivery dates to be negotiated upon successful award of contract and would be expected to work with a cohort of approximately 40 eligible young people for this contract value.

Applications will be assessed on a value for money and quality basis. There may be further opportunities to extend or repeat provision subject to funding and performance.

Payments will be made according to negotiated payment schedule agreed with successful contractor.

Providers will be required to supply the following as part of their invoice:

- Copies of all third party invoices and defrayal evidence of those invoices
- Participant cost receipts accompanied, where required, with project specific documents.

Requirements

As this is an ESF/TNLCF funded programme, the provision of the training programme held within this contract will need to be run in compliance with Funder's guidelines and delivery is therefore subject to robust quality assurance and compliance monitoring processes.

The chosen organisation will be required to deliver the following provision:

- Deliver pre-employment or pre-training support to participants.
- Action plans must be reviewed a minimum of every 4 weeks with written reviews.
- Provision must support participants to progress into employment, apprenticeship, education or training on completion.

Delivery Specifications

The successful tenderer will be expected to:

- Provide evidence of having previously successfully delivered comparable offers to a similar client group.
- Provide a budget breakdown clearly showing the spend allocation for each aspect of delivery.
- Undertake engagement meetings with participants, to establish progression pathway within the sector.
- Have a staffing structure that enables individuals to be supported and inputted to the Game Changer participant tracking system
- Provide evidence of previous retention, achievements and success rates for a similar cohort.
- Manage individual participant records that comply with the Game Changer's contract requirements
- Partake in monthly reviews
- Understand and comply with ESF and TNLCF requirements for eligible spend.







Timeline for delivering the work

Timeline requirements	Date	
Final queries to be received by	5pm 24 th May 2022	
Applications for submissions deadline	12pm 27 th May 2022	
Evaluation of tenders using award criteria	WE 10 th June 2022	
Stand still period	WE 1 st July 2022	
Contract awarded to winning tender	13 th June 2022	
Contract commences	4 th July 2022	
Evidence to be audited and signed off	Every 3-4 weeks	
Contract end date	March 2023	

Selection criteria

Primary factors that the panel will use as decision making tools will be value for money, added value, previous experience and ability to deliver excellence.

Responding to this Invitation to Tender

Please email you submission to Louisa Luke, Contract Manager for the Game Changer programme, on louisa.luke@realideas.org

Submission deadline 12pm - 27th May 2022.

For an informal conversation about this opportunity please contact Ed Hart, Programme Lead on 07967 830540 or email edward.hart@realideas.org