

Invitation to Tender

CLIENT	Real Ideas Organisation	DATE	8 th January 2019
CONTRACT REFERENCE	Game Changer	RIO contact	Louisa Luke 01752 395028 louisa.luke@realideas.org
DEADLINE FOR SUBMISSIONS	5pm on Monday 11 th February, 2019		

Background

Game Changer is a £3.1 million project funded by the Big Lottery Fund and European Social Fund (ESF) which will run until November 2019 designed to support 1035 young people aged 15 to 24 across Cornwall and the Isles of Scilly.

It will support young people to overcome the complex challenges they face; understand their individual aptitudes, passions and interests; develop skills and experiences; build connectivity and networks, resulting in at least 55% of them moving into work or long-term learning.

The programme will be 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. RIO is leading Game Changer, with a partnership of 9 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 via acquiring Functional Skills, Arts Awards and SEQs. All of which will provide stronger paths into progression.

The offer: Provision of Functional Skills

This invitation is a tendering opportunity for training providers to deliver Functional Skills Maths and English to young people (YP) living in Cornwall, aged 16-24, who are at risk of becoming NEET or who are NEET up to Level 2. The aim of the provision is for participants to obtain an accredited qualification up to Level 2. Young people who have no prior L2 qualification are entitled to funded support from SFA to achieve basic skills qualifications. The expectation is that the applicant would draw down the relevant/ appropriate main stream funding. The Game Changer resources are to

provide additionality to ensure YP can access and achieve. This resource is not a replacement for mainstream funding.

Examples of how the resource might be utilised:

- Enabling the provider to resource smaller groups/ one to one sessions that enable YP eligible to participate
- To provide courses/ training in more rural locations for eligible participants.
- Provide additional basic skills mentoring for eligible participants.
- To provide dyslexia support/ learning aids and support for particular barriers of eligible participants (beyond any additional learning support from mainstream)
- Provide immediate access to dyslexia assessment
- Support to re-design training to meet Game Changer learner needs
- Enable an eligible participant through support to join existing groups of learners to achieve basic skills qualifications
- Enable a participant to demonstrate improvement in basic skills to build confidence

There is an expectation the provider draws down any mainstream learner/ learning support resources appropriate to individual and utilises this contract to provide additionality only.

Payment profile

Start on programme £275 per young person

Achievement of Basic Skills unit/ qualification £225 or

Evidence of improvement of basic skills after 12 weeks £225 per young person

Progression to education/ employment further training £125 per young person

Maximum contract value £55,000

Depending on the chosen tenderer's overall performance and subject to the project's requirements, this contract may be extended beyond November 2019. Any time and financial extensions would be reviewed in line with the overall programme's performance.

Requirements

As this is an ESF and Big Lottery resourced programme, the provision of Functional Skills will need to be run in compliance with funders guidelines and delivery is therefore subject to robust quality assurance and compliance monitoring processes

As a result, all prospective tenderers must be able to demonstrate the following:

- They have the capacity and staffing structure to deliver the required volumes.
- They have an understanding of and comply with the requirements of both the funding agents, Ofsted and awarding bodies, providing evidence of how their quality systems meet these requirements.
- Can meet ESF/ BIG lottery requirements

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

- Sign up 70 eligible participants to the Game Changer programme (participants may already be enrolled on full or part-time funded courses but need additional support as at risk of disengaging or becoming NEET).
- To work with 30 pre-identified Game Changer participants in need of Basic Skills
- Deliver Functional Skills Maths & English to 100 participants, achieving accredited qualifications/ units up to level 2.
- Support 65% participants to progress into further education, training or employment.
- Provide additional support to the 100 participants to maximise engagement, achievement and progression.

Delivery Specifications

Functional Skills suppliers are required to ensure they deliver programmes that are in compliance with the awarding body requirements including Maths and English qualifications. In turn they will be expected to meet Ofsted Grade1/Grade 2 quality standards as specified in the Common Inspection Framework through (in order of preference): Ofsted inspections or externally moderated Self-Assessment Reports or External Verification reports from awarding bodies. Providers must also be registered on the SFA Register of Training Organisations and have Direct Claim Status with the relevant awarding body.

The successful tenderer will be expected to:

- Have the ability to access mainstream SFA/ ESF resources.
- Provide evidence of having previously successfully delivered Functional Skills on a commensurate scale
- Undertake initial engagement meetings with participants, which will include the completion of Game Changer sign up paperwork and diagnostic assessments
- Provide participants with high quality learning throughout the duration of their programme
 - demonstrating this through planned hours
 - English and Maths assessments and requirements
 - Personal and social development
 - Progression support
- 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 either at or above national benchmarks, for all learners
- Be able to provide evidence of maintaining retention, achievements and success rates either at or above national benchmarks.
- Manage individual participant records that comply with the Game Changer's contract requirements
- Partake in monthly reviews
- Support young people where appropriate to access the wider Game Changer programme.

Timeline

Date	Timeline requirements
11 th February 2019	Deadline submission
w/c 18th Feb contract award	Contract Awarded to winner tender
Start 1 st March	Contract starts
Monday 14 th October 2019	All evidence to be submitted to RIO
Monday 14 th October – Friday 30 th November 2019	Evidence to be audited and signed off
Friday 30 th November 2019	Contract end date

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 maintain standards.

Responding to this Invitation to Tender

Please email your submission to Louisa Luke, Contract Manager for the Game Changer programme, on louisa.luke@realideas.org – **deadline for submissions is 9am Monday 11th February 2019.**

For an informal conversation about this opportunity please contact Kate Reed, Head of Employability & Pathways on 01752 395028 or email kate.reed@realideas.org

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