

Our Impact

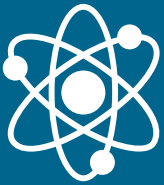
August 2015 - July 2016

CONSTRUCTIVE DISRUPTION

NEW CLIENTS THIS YEAR INCLUDE:



SOME OF THE PROBLEMS WE'VE SOLVED THIS YEAR:



How can we provide young people with opportunities to learn more about the importance of the digital sector and connect with industry professionals, for their own personal skills development and to raise aspiration for careers in the growing sector?



How can we work with an international body to support schools around the world to embed social enterprise activity in their curriculum?



How can we help schools to engage with the anniversary of an important historic event in a meaningful way that enriches a wide range of curriculum areas and connects them to high profile activity in their community?



How can education settings ensure arts and cultural subjects are embedded in their curriculum to provide a rich and well-rounded education for all students?



How do we transform a redundant building into a thriving digital hub – to develop skills, create jobs, raise aspiration, retain talent and democratize technology?



How can education settings best use their new found independence to take control of their own financial sustainability, be better connected in their communities and provide more opportunities for their young people?



How can we support staff in a public sector organisation to adapt to new ways of working, including promoting paid for products and services



How do we help long term (12 months or more) unemployed young people in Cornwall find a route back into education or employment?

TANGIBILITY



We have generated at least

£321,350

of new socially enterprising turnover through direct activity with organisations we support.



£38,610

in income (approx) was generated by SEQ learners 'doing social enterprise for real'.



We have supported the creation of

7

new enterprises / business units



9

new jobs created in RIO and **1** job created in an organisation we have supported.



2,174

hours of volunteer time logged.

INDIVIDUAL EMPOWERMENT



95

people in need have entered work as a result of our direct support



1,151

young people engaged in real and purposeful or creative learning



282

adults have been supported in real and purposeful learning by RIO.



63

people have achieved a formally accredited training course.



99

learners have achieved the Social Enterprise Qualification (SEQ).



91

people have engaged with community or voluntary activity.

COLLECTIVE EMPOWERMENT

12

organisations were supported to deliver SEQ

RIO has engaged

105

organisations in real and purposeful learning.

286

teachers / social enterprise leaders have worked with RIO

RIO has supported

102

organisations to grow and develop.

142

schools have worked with RIO

FUN

99%

of people enjoyed working with us quite a lot or very much.



99%

of people gained satisfaction from learning new skills quite a lot or very much.

97%

of people were inspired by working with us



87%

of people learned about themselves / developed personally quite a lot or very much.

Based on 460 pieces of independent feedback from clients.

HOLISM

We need in-depth research into the stacking and longitudinal effect of our work:

- in specific locations e.g. Devonport & Liskeard
- with key organisations e.g. Victoria Park Primary Academy, Plymstock School
- with individuals e.g. young people we have engaged with and helped through to independence

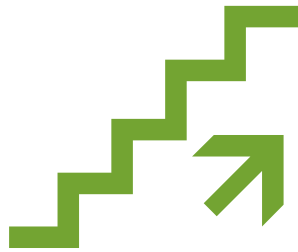
We will do our own research AND we want to work with local universities in a research partnership.

RIO's 10th birthday is a great opportunity to re-connect with people we have worked with over the last decade and explore with them what impact our work has had.

OUR ENTERPRISES



Devonport Guildhall
and Column



HOSTED
624
CORPORATE
EVENTS

CLIMBED
7,344
STEPS
TO OPEN & CLOSE
DEVONPORT COLUMN

SERVED
8,284
CUPS
OF TEA / COFFEE
AT FUNCTIONS & EVENTS

GAVE
7
COUPLES
THE WEDDING
OF THEIR
DREAMS

SERVED
9,360
CUPS OF
DEVON COFFEE

SOLD
19,253
LOAVES
OF BREAD

BUTTERED AND FILLED
4,104
ROLLS

