

Application process opens 12 April



Made By Sport Clubs in Crisis Fund

Guidance to required outcomes

Whilst the Fund will award unrestricted grants for any type of expenditure, we can only fund voluntary sector organisations or sports clubs which intentionally use sport or any physical activity to deliver one or more of the following social outcomes for children and young people age 5-25. Uou will need to describe how you achieve the outcome/s in your application.

- Developing Life Skills
- Improving Mental Health
- Reducing Crime and Anti-Social Behaviour
- Developing Employability Skills
- Building Stronger Communities

Developing Life Skills

We will support projects and organisations which develop the soft skills that will ultimately improve the life chances of young people, specifically projects which work towards any of the six key areas of life skills development identified by the WHO:

- 1) Communication and interpersonal skills.
- 2) Decision-making and problem solving.
- 3) Creative thinking and critical thinking.
- 4) Self-awareness and empathy.
- 5) Assertiveness and self-control.
- 6) Resilience.

Improving Mental Health

We will support projects and organisations which promote positive mental health through physical activity, which:

- Achieve increased confidence and resilience.
- Encourage positive social interaction.
- Specifically address mental health issues such as depression, anxiety or ADHD.
- Focus on general wellbeing and wellness.

Reducing Crime and Anti-Social Behaviour

We will support projects and organisations which reduce crime and anti-social behaviour, either through providing diversionary activities at key times, or through modifying and promoting positive behaviour.

Developing Employability Skills

We will support projects and organisations which either develop employability skills or those which provide actual pathways to employment. To differentiate projects working towards this outcome from projects working towards the general soft skills outcome, we will prioritise projects working towards one of the following three outcomes, for young people aged 16 and above:

- 1) Communication and interpersonal skills, including working well with others.
- 2) Reliability and dependability, including meeting deadlines and turning up on time.
- 3) The ability and willingness to learn new skills, whether job-specific or more general.

In terms of specific pathways to employment, we will include funding for volunteer pathways and qualifications in sport.

Building Stronger Communities

We will support projects and organisations which build and rebuild communities, for example:

- Those which encourage integration or bridge divides between groups of people.
- Those providing opportunities for vulnerable or marginalised groups.

... examples of groups meeting outcome themes

Developing Life Skills

Greenhouse Sports uses inspirational sports coaching and mentoring to engage young people and improve their life chances. They partner with schools to provide opportunities for young people who may be disengaged, vulnerable or facing disadvantage to develop the social, thinking, emotional and physical skills that help them thrive.

Improving Mental Health

Westport is a charity in the West of England which runs various projects using sport to improve mental health. Bristol Active Life Project works in partnership with people who experience Severe and Enduring Mental illness (SMI) by enabling them to improve their own health and wellbeing through taking part in sport and exercise opportunities in the local community.

Reducing Crime and Anti-Social Behaviour

TSA Projects, based in Birmingham, deliver programmes in partnership with charities to engage with hard-to-reach young people. They provide a positive space for young people to communicate safely about potentially dangerous situations, and encourage a range of activities, including sport-based programmes, to support their personal development, safety, confidence to ensure they stay away from criminal activity.

Developing Employability Skills

The Blair Project is a karting activity project in Manchester that develops employability opportunities and Science, Technology, Engineering and Maths (STEM) skills for young people aged 15-18 by designing and 3D printing karts they then race.

Building Stronger Communities

Boost & Bears is a Glasgow based organisation that started life aiming to get young people off their screens and exercising through hiking. Now the project focuses on bringing together people from all parts of the BME community to go on likeminded adventures, exploring and promoting Scotland's natural landscape.