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Ní Saol go Foghlaim

Interim **Report**

2021

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March '22

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Executive Summary

Executive summary

Despite the Covid-19 pandemic, positive progress was made in the Creative Ireland programme. Some highlights include:

In 2022, we will continue to build on the success of the programme, focusing on the following key areas:

2022

2021

Conducting a needs analysis which collated responses from 88 participants across 19 counties

96 educators trained from 52 organisations, spanning 18 counties

34 projects from 11 organisations submitted to Creative Tech Fest 2021

Training to be delivered to 140 educators, with a focus on filling any geographical gaps

Establishing the Youth Voices Network to ensure Kinia's kits and training meet the needs of young people

Developing creative technology accreditation for young people in the formal and non-formal education sector

About Kinia

Kinia is an education focused non-profit charity and social enterprise. We aim to ensure future-focused skills and learning opportunities are available for all children and young people. Kinia strives to build the foundations that support diversity and inclusion to become key pillars in a society where every child has the vision to set their dreams and the pathway to achieve them.

In 2021, across all of Kinia's projects, we were able to reach:

4,300

Educators

1,723

Organisations

388

Training Sessions

450+

Hours of extra support to educators

**60,000+**

Impacted young people

The Creative Technologies Programme

Through the support of Creative Ireland, the Kinia's Creative Technologies project supports the training of staff and volunteers working with young people in a number of different technologies. These include: robotics, animation, coding, mobile filmmaking, sound production, visual design, augmented/virtual reality and makerspaces. It's about supporting interest in future technologies and skills development for young people in out-of-school settings and equipping their adult mentors with the skills and tools to facilitate this learning.

Clár Éire Ildánach
*Creative Ireland*
Programme
2017—2022

CI

2021 Impact Numbers

96 — **People trained**
(80 target)

18 — Training participants
from **18 counties**
(15 target)

Ulster: 8 participants
Munster: 37 participants
Leinster: 33 participants
Connacht: 18 participants

52 — **Organisations**
completed training

14 — **Training courses**
delivered

4 x STEAM
2 x Computer science
6 x Mobile filmmaking
2 x Podcasting

88 — **People participated** in needs
analysis, **from 19 counties**
(15 counties target)

4 — **Training courses developed**

STEAM circuits and maker activities
Video production through mobile filmmaking
Audio production through podcasting
Computer science using to BBC Microbit

34 — Projects submitted to
Creative Tech Fest 2021
(15 target)

11 — Organisations entered projects
for Creative Tech Fest 2021

Programme Timeline

Phase 1: Creative Technology Roadmap

January to June 2021

Needs Analysis
Listening
Initial Engagement

July

Training Delivery
Monthly Awards
Winner
Strategy Support
Online Network

September

Training Delivery
Monthly Awards
Strategy Support
CTF Preparations

28th of October

Workshops
Award Ceremony
Virtual Exhibition

June

Call to action
Training Kick Off
Support Sessions
Monthly Awards

July

Scoping
Accreditation

August/September

Curriculum Mapping

October

Launch of Creative
Ireland Phase 1
Programme Impact

November to December

Round 2 Training:
- Digital Creativity
- STEAM
- Computer Science

Key Focus Areas in 2021

Needs Analysis

In February 2021 an extensive needs analysis began, to capture the current use and aspirations for creative technology work in a variety of youth settings across the country. **88 respondents from 19 counties contributed to the research**. Each respondent works to support young people who may be marginalised, disadvantaged or vulnerable.

These professionals were contacted through local CYPSC coordinators and through ETB Local Creative Youth Partnership and Youth officers. This was instrumental in ensuring there was a wide response from a range of youth settings throughout the country.

Five key findings were identified:

1. Youth setting providers at all levels require an awareness of the opportunities that exist in using creative technology to reach educational outcomes.

2. Staff and volunteers in youth settings require ongoing resources and support to provide creative technology opportunities that evolve with the needs of the young people with whom they work.

3. There should be a clear developmental and career pathway that recognises how all young people can create and innovate using technology.

4. A localised approach is needed to develop community partnerships and expertise, in order to evolve the use of technology within youth settings.

5. There is a need to connect the potential of technology to deliver cross-departmental strategic outcomes for young people.

Educator Training

The training for this project is at an introductory level and designed to serve as a starting point for participants in whatever discipline they wish to engage in. Training began in late July 2021, with the first round of training intended to support and train staff so they in turn could encourage the young people they work with to prepare projects for the 2021 Creative Tech Fest.

7

**Training groups in July/
August/September 2021**

52

Participants

Positive feedback form participants:

"The facilitator was very passionate."

"As you were taught each step, you were given time to practice this and there was a space to ask questions. No question was a silly question."
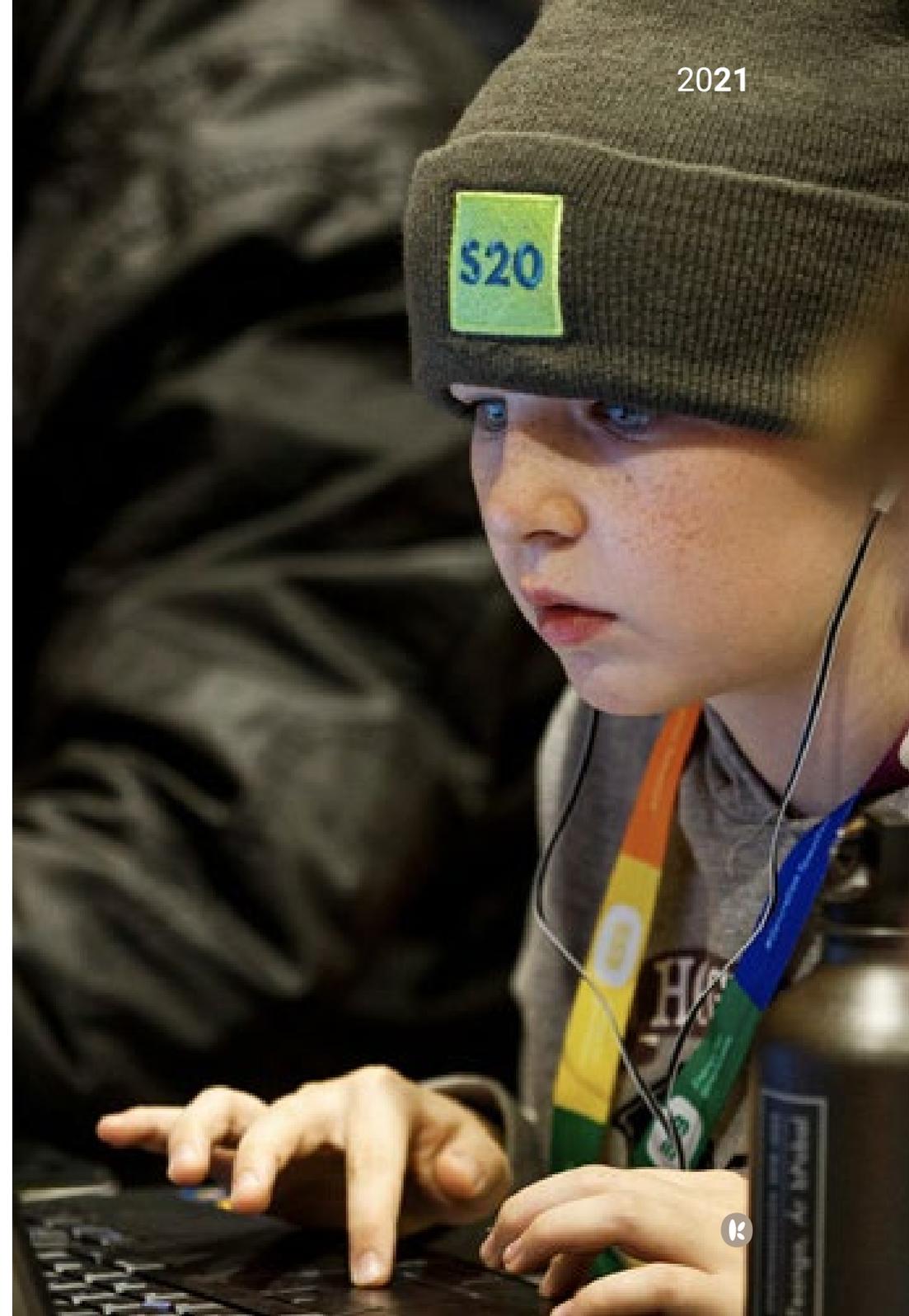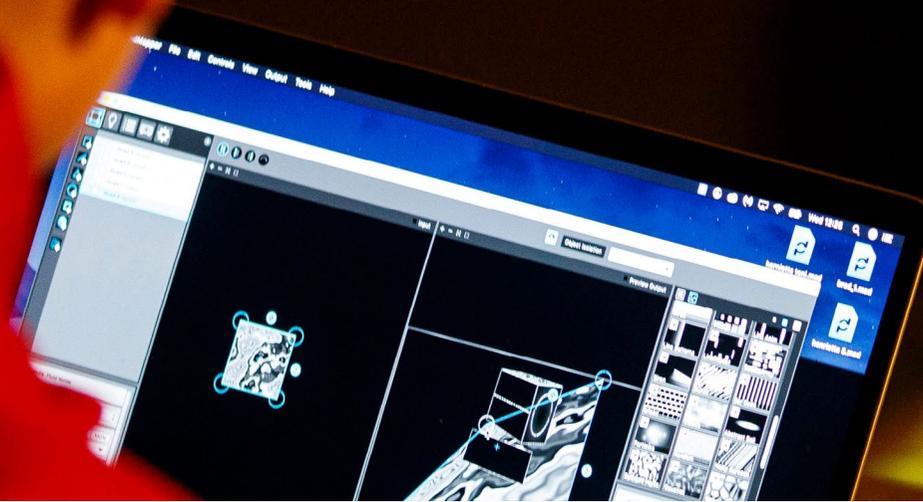
A second round of training commenced in November 2021. The aim of this training was to introduce new people and organisations to the Kinia network and the possibilities of using technology as a creative tool in their work with young people.

Training on the Creative Technologies Programme has so far been through four key courses:

7

Training groups in November/December 2021

44

Participants

Positive feedback form participants:

"Great training and support is excellent.

"Knowledgeable and friendly facilitator who had a positive attitude throughout the course.

— **Digital Creativity**
An introduction to Video Production (Mobile Filmmaking)
An introduction to Audio Production (Podcasting)

— **STEAM - Introduction to STEAM and maker (Circuits and Maker activities)**

— **Computer Science - An introduction to the BBC Microbot (Coding & Computational Thinking)**

All training to date has been delivered online to comply with variable Covid restrictions and enable a wide geographical reach. Each course follows the same format. There are two sessions, with a break of a week between them. The training sessions are two hours long and participants are given some work to do in the week between sessions to practice the skills and knowledge they pick up. This helps to identify strengths and potential pitfalls, encourages peer learning and sharing of ideas, and helps the Kinia facilitator to troubleshoot problems encountered.

The feedback from the training was hugely positive. In post-training evaluation:

96%

of participants rated the course as a four or five out of five with an average score of 4.68/5.

100%

**of participants said they would recommend that course for other colleagues.**

Post training survey analysis

■ 1 out 5   ■ 2 out 5   ■ 3 out 5   ■ 4 out 5   ■ 5 out 5

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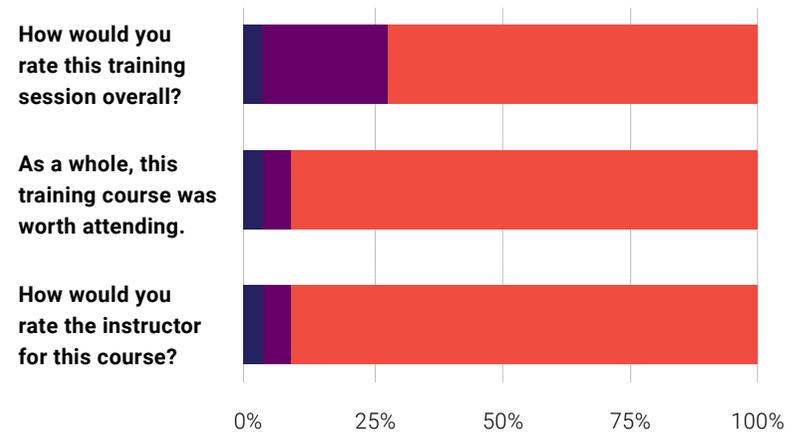
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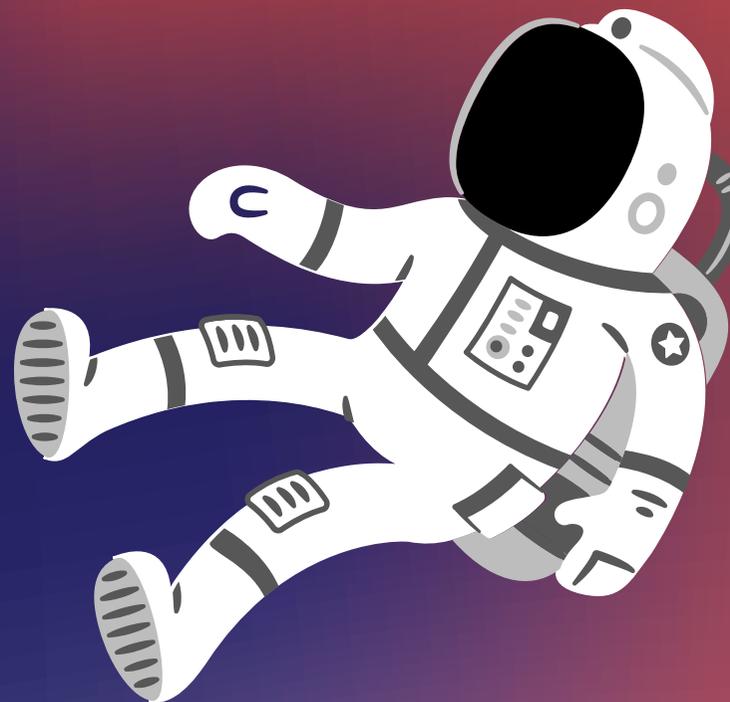
Partner party

In the lead up to Creative Tech Fest 2021, we hosted the Creative Tech Fest Partner Party. This was an opportunity to give key stakeholders a glimpse of Kinia's work, the people and projects we are involved with, and to highlight how our stakeholders' involvement has positively impacted the lives of thousands of young people.

As well as videos from previous Creative Tech Fests, and an introduction from Kinia CEO Marianne Checkley and Events Coordinator Séamus Ó Fátharta, we hosted two panel discussions. These were expertly chaired by Creative Ireland Director Tania Banotti. Tania facilitated a panel discussion between a number of youth workers, and another between previous Creative Tech Fest winners. Both panels highlighted the positive impact of the programme on both educators and young people.

A big thank you to Tania for kindly giving her time, energy, and enthusiasm to the Partner Party.

Kinia Talks

In the two weeks leading up to the live Creative Tech Fest Awards, Kinia hosted a number of talks, broadcast live on Youtube. For each talk, we spoke with a panel of professionals about their area of work, and their career path. The theme of each talk was around overcoming challenges and barriers in your life, and nonlinear routes that many people take in order to get to where they want in their careers. With this focus, we aimed to expose young people to the variety of different careers that are available, and highlight the many ways people can work towards their career they want.

The Kinia Talks are available on Kinia's YouTube channel here.

Creative Tech Fest Live Awards

On October 28th we hosted the live Creative Tech Fest Awards. Due to Covid levels, this was a hybrid event with a select number of young people and educators in the Guinness Enterprise Centre, and many more calling into the event online.

During the day, we highlighted a number of young people, groups, and projects that have been actively involved in creative technologies work. A number of awards were given for standout projects, young people and educators. The Kinia TechSpacer of the Year was awarded to Kuba Nowaczyk from Foróige Charleville UBU for his work on the 'VRÓige Test Pilots' project. Kuba and his group designed a series of models in virtual reality (VR) using a VR graphics app. Once they had designed the models, they used a 3D printer to make a real-life model of their project.

The recording of the event is here.

Back Riders

Oakfield Close Early Years Service

Staff from the Oakfield Close Childcare Centre participated in Mobile Filmmaking training in the summer of 2021. They worked with young people from their after-school group to develop a project for Creative Tech Fest. The group wanted to produce a video that showed their uniqueness through dancing. Using the skills they had learned from the filmmaking training, the staff helped the group make the video, showing them how to edit and add special effects and transitions. The project was entered for the Video Production award at Creative Tech Fest 2021.

See the 'Back Riders' project here.

Children of Castlemaine

Castlemaine Family Resource Centre, Co. Kerry

This project documented the measures taken by young people in Castlemaine to counteract the effects of the Covid-19 pandemic and their work on building a 'time capsule.' The time capsule is intended to show future generations what the reality of life during the pandemic was like. Staff completed mobile filmmaking training in the summer of 2021 and set about making this short documentary of the time capsule project with their young people. It was nominated for a Video Production award at Creative Tech Fest 2021.

See the 'Children of Castlemaine' project here.

Rock, Paper, Scissors

Foróige Corduff

This project used the skills gained in the Introduction to BBC Microbit training. Two of the youth workers at Foróige Corduff completed Computer Science training and the group received Microbit kits through the Creative Technologies The young people in Foróige Corduff then created a Rock, Paper, Scissors game that can be played using two Microbits. They created a series of projects using the Microbits which they entered for Creative Tech Fest 2021.

See the 'Rock, Paper, Scissors' project here.
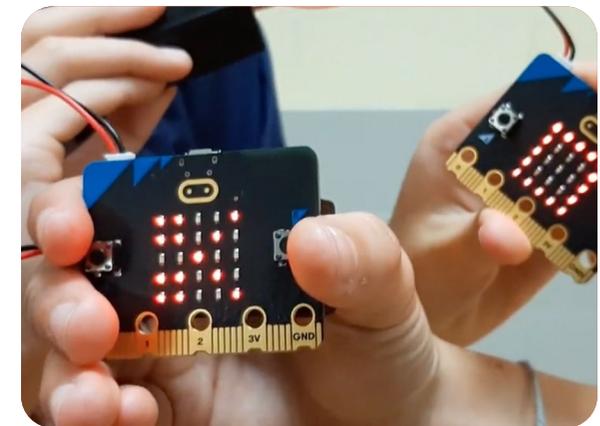
Castlemaine Family Resource Centre Video

Staff and young people at Castlemaine Family Resource Centre welcomed us to Co. Kerry to make a video of their experience in preparation for Creative Tech Fest 2021. A number of the staff and volunteers at the service joined the training at the recommendation of their Local Creative Youth Partnership and embraced the project wholeheart- edly. The enthusiasm for new possibilities through the use of technology was plain to see in both the young peo- ple and the staff that participated. This was something that was made possible through the Creative Technolo- gies project and they continue to be valuable contributors to the life of the project through the Kinia advisory group.

See Castlemaine Family Resource Centre video here.
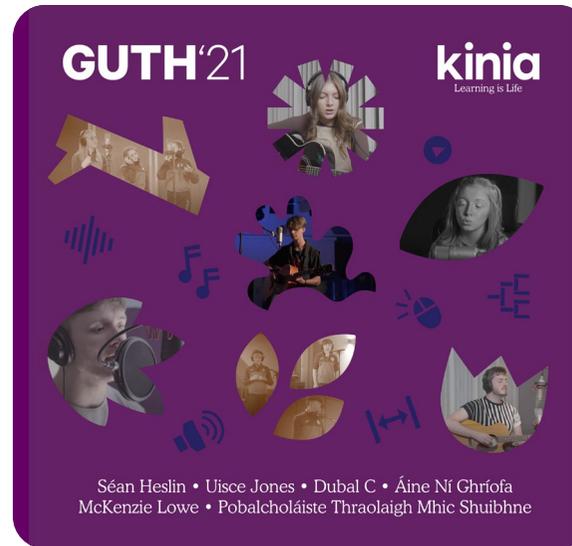
Album launch Guth'21

As part of Creative Tech Fest 2021, Kinia released Guth'21 - an album with six songs recorded with young people in the famous Windmill Lane studio in Dublin. The album was released on all major music platforms. The song can be found here.

A big thank you to Creative Ireland for expertly supporting the album launch, and continuing to seek opportunities for the young people involved to showcase their talent.

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Challenges

COVID-19

Pandemic restrictions have had two major effects on the project:

Where possible youth workers met young people in person across the country. This meant they have not been able to engage as many young people directly due to the limits on attendance indoors. To address this, Kinia's training emphasised activities that could be facilitated remotely with young people while also applicable in face-to-face group work.

The 2021 training for participants was delivered entirely online through video call and a small portion of self-directed learning. While feedback has been overwhelmingly positive, a number of participants said they would have preferred to do their training in-person. As facilitators, the Kinia team have found some aspects of the online training challenging. It is difficult to identify if anyone is struggling with the material, and to ensure engagement in the hands-on elements of the training. To counter this we are aiming to change our approach in 2022. This involves delivering in-person training while retaining the option of training online where this is preferable for participants. Spring training in 2022 will be offered online. For subsequent training, there will be online and in person options available.

Training Sign Ups

Sign-up for training has been consistently high in 2021. However, there were a significant number of people who registered for training, but failed to attend the training without explanation. This has been an issue when there has been a lower uptake for a particular course. Allowing for people who eaxcused themselves ahead of time, approximately 21% of all sign-ups registered for courses didn't attend. To address this a new booking system will be piloted for the Spring 2022 training which includes an agreement to specific terms and conditions and an automated reminder system.

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Looking ahead to 2022

Credentials and Accreditation

The development of micro-credentials to provide a progression route through defined creative technology skills is a priority for 2022. Building on the success of engagement of trainees and activation of technology activities in their organisations, the focus will be on using feedback from this network of educators and young people to shape a relevant and purposeful system of accreditation.

Online Resources

The Kinia Online Network is available to all training participants as a support network and source of material for use in activities with young people. In 2022, a range of resources (e.g. activity guides, lesson plans, video guides, etc.) that progress from the training courses will be designed and uploaded to the online resource. The purpose is to inspire those working with young people with new ideas and to help them create programmes that will engage and encourage young peoples' creativity through technology.

Youth Voice Network

Development of this network began in 2021 with a group of young people nominated by a core group of adult advisors for the Kinia network. In 2022, we will cast a wider net to engage more young people in this 'Youth Voice Network' to actively contribute to the development of the project. This will have an impact on the accreditation system and also on the type and focus of training delivered.

Creative Tech Fest 2022

Showcasing the work of young people and recognising their achievements is central to the Kinia approach. Following the successful engagement of organisations from the programme in Creative Tech Fest 2021, we will have a deeper engagement with Creative Tech Fest 2022 through projects entered and attendance of the event itself. New organisations will be encouraged to enter and previous entrants will be supported further in their efforts to be part of the awards in 2022.

Thank You

On behalf of all the Kinia team, the educators we work with, and the young people we aim to support, we want to take this opportunity to thank the Creative Ireland team for your continued interest, engagement and support on the programme, and Kinia's wider work. It is greatly appreciated by us all and we look forward to continuing to develop our partnership together.

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Creative Ireland Programme
2017–2022

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