



Creative Aftercare Communities –Research in Action

1. Introduction

Learning Hub Limerick are inviting tenders from individuals, companies or consortia to undertake formative and summative research over 16 months in collaboration with a dedicated project worker and young people participating in the programme.

2. Context

Learning Hub Limerick works in partnership with parents, education providers, statutory agencies and the wider Limerick community to provide a safe, welcoming and inspiring learning environment where children and young people can reach their true potential.

The Creative Aftercare Communities Project is an interagency collaboration hosted by Learning Hub Limerick and funded primarily through Creative Ireland's Youth Nurture Fund. The project works with young people (17 – 23 years) transitioning from Care or already in Aftercare, supporting them through a dedicated project worker, to identify and engage in creative opportunities. In particular the project will focus to ensure participation of young people in aftercare who are not in receipt of an aftercare allowance.

3. Project Description

The Creative Aftercare Communities project wishes to run a research-accompanied piece alongside direct work with young people over the lifetime of the project. The successful applicant will work directly with the Project Worker and young people engaged in the project to understand the impact the project has on the lives of project participants. The evaluation should have a mixed methods approach and look to creative forms of evaluation when engaging with project participants. The format of the final evaluation report also has the potential to be in the form of a creative medium developed in collaboration with the young people participating in the project. A more conventional parallel report will also be needed for future potential stakeholders.

While the primary objective of the Creative Aftercare Communities project is to support young people to pursue their creative interests, the project sponsors are interested in any secondary outcomes that emerge from their engagement (such as improved interaction with social worker, improved mood or wellbeing etc.).

The project will be establish a youth forum made up of interested project participants. The successful applicant will be expected to engage with this youth forum across the lifetime of the project.

Applications that place an emphasis on creative approaches to evaluation will be viewed favourably. For more guidance on this see the [Creative Youth Evaluation Guidelines](#) produced by Creative Ireland. Applications should be informed by these guidelines.

Appendix 1 highlights the salient project outputs and outcomes, as agreed with Creative Ireland, for the project as a whole.

4. Project Schedule

This research will take place over 16 months. It is envisioned that the successful applicant will need to engage with the Project Youth Worker and in person with young people on a relatively regular basis throughout the project. The successful applicant will agree the level and frequency of engagement with the project in collaboration with Learning Hub Limerick and the Project Steering Group.

5. Project Tasks:

- a. Underpin project with literature review of existing research relating to engagement with the arts/creativity and accompanying outcomes and a comparative socio-demographic profile of the target cohort (i.e. a snapshot of the care/aftercare population in Limerick);
- b. Engage regularly with Project Worker and young people in project;
- c. Design of consent form, with Project Worker, for young people participating in the research
- d. Design pre and post project evaluation approaches for young people;
- e. Capturing quantitative and qualitative information from key project stakeholders (participants, project worker, creative practitioners etc.)
- f. Mapping of project processes and learnings (to be integrated into final report)
- g. Production of project evaluation

6. Outputs

- a. Literature review and socio-demographic project report
- b. Consent forms
- c. Pre and post survey evaluation approaches participants
- d. Quantitative and qualitative information with key stakeholders
- e. Evaluation Report

7. Key Competencies

The successful candidate should have:

- Research skills, excellent resource writing skills (not just academic writing skills), and pedagogical skills;
- Experience and understanding of creative evaluation approaches;
- Experience and understanding of children in care and/or aftercare;
- Ability to facilitate and engage with young people;
- Excellent IT skills including knowledge around digital platforms that young people use.
- Knowledge and experience working through creative mediums

8. Instructions to Tenderers

8.1 Tender requirements

Please ensure that the tender application contains the following elements:

- Detailed budget and demonstrate value for money.
- Identification of any conflicts of interests.
- Previous relevant experience.
- Proposed timeline for carrying out the work across 16 months of project
- An outline of skills, qualifications, and experience in the area.
- Referee: contact details must be supplied for two referees that Learning Hub Limerick can contact who have engaged the applicant(s) for similar/ related work.
- All supporting material and documentation should be included in the proposal.
- Details of all subcontracted personnel brought onto the project.
- Evidence of insurance, tax compliance and company registration.
- Late proposals will not be considered.

8.2. Scoring

Applications will be scored along the following criteria:

- Proposed methodology (40%)
- Demonstrated examples of past experience with similar projects (25%)
- Demonstrated example which provide evidence of key competencies (25%)
- Demonstrated value for money (10%)

8.3 Confidentiality

All information supplied in connection with this RFT shall be regarded as confidential and by submitting an offer, the Tenderer agrees to be bound by the obligation to preserve the confidentiality of all such information.

8.4 Queries and Clarifications

All queries or clarification requests relating to this RFT must be submitted as per the submission details below. If relevant a response may be issued to all Tenderers.

9. Budget

The budget for the project is **€13,000 (incl. VAT)**

A payment schedule will be agreed prior to beginning the project.

10. Submissions

- Tenderers are to ensure that all necessary documents and information are submitted. Any incomplete tenders may be rejected and the decision will be final.
- All relevant documentation and queries to be submitted as detailed below. Costs must be quoted in Euro. Late submissions will not be considered.
- A maximum of three examples to support the application can be included in an additional pdf document. This may include copies of photographs/audio or visual documentation, press reviews, publications, catalogues etc.
- Shortlisting will apply. Short-listed tenderers will be asked to attend for an in-person interview on either **Monday 27th, Tuesday 28th or Wednesday 29th May** (tbc).
- Learning Hub Limerick does not bind itself to accept the lowest tender. It reserves the right to reject in whole or part any of all tenders received.

11. Queries and Deadline for Application:

Interested applicants are encouraged to contact the following for clarity regarding the project before applying: david.studer@tusla.ie.

Applications should be emailed to cein@learninghub.ie.

Deadline for receipt of applications is: **Monday 20th May @5.00pm.**

Appendix 1: Excerpt of salient project outputs and outcomes

Project Outputs

- Potential project participants will be facilitated, using the Lundy framework, to explore creative interests through one-to-one, group engagements and taster workshops. Project worker will use a strength-based approach in working with the participants, focusing on participants' strengths (including personal strengths and social and community networks). Appropriate tutors or creative partners will be identified to collaborate with the participants to meet their identified interests.
- Project worker will support interested participants to guide development of project and direction of the research. The format of this group and how it interacts with the Project Steering Group will be informed by the participants.
- Contracted researcher, with support from Project Worker, will engage with project participants to understand and accurately communicate impact project has across multiple life domains.
- Final project will be presented to key stakeholders with inputs from project worker, researcher and project participants.

Project Outcomes

- The project will engage with young people transitioning from Care and in Aftercare in the 17-23 year age cohort living in Limerick, with a particular focus on including young people who are not in receipt of an aftercare allowance.
- Participants will feel supported to expand on their own creative interests and possible ways of exploring these.
- Participants may explore creative outlets that may further education, employment, and/or wellbeing.
- The project will create social opportunities for participants with each other through group engagement with creative practitioners.
- The project will support the development of participants' soft-skills – such as self-advocacy.
- The project will inform Tusla and partner organisations' work towards using the arts and creative approaches as an alternative approach to engaging and working with young people.