

D2N2 Community Programme

Active Inclusion – Community Grant Module



Aims of the D2N2 Community Programme and the Active Inclusion Community Grant module

The aim of the D2N2 community programme is to extend the benefits of the D2N2 ESIF programme and add value to 'mainstream' delivery by promoting;

- locally distinctive and innovative activity in communities across D2N2
- social value and social innovation, excellence in equalities and environmental sustainability.

The Community Programme will be delivered through a 'modular' approach, in line with the themes of the D2N2 ESIF Strategy. The first 'module' is Active Inclusion, to be delivered through a delegated Active Inclusion Community Grant programme; which aims to;

- add value to the Big Lottery Fund's 'Building Better Opportunities' project,
- contribute towards the priorities identified in the D2N2 Social Inclusion Framework (July 2014)
- promote equal opportunities and active participation, and improving employability.

Active Inclusion Community Grants: Objectives

The 'social inclusion' call will seek applications to deliver delegated grant programmes in Derby, Derbyshire, Nottingham and Nottinghamshire that;

- support locally distinctive activity in communities
- extend the reach of social inclusion support to those who are disconnected from existing Government and 'mainstream' services.
- support early action before exclusion problems become entrenched,
- support small scale voluntary sector activity
- allow for flexibility in delivery according to local needs and opportunities,
- support smaller value activities than can be directly delivered through the mainstream application process
- support innovative activity within communities

People who will benefit from this programme are:

- Unemployed and inactive individuals that require dedicated support to move closer to the labour market

Active Inclusion Community Grants: Geography and Duration

The Active Inclusion Community Grant programme will have 4 geographic delivery areas. Grants are to be made available across each delivery area and schemes will run for no more than 3 years.

Active Inclusion Community Grants: Activities

To allow for local innovation, flexibility and responsiveness, the activity to be supported by grants will not be prescribed in the call document beyond that it should be eligible for support under ESF, seek to achieve the strategic aims of the ESIF strategy in relation to Investment Priority 1.4 'Active Inclusion' and contribute towards the output targets. However, strategically, the ESIF Committee would particularly wish to see activities that;

- support structured and coordinated volunteering to help beneficiaries progress towards economic activity.
- are designed to promote social inclusion whilst also tackling environmental issues such as environmental protection, waste recycling, energy efficiency, and renewable energy.
- Promote innovative delivery that responds to issues identified by communities

Possible activities could include:

- supporting opportunities to identify existing skills and interests;
- building confidence and effective communication skills;
- provision of effective information advice and guidance to enable participants to understand and develop their future learning
- work options and pathways; supporting participants to access other services (including statutory) where these would address wider barriers to employment

Active Inclusion Community Grants: Grant Range and Match Funding

To promote access to smaller communities and organisations, whilst retaining the scope to make larger grants to support more substantial communities, grant administrators should make delegated grants available of between £10,000 and £50,000.

It is not expected that delegated grants will cover 100% of activity costs and grant recipients will be expected to contribute towards the costs of the projects they wish to deliver. Delegated grant recipients therefore will be expected to provide 10% match funding, which could be drawn from in-kind / time contributions as well as cash.

Active Inclusion Community Grant: *Delivery Model*

Applicants can apply to administer the Active Inclusion Community Grant in one or more delivery area.

Responsibilities of the ESIF Applicant (grant administrator) to

- Receive, disburse, monitor and account for ESIF funding, ensuring compliance with ESIF requirements
- Market and administer an open, fair and demand-led delegated grant scheme
- Provide a 'cash and support' model whereby expertise, mentoring and "hand holding" support is provided as part of a package alongside a small grant.
- Provide 50% eligible match funding
- Liaise as appropriate with other providers of social inclusion support and other providers / projects within the D2N2 Community Programme to promote co-ordination of activity and 'pathways' for clients
- Periodically report progress and activity to a group within the D2N2 governance structures

Responsibilities of the Active Inclusion Community Grant Applicant / Recipient

- Operate ESIF compliant systems, particularly for monitoring and reporting on spend and outputs.
- Deliver innovative projects that respond to local needs and support individuals to move towards active inclusion in the labour market
- Support navigation of clients and referral into 'mainstream' programmes where necessary
- Make a 10% contribution towards project costs

Relationship with the Big Lottery Fund Building Better Opportunities Programme

Both the Building Better Opportunities Programme and the Active Inclusion Community Grant will be part funded by Investment Priority 1.4 of the European Social Fund. Therefore beneficiaries cannot participate in activities supported by both the Community Grant and the Building Better Opportunities programme and be counted as an output by both. Participants can however progress to an ESF Programme such as INSPIRE Local, SKILLS Local or EMPLOY Local that is not funded by Investment Priority 1.4. Applicants applying to administer Community Grants should describe how they will add value to BBO provision and how they will ensure that beneficiaries, particularly the hardest to reach, receive the most appropriate type of support.

Active Inclusion Community Grant: *Call and Contracting*

The programme will be procured through the ESF Managing Authority (DWP) open call process. It is anticipated that the call will be published in autumn 2016 and contracts issued late 2016 / early 2017 with delivery commencing after this point. The ESF funding allocation to support this activity is £1,500,000. **The European Social Fund can support up to 50% of eligible costs. Applicants will need to have eligible match funding for the balance of costs which must be from a source other than the European Union.** The intention is to award multiple contracts. Proposals should be: for a minimum of £100,000 ESF; deliver activities eligible for ESF, and be in line with the D2N2 LEP Commissioning Principles and Delivery Criteria.

Active Inclusion Community Grant: *Funding and Outputs*

Investment Priority 1.4	Delivery Area				TOTAL	
	Derby	Derbys	Nottm	Notts		
A - Economically inactive	32,200	110,800	65,200	110,000	318,200	
B – Unemployed	7,400	16,200	13,400	19,600	56,600	
C - Not looking for work	22,100	87,300	50,800	86,400	246,600	
TOTAL (A+B-C)	17,500	39,700	27,800	43,200	128,200	
%	14%	31%	22%	34%		
As above TOTAL ESF Funding	£204,758	£464,509	£325,273	£505,460	£1,500,000	
Output Targets						
O1	Total Number of Participants	200	454	318	494	1465
- Male	Total Number of Participants	106	240	168	262	777
-Female	Total Number of Participants	94	213	149	232	689
CO1	Unemployed, inc. Long Term Unemp.	108	245	172	267	791
CO3	Inactive	78	177	124	193	571
O4	Participants over 50 years of age*	30	117	30	116	293
O5	Participants from Ethnic Minorities*	36	14	72	25	147
CO16	Participants with disabilities*	47	160	56	161	425

n.b. statistics from ONS Annual Population Survey 2014-2015 via NOMIS
(*% by census profile)