



## MIND MATTERS CHARITY PROJECT

### PROJECT GUIDE - SOFTWARE

3rd June-12th July

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#### Contents

1. Project Briefs & Outputs
2. Project Delivery
3. Project Context

#### 1. PROJECT BRIEFS & OUTPUTS - SOFTWARE

Students will work in teams or on their own, to create a simple mobile app which can help people assess and manage their mental health. The app should contribute to the fundraising aim.

**Mental health mobile app.** You will create a simple app which allows users to assess their mental health over a time period, with links and ideas of ways to improve their wellbeing based on the responses. You will:

- Create and test ideas.
- Map out the process and functionality.

- Programme the app based on the specification.
- Test its operation and resolve issues.
- Demonstrate the app as part of the end of project event.

## WORK SKILLS DEVELOPMENT

This project will generate a wide range of work skills which employers value. Make sure learners add the experience to their CV and LinkedIn.

1. Project management
2. Working to a brief
3. Teamwork and working together
4. Leadership and team roles
5. Creativity
6. Adaptability
7. Problem solving and critical thinking
8. Time management
9. Marketing and promotion skills
10. Sector-specific skill development
11. Fundraising and finance management
12. Awareness of other sectors
13. Wellbeing and mental health awareness
14. Confidence and resilience
15. Citizenship

## 2. PROJECT DELIVERY - SOFTWARE

Week 1 3rd-7th June	Week 2 10th - 14th June	Project Hours & Registers
<p><b>Project Induction</b></p> <ol style="list-style-type: none"> <li>1. Student onboarding</li> <li>2. Introduction to the YoungMinds Mind Matters project and campaign: keynote, mental health and wellbeing.</li> <li>3. Project outcomes: public activities/events which inspire others to take action for mental health. <a href="#">Event Guide</a></li> <li>4. Fundraising intent, organisation and targets. <a href="#">Fundraising Guide</a></li> <li>5. Introduction to Software brief: how will this contribute to the overall project?</li> <li>6. Inspiration and ideas: use the <a href="#">Mind Matters website</a> to explore ideas and tips from industry professionals.</li> <li>7. Project management</li> <li>8. Formation of teams by year group.</li> <li>9. Teamworking - skills for successful collaboration.</li> <li>10. Team roles.</li> <li>11. Brief planning and outputs. Selection of target audience.</li> <li>12. Creating initial ideas.</li> <li>1. <b>Tracking EEP hours via non-qual registered sessions.</b></li> <li>13. Planning for next week.</li> </ol>	<p><b>Project Development 1</b></p> <p>Game ideas will be developed by the level-based studio teams encompassing:</p> <ol style="list-style-type: none"> <li>1. Goals for the week.</li> <li>2. Liaison with centre Project Management Team on overall project/event outputs.</li> <li>3. App planning and content.</li> <li>4. Project review - do the plans in progress meet the brief requirements and those of the overall project? Are they on schedule?</li> <li>5. <a href="#">Sustainable Futures Work Experience Day</a> - Tuesday 11th June 10:30-14:30. F4S, in partnership with WWF-UK is offering a free work insight opportunity for students aged 14 - 18. Students will experience different workplaces and will connect with role models who actively work to make their company more sustainable. The event also runs on 9th July.</li> <li>6. <b>Tracking EEP hours via non-qual registered sessions.</b></li> <li>7. Project revision and planning for next week.</li> </ol>	<p><b>Project Tracking</b></p> <p>A minimum of 6 hours of core programme GLH should be assigned to the project each week with a maximum of 12 hours. Projects must generate, or contribute to, 12 EEP hours over the project on top of core programme GLH.</p> <p>Self-directed activities can include additional project sessions; developing project work using centre resources or outside the centre; additional hours undertaken to bring the project to realisation; hours spent in fundraising; additional hours involved in the final activities/events; additional hours spent in reviewing the project.</p>

<p><b>Week 3</b> 17th-21st June</p>	<p><b>Week 4</b> 24th June - 28th June</p>	<p><b>Weeks 5-6</b> 1st July - 12th July</p>
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Project Development 2	Project Development 3	Project Realisation
<ol style="list-style-type: none"> <li>Goals for the week.</li> <li>Liaison with centre Project Management Team on overall event outputs.</li> <li>App planning and management.</li> <li>Development of app content.</li> <li>App programming.</li> <li>Fundraising planning.</li> <li>Project review - is the project on schedule?</li> <li><b>Tracking EEP hours via non-qual registered sessions.</b></li> </ol>	<ol style="list-style-type: none"> <li>Goals for the week.</li> <li>Liaison with centre Project Management Team on overall event outputs.</li> <li>Final app planning and management.</li> <li>Final app programming.</li> <li>Testing and UX.</li> <li>Bug fixing.</li> <li>Fundraising planning.</li> <li>Project review - is the event on schedule?</li> <li><b>Tracking EEP hours via non-qual registered sessions.</b></li> </ol>	<ol style="list-style-type: none"> <li>Liaison with centre Project Management Team on overall event.</li> <li>Final testing.</li> <li>Demonstration/showcasing of app.</li> <li>Review of activities.</li> <li>Fundraising implementation.</li> <li>Please use social media to publicise your work by tagging @youngminds and they will like and respond to your posts to increase your reach and impact.</li> <li><a href="#">Discover Technology</a> 5 day WEX Dates: 07/07/2024 -12/07/2024 Timings: 10:00 - 15:00 Application deadline: 17/06/2024 An insight into what it's like to work in the global tech sector. During the five-day virtual programme, students will experience the unique world of technology, gain employability skills relevant to careers of the future, explore real-life business challenges and help be part of the solution. You will also be working on individual project work accredited by the Skills Builder Partnership, giving you the chance to put everything you've learned into action. This will be a great addition to your CV! To support you on your projects, professional TCS mentors will be available to give you feedback and support.</li> <li><a href="#">Sustainable Futures Work Experience Day</a> - Tuesday 9th July 10:30-14:30. A repeat of the event held on 11th June.</li> <li><b>Tracking EEP hours via non-qual registered sessions.</b></li> <li>Student project review via <a href="#">Google Form</a>.</li> <li>Staff project review via <a href="#">Google Form</a>.</li> </ol>



## 3. PROJECT CONTEXT

### 3.1 ABOUT

Mind Matters is a charity project in partnership with Young Minds which is designed to empower people to be active in mental wellbeing and in the awareness of mental health in others.

This is a collaborative project allowing students to work in teams and across pathways. Mental health was chosen by students in a survey at the beginning of the year as a key charitable area they would like to support.

The project will start on Monday 3rd June and run to Friday 12th July.

[> Project FAQs](#)

### 3.2 PROJECT OUTCOMES

Each campus project must lead to themed public activity/event which involves the community and inspires others to take action for mental health. These will need to be defined and clearly articulated at the start of the project so that all pathways and students are working to a common goal. Each project will require:

1. An overarching project theme which can be articulated and promoted as a brand.
2. A clear understanding of the contribution of each pathway and how these will be expressed through the public-facing activities.
3. A clear plan for public activities/events (Trello board or similar)
4. A marketing and promotion strategy for the public activities/events.
5. A health and safety and risk assessment of the public activities/events.
6. A budget for printing/display of student work and other event requirements. Allocated budget is primarily for supporting realisation and exhibition/showcasing of student work.
7. A short project review and impact assessment.

### 3.3 PATHWAY OUTCOMES/OUTPUTS

Software students will create a mobile app for demonstration at the overall project's public activities/events.

### 3.4 PROJECT MANAGEMENT

Each campus will need to clearly define the intent, implementation and impact of its overall project/campaign:

1. **Intent:** what are the overall aims and how will these meet the aims of the Mind Matters project?
2. **Implementation:** managing and coordinating the outputs from the pathways (Music, Games, Media, Esports & Software), making sure these contribute to the overall campaign/project and are reviewed and produced to schedule.

3. **Impact:** coordinating the outputs from each pathway into an activity/event which is promoted to a wider audience.

Each campus should create a **Project Management Team** which coordinates the project, its final outputs and the contributing **assets**. Ideally this should include members of staff and students. This team must set clear actions and timelines for the project based on national guides and review progress. They must ensure that each pathway takes responsibility for the planning and realisation of the end-of-project activities/events.

### 3.5 PATHWAY MANAGEMENT

Pathway Managers/Programme Leads are responsible for managing and coordinating studio projects across levels, making sure they meet the criteria of the project and of the final activity/event. They should report back to the Project Management Team on progress and outputs. They will also coordinate the input of mentors, where relevant.

### 3.6 FUNDRAISING

Each campus is expected to incorporate fundraising into its project. The aim is that the project not only raises awareness of mental health, but also raises money to support the charity in their work with young people.

- Fundraising should be organised by a student led team and coordinated via a Just Giving webpage.
- > [Fundraising Guide](#)

### 3.7 REGIONAL INPUT

Each campus is expected to invite and involve relevant local organisations and charities in the project to contribute to and enrich it. This might include talks, workshops and involvement in the end-of-project activity/event.

### 3.8 TIMELINE

1. **3rd-7th June** - project induction
2. **14th-21st June** - project development
3. **24th-28th June** - project development
4. **1st-12th July** - project realisation and end-of-project public activity/event

### 3.9 PROJECT HOURS

Each student must use the project, or other activities, to generate 12 Employability and Enrichment hours over the duration of the project.

- **These EEP hours must be tracked by non qual registered sessions.** These must be outside of timetabled GLH.

EEP hours can include:

- additional project sessions;
- developing project work using centre resources or outside the centre;
- additional hours undertaken to bring the project to realisation;
- Hours spent working on fundraising;
- additional hours involved in the final activities/events;
- additional hours spent in reviewing the project.
- EEP hours may also include work on other non-qualification activities and projects agreed with the learners.

### 3.10 PROJECT RESOURCES

The Mind Matters project is supported by a dedicated [website](#) with links to background project documents, resources, project briefs and educational and inspirational content relating to the project.

### 3.11 PROJECT REVIEW

At the end of the project all students must be instructed to complete a project review via this [form](#). This will help us to assess the impact of the project. Staff should complete this [review](#).