

Community Matters

Resource available under a licence agreement

Further funding required for an interactive media versions



Project Aims:

To educate a wide variety of age groups on the core values, behaviours and principles that support a cohesive community. These include all of The Equality Act 2010 protected characteristics and topic issues such as: anti-social behaviour, domestic violence, safeguarding vulnerable adults, health and wellbeing, caring for family or friends etc.

Project Description:

Through a delivery methodology that aims to include: an animation series for children, a physical board game resource for communities and an online virtual world, the project will deliver the learning more flexibly.

- Using the Community Matters characters we aim to create a series of animated stories, allowing children to recognise and embed basic core principles and values around acceptable behaviours and principles. Ideally these would also resonate with parents/adults.
- The board game resource will be used in communities by a variety of groups in order to raise/address local issues. Groups will be able to target specific topics whilst still covering the core equality and diversity elements we have in our society. Should groups want to expand their learning further the resource can be used to provide key underpinning knowledge to a range of Nationally recognised qualifications such as the NCFE Level 2 Award in Equality & Diversity.
- The virtual world aims to provide a learning resource that stimulates and engages people that may avoid traditional methods. Using online/mobile media devices learners will navigate through a simulated community, touching on positive and negative issues communities face. The resource also links players into other projects where they can then gain skills, knowledge and qualifications in specific themes/occupational areas.

Project Outcomes:

To provide communities, with the tools to raise, discuss and challenge a range of issues in a format that they feel safe with, in order to create positive attitudes and set clear social standards of behaviour across a range of topics.

Potential users:

Public Sector Services, Colleges, Voluntary and Community Organisations, other organisations with social aims outcomes.

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