

# YWCA CANBERRA CLUBHOUSE

## 2017 IMPACT REPORT

### PARTNER OR PERISH





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### **Acknowledgement of Country**

YWCA Canberra acknowledges and pays respect to the rights of Aboriginal and Torres Strait Islander peoples to own and control their cultures. YWCA Canberra recognises the need to respect and encourage the diversity of Aboriginal and Torres Strait Islander cultures, worldviews, lifestyles and customary laws.

# ABOUT YWCA CANBERRA

YWCA Canberra is a feminist, secular, not-for-profit organisation that has provided community services and represented women's issues in Canberra since 1929.

Through our national Member Association, YWCA Australia, we are part of the World YWCA network, which connects 125 countries across the globe.

We provide quality, innovative services for women, girls and families in the ACT and surrounding regions. We work in the areas of children's services, community development, housing, youth services, personal and professional training, women's leadership and advocacy.

As a membership-based, secular organisation, we encourage the participation of people of all cultures, beliefs and ages in our movement. Strengthened by diversity, we welcome members who are committed to recognising and celebrating the value of every human being.

## **Our vision**

Women shaping our communities.

## **Our purpose**

Empower women, young women and girls to achieve equality for all.



# FOREWORD

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Reflecting on the difference the YWCA Canberra Clubhouse makes to the lives of so many young people fills us with a deep sense of pride. This is a program that has grown phenomenally since it was launched in 2014, with the support of our cross-sector partners, volunteers, Tuggeranong schools, and our dedicated staff.

This has been another amazing year, with some big milestones achieved. We now have over 200 members, who have had access to cutting edge technology, industry mentors and an environment that fosters their creativity and independent learning almost every week of the year.

In March we held the inaugural Tech Time Workshops with support from ACT National Science Week Committee, which saw girls build their own robots using Lego Mindstorm EV3s and work together in teams to compete their creations on a series of challenges.

Participants learnt about robotics, engineering, and were mentored by young women from the Australian National University chapter of Robogals. In many ways, this program was a clear example of how the Clubhouse brings together partners, mentors and the community to foster building skills in young people to pursue careers in science, technology, engineering, arts and mathematics (STEAM).

This year also saw two new industry partners join us on the Clubhouse journey - we are very pleased to welcome Canberra Data Centres and Inspiring Australia to our community of partners. Their support in funding a refresh of our core Clubhouse equipment is key to ensuring our young members build industry standard skills.

Our members and qualified Youth Engagement Officers have worked closely to ensure the Clubhouse is a space that is accessible and welcoming to all young people in Tuggeranong, and inclusive of their individual needs.

YWCA Canberra has a long history of supporting young people in the Tuggeranong region, and this year the Clubhouse has leveraged our networks to ensure that the benefits of the program can reach as many young people as possible.

One great example of this was the Upcycling Program, held in partnership Calwell High School. Calwell identified several young people who were at risk of disengaging from education, and worked with the Clubhouse team to develop a program that focused on creatively repurposing old skateboard decks into new, usable items - a project that was suited to the interests of the group, and that had a foundation in design and engineering.

You can read more about the impressive outcomes from the upcycling project in these pages, but suffice it to say that we are really excited to see how these innovative programs are helping to make a real difference in the educational outcomes of young people in Tuggeranong.

As you read through these pages, you'll see highlights from our annual membership survey, which show that 65 per cent of our members think it's very likely that they will use the skills they have learned in the Clubhouse in their future careers. We are really proud to see how the Clubhouse is building the next generation of STEAM superstars in the ACT and beyond.

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The impact that the Clubhouse has on our members would not be possible without the generous support of our partners, members, and the broader community.

Our greatest ongoing challenge is to grow our cross-sector partnerships so that we can continue to deliver this critical program to young people in



**JUDE BURGER**  
PRESIDENT  
YWCA CANBERRA

Tuggeranong. Please get in touch with our team to discuss how you can get involved.

On behalf of YWCA Canberra and our Clubhouse members, thank you all for your ongoing support and contributions!



**FRANCES CRIMMINS**  
EXECUTIVE DIRECTOR  
YWCA CANBERRA



# THE CLUBHOUSE JOURNEY-----

The YWCA Canberra Clubhouse (the Clubhouse) was launched in 2014, providing over 200 Tuggeranong youth with access to science, technology, engineering, arts, and mathematics (STEAM) resources, skills, and experiences to help them succeed in their careers, contribute to their communities, and lead outstanding lives.

Our Clubhouse is part of the international network of Clubhouses, which was founded in Boston in 1993, and now stretches across 19 countries.

The Clubhouse model is unique in that it engages young people from a range of social, economic and cultural backgrounds, outside of the school setting. Clubhouses are operated by partner community organisations, who can provide young people with additional services and supports.

Unlike traditional educational spaces, young people work alongside adult mentors to create, invent, and explore their interests through industry standard technology. This experiential learning approach allows young people to become problem-solvers and critical thinkers, learn to work collaboratively with others, and gain a sense of ownership and of their own potential.

This approach is grounded in research from the fields of education, developmental and social psychology, cognitive science, and youth development. It builds on research on the role of affect and motivation in the learning process, the importance of social context, and the interplay between individual and community development. It leverages new technologies to support new types of learning experiences and engage

young people who have been alienated by traditional educational approaches.<sup>i</sup>

Youth educational disengagement, underemployment, and unemployment come at a cost to the ACT community, both socially and economically. In recent years, the youth unemployment rate in the ACT has been steadily growing, with 11.4 percent of 15-24 year olds unemployed at August 2015. This is more than double the overall unemployment rate for ACT (4.8 percent). One in four people who experience homelessness in the ACT, and one in three at risk of becoming homeless, are aged 12 to 24.<sup>ii</sup>

A key factor that further exacerbates this issue is the inability for at-risk young people and their families to keep up with the increasing need to provide access to technology and the internet to meet contemporary educational demands. It is clear that the digital economy will dictate a vastly different set of roles, skills and knowledge from workers, to those of the past.

A 2015 report from the Foundation for Young Australians revealed troubling findings for today's young people:

- 70% of young Australians are getting their first job in roles that will either look very different or not exist in the next 10-15 years
- Nearly 60% of students (70% in vocational education and training) are currently studying or training for occupations where two thirds of jobs will be automated

- More than 50% of jobs will require significant digital skills.<sup>iii</sup>

The ability to use and access computers and the internet is vital to schooling and education generally, as well as participating effectively in the economy and many aspects of modern society.<sup>iv</sup> Empirical research demonstrates that there is a growing and persistent digital divide between students of low and high socioeconomic backgrounds.<sup>v, vi</sup>

The Clubhouse plays a vital role in addressing the digital divide, in the suburb of Richardson, which has the highest number of people in the ACT (24%) who fall into the most disadvantaged 20% of all 15-64 year old Australians.<sup>vii</sup>

The Clubhouse theory of change is that the Clubhouse learning model empowers vulnerable young people to become more capable, creative, and confident learners, therefore increasing their likelihood to finish school, and pursue further studies or careers in STEAM.

Importantly, we can see this theory of change in action through the outcomes of our members. In this Impact Report, you will read stories from our members, showing the diversity of their skills and interests and the direct positive affect that the Clubhouse has had on their confidence, their knowledge and skills, and their connection to the community.

i. <http://www.computerclubhouse.org/model>

ii. Foundation for Young Australians, *The New Work Order: Ensuring Young Australians have skills and experience for the jobs of the future, not the past*, 2015, p.2. (<http://www.fya.org.au/wp-content/uploads/2015/08/fya-future-of-work-report-final-ir.pdf>)

iii. Sawa, Mark, 'More than a third of Canberra's homeless aged 25 or under', Canberra Times, 20 April 2015, [www.canberratimes.com.au/act-news/more-than-a-third-of-canberras-homeless-aged-25-or-under-20150418-1mnudb.html#ixzz3pLn8apOZ](http://www.canberratimes.com.au/act-news/more-than-a-third-of-canberras-homeless-aged-25-or-under-20150418-1mnudb.html#ixzz3pLn8apOZ)

iv. Vinson, T et al (2015). *Dropping off the Edge: Persistent communal disadvantage in Australia 2015*, [http://k46cs13u1432b9asz49wnhcx-wpengine.netdna-ssl.com/wp-content/uploads/0001\\_dote\\_2015.pdf](http://k46cs13u1432b9asz49wnhcx-wpengine.netdna-ssl.com/wp-content/uploads/0001_dote_2015.pdf)

v. Ritzhaupt, A., Liu, F., Dawson, K., Barron, A., (2013) "Differences in student information and communication technology literacy based on socioeconomic status ethnicity and gender evidence of a digital divide in Florida schools," *Journal of Research on Technology in Education*, 45.4 Summer

vi. Marcoux, E., (2014) "Bridging the divide," *Teacher Librarian*, 42.1 October

vii. ACT Government, *Detecting Disadvantage in the ACT: Report on the comparative analysis of the SEIFI and SEIFA indexes of relative socio-economic disadvantage in the Australian Capital Territory*, 2012



# THEORY OF CHANGE

Broader goals

Better socio-economic outcomes for Tuggeranong community

End of program outcomes	Members complete year 12 and tertiary studies		Members have confidence, self esteem and direction		Members/Alumni employed in STEAM	
Intermediate outcomes	Members embrace learning and school	Members identify personal strengths/ talents	Members have access to STEAM opportunities			
			Members network with industry representatives/mentors			
Immediate outcomes	Educational partners are engaged		Increase in member numbers		Members are engaged with STEAM activities	
Influence activities	Educate partners about needs of Tuggeranong region	Conducting School outreach	Exposing members to a wide range of STEAM activities/ possibilities	Running Tech-Time workshops		Members attending Clubhouse
Foundational activities	Leading participation in Asia-Pacific Clubhouse Network		Personal development for staff		Maintain a physical space	



## Better STEAM employment outcomes for women, ATSI and CALD groups

Members have STEAM skills and experience		Alumni return as mentors		
Members participate in STEAM work experience		YWCA Canberra has strong, diverse, partnerships: Corporate, Government, Educational and Philanthropic		
		Mentors are committed and engaged in mentoring activities		
Members have trusting relationships with adults		Clubhouse mentors attend the Clubhouse		Clubhouse meets fundraising targets
	Participating in STEAM events	Run networking activities for partners	Clubhouse internship program (reciprocal relationships with partners)	Mentor training
Staff employed and supported	Research: applicable theories of change models	Global Clubhouse Network		Richardson Primary School contract

# OUR STORY SO FAR

**5 APRIL 2014**

Dimension Data raised \$10,000 for the Clubhouse at its charity ball event, donated via Hands Across Canberra.

**9 SEPTEMBER 2014**

The Snow Foundation provided a \$20,000 grant to the Clubhouse to support the operational aspects of the project.

**20 JUNE 2014**

Soft opening of the Clubhouse, which allowed our young members to help finalise the design of the space, and get involved in planning the grand opening event.

**10 OCTOBER 2014**

Along with a host of corporate, philanthropic, government, and community partners, YWCA Canberra celebrated the grand opening event with its young Clubhouse members, and their families.

**10 APRIL 2015**

National Youth Week Stall in Garema Place. The Clubhouse showcased the Oculus Rift, and shared a table with Youth Engagement.

**2 MAY 2015**

Our first Clubhouse member participated in work experience with the media team for the CBR Brave.

**20 - 24 APRIL 2015**

Clubhouse Network Annual Conference in Portland, OR, USA. All Clubhouses from around the world gathered to learn and share tips and techniques to take back to their Clubhouses.

**30 JULY 2015**

Thanks to the donation of \$20,000 from Lockheed Martin Australia, the Clubhouse was able to install and launch its audio visual studio.

## JUNE 2017

YWCA Canberra raised more than \$10,000 in financial and in-kind donations to refresh the equipment in the Clubhouse.

## 25 MAY 2017

The Clubhouse was lucky enough to be able to take three of our high school members to the BiG Day In - an IT careers conference designed by students for students.

## 27 APRIL 2017

YWCA Canberra's Great Ydeas Innovation Breakfast raised money for the Clubhouse.

## 8 FEBRUARY 2017

For International Women's Day, the Clubhouse hosted a girls-only celebration of the amazing things women do in science, technology, engineering, arts and maths (STEAM) fields.

## 11 JULY 2016

The Snow Foundation donated \$30,000 over three years to continue to support the operational costs of running the Clubhouse.

## 11 - 14 APRIL 2016

Clubhouse Network Annual Conference in Pittsburgh, PA, USA. All Clubhouses from around the world gathered to learn and share tips and techniques to take back to their Clubhouses.

## 7 AUGUST 2016

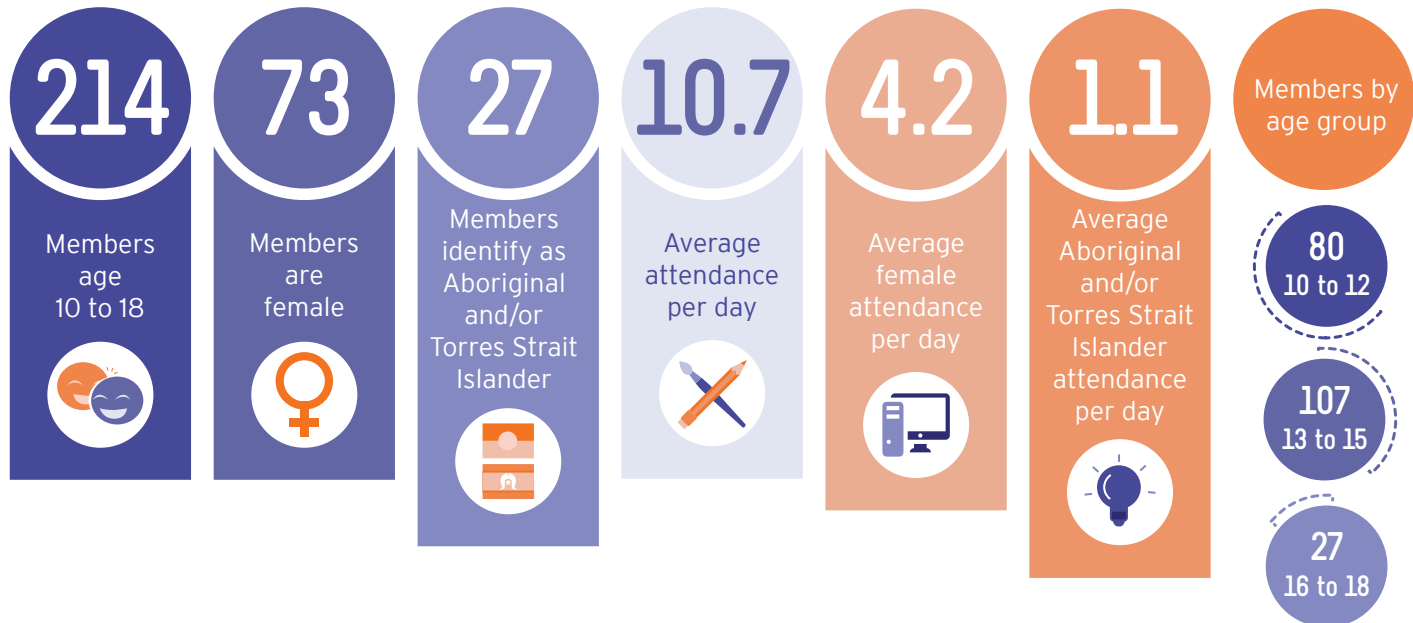
The first Tech Time Workshop final session showcase was held Centre Court at the Tuggeranong Hyperdome.

## 5 - 10 SEPTEMBER 2015

The Clubhouse Coordinator attended the 2015 APAC Regional Conference in New Zealand. Four Clubhouses had the opportunity to share their successes, learn from others and build a stronger sense of community with other Clubhouses in our region.

# OUR MEMBERS

Membership to the Clubhouse is open to any young person between the ages of 10 and 18 years, residing in the Tuggeranong Region.



The Clubhouse currently has 214 members, between the ages of 10 and 18. Our members have a wide range of interests, and have the opportunity to explore these through the technology available in the Clubhouse.





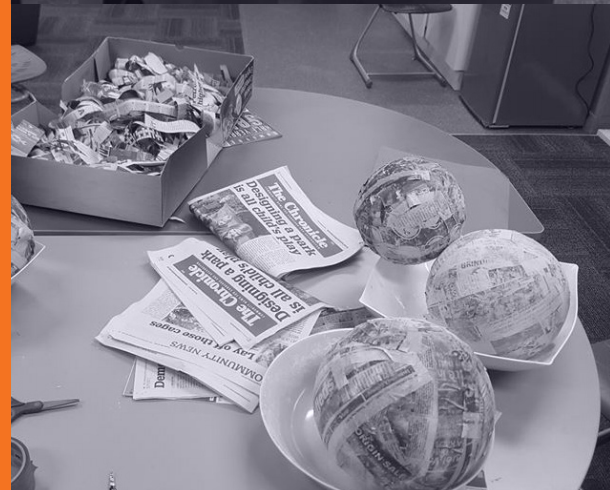
Some of the most popular activities in the Clubhouse this year have been:

- Building and furnishing houses using Planner5D and then viewing them in virtual reality with the Google Cardboard
- Recording and editing videos using Adobe Premiere and Adobe AfterEffects
- Arts and crafts including drawing, origami, painting, and paper craft
- Creating and remixing projects on Scratch, a free visual programming language developed by the MIT Media Lab.

Clubhouse members come from a variety of backgrounds and experiences, and some have displayed disruptive behaviours at home and at school. The Clubhouse Coordinator has received feedback from parents and teachers about the impact that involvement in the Clubhouse has on these young people. Young people are allowed to experiment and are encouraged to expand their ideas.

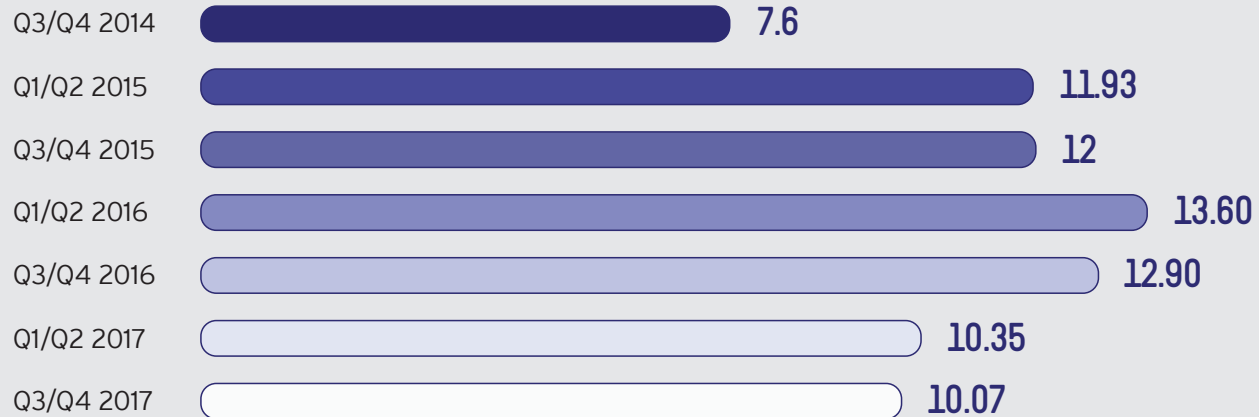
The Clubhouse invites all young people in the Tuggeranong region to visit during drop-in sessions. This focus on inclusion and self-driven knowledge building has a hugely positive affect on our members, allowing them to find ways to focus and explore their creativity and new ideas while being respectful of other members and the overall learning environment.

One parent commented that their child's disruptive behaviours had decreased and their attitude and respect for others had improved, as a result of their engagement with the Clubhouse. Through positive engagement and the provision of a safe, secure and structured environment, our members develop new skills and produce work that they are proud of.

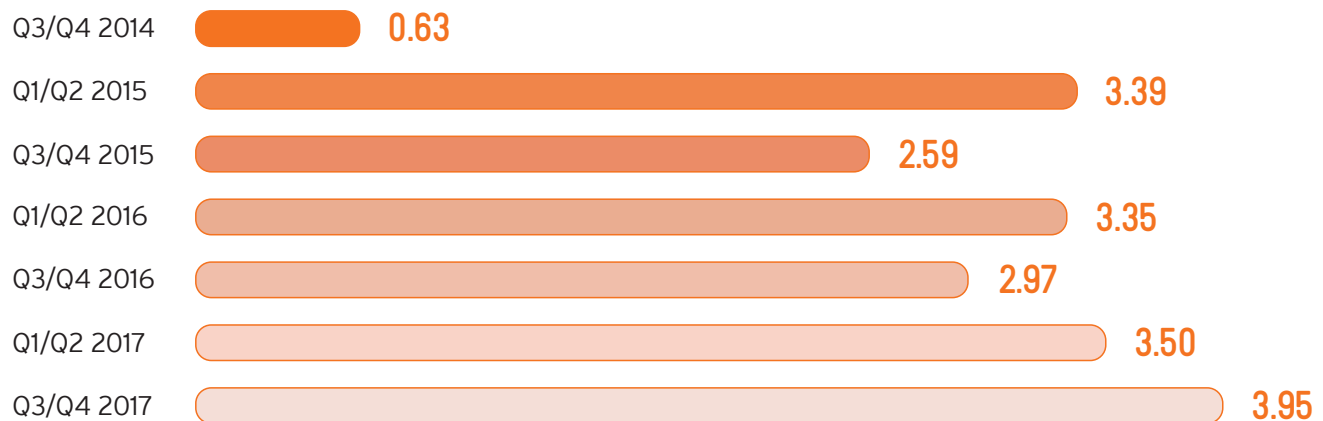


# ATTENDANCE HIGHLIGHTS

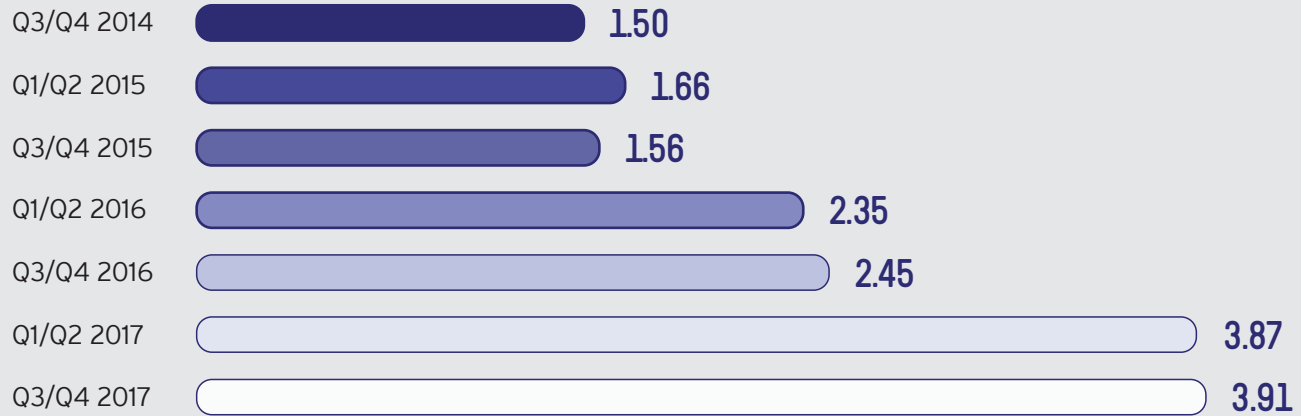
## Average daily member attendance



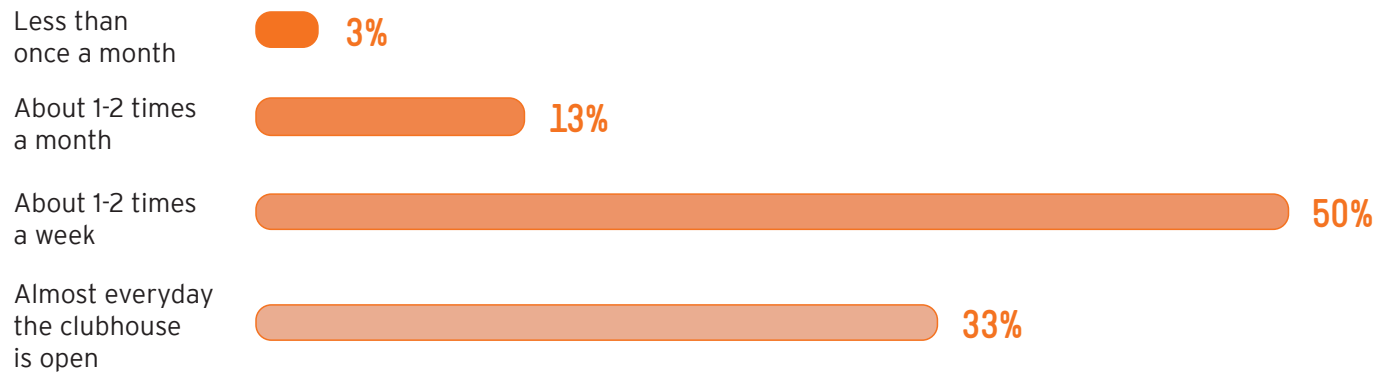
## Average daily teen attendance



## Average daily female attendance



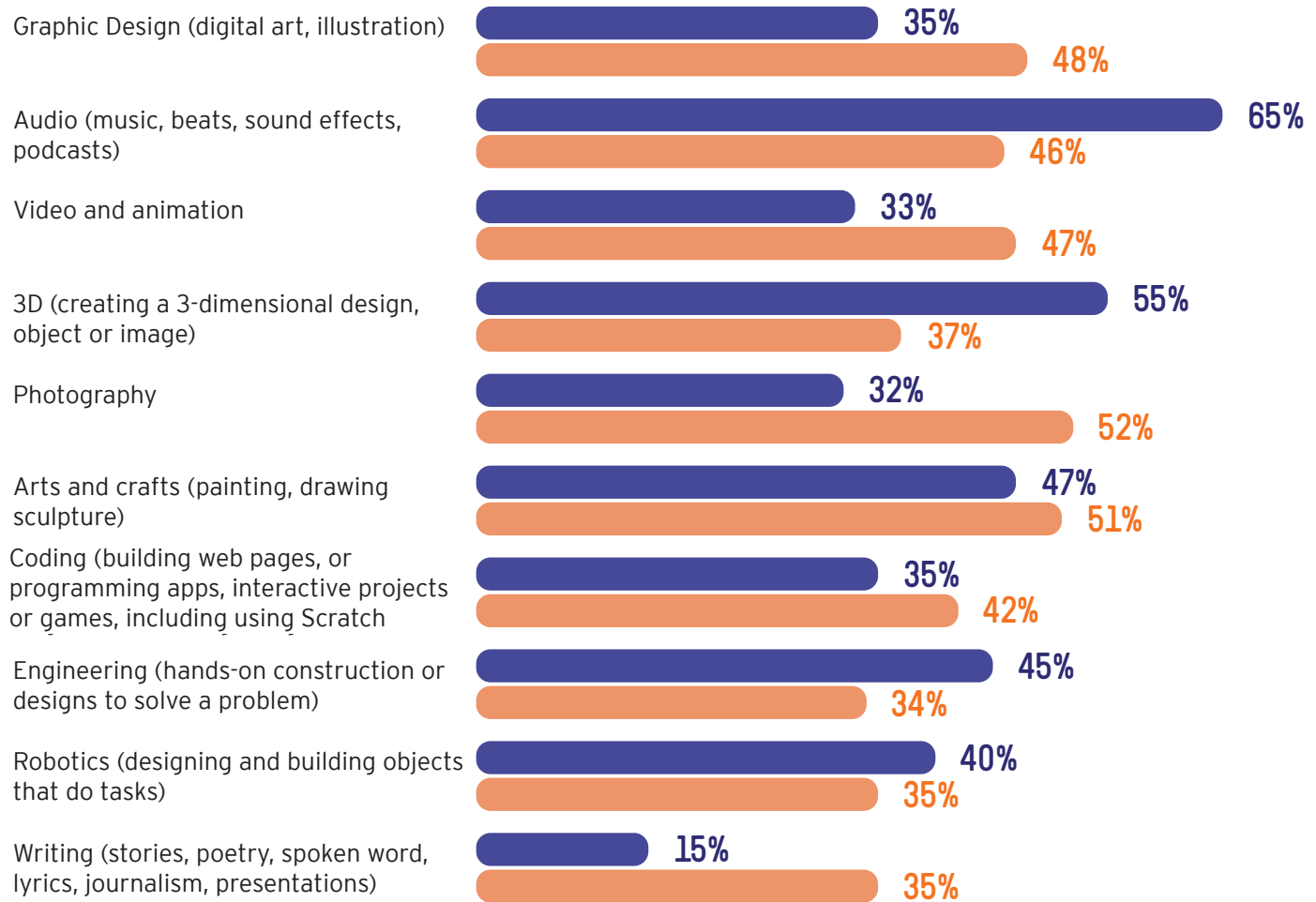
## How often do you usually come to the clubhouse?



# ANNUAL MEMBER SURVEY

The below data is from the Clubhouse's annual member survey, and shows the important role that the Clubhouse plays in our members' lives, as well as the impact it is having on their skills development.

## How much has your Clubhouse experience contributed to your skills and knowledge in:



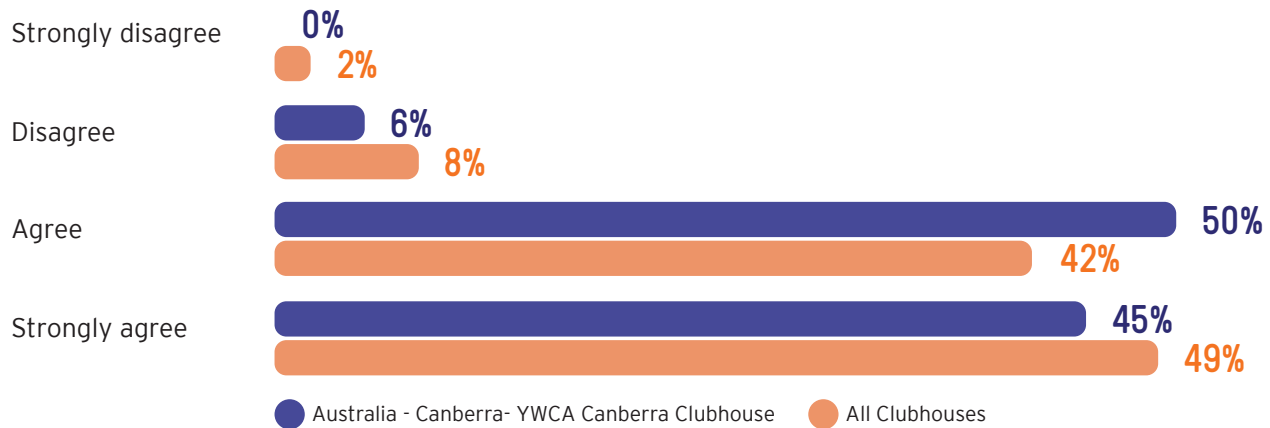
(% responding "The Clubhouse has helped me become "good" or "really good" at this)

● Australia - Canberra - YWCA Canberra Clubhouse ● All Clubhouses

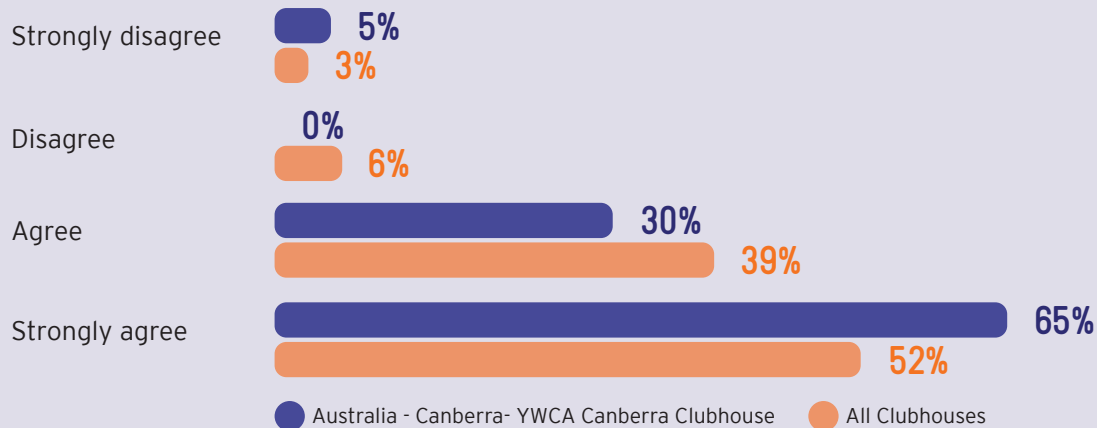




## Because of my experience at the Clubhouse, I care more about doing well in school.



## In your future career or job, what is the likelihood that you will use skills learned at the Clubhouse?



Source: *The Clubhouse Youth Impact Survey - 2015*

# MEET OUR CLUBHOUSE MEMBERS

## Isaiah

Isaiah, age 10, is one of the friendliest faces you'll find in the Clubhouse. Isaiah is always willing to help out anyone who needs a hand and always complimenting others on the work they create. He has also created some awesome drawings himself and is always learning new art techniques while at the Clubhouse.

### Why do you come to the Clubhouse?

Because there are nice people here.

### What makes you proud to be a Clubhouse member?

That I can have experiences like meeting new friends and hanging out and trying new things.

### What's your favourite thing to use at the Clubhouse?

I like drawing and telling jokes at the Clubhouse. I like Tim's drawings, they look so cool.

### What's the best thing you've created so far?

I've created a cool drawing of the Batman symbol

### What's something new you'd like to see the Clubhouse get?

More textas and art supplies.

## Dassha

Dassha, age 12, is a budding musician who is often heard singing and playing the piano in the Clubhouse Audio visual Studio. With a love of music, science, arts and crafts, Dassha is able to both gain and contribute a lot to the Clubhouse community!



### Why do you come to the Clubhouse?

It's where I can socialise with people and make a lot of friends. I can create music too.

### What makes you proud to be a Clubhouse member?

How many people come here and that I get to do music.

### What's your favourite thing to use at the Clubhouse?

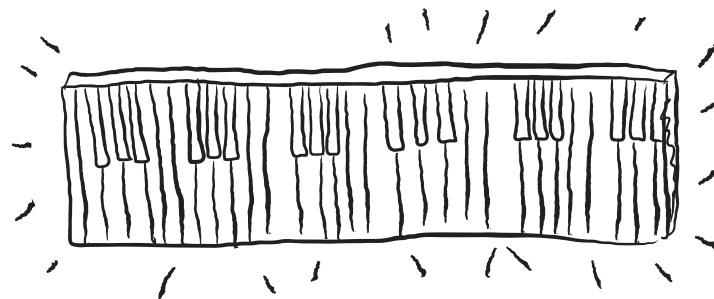
The piano.

### What's the best thing you've created so far?

I made a cool thing out of origami!

### What's something new you'd like to see the Clubhouse get?

More science experiments.



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## Deborah

Deborah, age 10, is a very hands on, creative, design-thinking member. With a love for art, paper craft, and especially building houses out of cards, Deborah can often be found building or making something while in the Clubhouse.



### Why do you come to the Clubhouse?

Because it's fun and I get to socialise with more adults than I do (usually).

### What makes you proud to be a Clubhouse member?

The different kind of artworks we do.

### What's your favourite thing to use at the Clubhouse?

The cards. I like making houses with Yi Lin.

### What's the best thing you've created so far?

The coolest thing I've made is a flower out of paper.

### What's something new you'd like to see the Clubhouse get?

Science experiments.



## Ella

Ella, age 14, has been a regularly attending Clubhouse Member for almost three years now. The Clubhouse has given her the freedom to explore, play and create in a supportive environment. Ella has strong interests in programming and origami. Through using Scratch, a block based programming language, at the Clubhouse Ella has developed her interest and skills in coding, animation and game design. Ella's increase in abilities as well as her increase in confidence and skills is clearly visible through her peer mentoring and leadership in the Clubhouse.



### Why do you come to the Clubhouse?

It's fun because you can create stuff like origami, lego or use the computer.

### What makes you proud to be a Clubhouse member?

I can come and relax at the Clubhouse after school.

### What's your favourite thing to use at the Clubhouse?

Go on Scratch and do origami.

### What's the best thing you've created so far?

I've created a game on Scratch called Unicorn Dodgeball.

### What's something new you'd like to see the Clubhouse get?

More Minecraft again.

# OUR IMPACTS AND OUTCOMES

The objectives of the Clubhouse are that young people will:

- Have an increased confidence in their abilities
- Be more engaged through actively participating in Clubhouse activities
- Change their perception from 'not able' to 'can do'
- Have more confidence in finishing their schooling
- Be interested in continuing their education after high school
- Develop leadership skills
- Demonstrate an increased competency in problem solving, collaboration and use of technology
- Demonstrate an increased involvement towards community based activities.



## OBJECTIVE ONE: Young people will have an increased confidence in their abilities

Nasser, age 12, has been a Clubhouse member since he turned 10. A student at Richardson Primary, Nasser is a regularly attending member at the Clubhouse coming in most afternoons. Over the years Nasser's interests have changed and his level of engagement has grown. Nasser discovered a passion when he first stepped in to our audio visual studio. The Clubhouse Coordinator encouraged Nasser to start recording his own music, by creating a basic backing track and adding his own layers over the track, molding and changing the music to fit his own style.

Using the keyboard and Garage Band, Nasser and the Clubhouse Coordinator were able to create a multilayered track with Nasser saying that he "didn't even realise you could do this stuff". The lead-by-example approach is a key aspect of the Clubhouse with skilled industry workers providing

examples, encouragement and support to members in creating their own projects. By supporting Nasser in discovering more about how the instruments and software in the audio visual studio work, the Clubhouse team was able to support him to step outside of his shell a little, and grow his confidence with his music.

Nasser has a love for rap and started creating backing tracks in the Clubhouse. The change in Nasser's confidence has been easy to see over the past year as he helps other members to record and use the electric keyboard and software. This is a great example of the peer-to-peer support model utilised in the Clubhouse, where members are encouraged to support each other's projects and transfer their skills and knowledge within the environment.



**OBJECTIVE TWO:** Young people will be more engaged through actively participating in Clubhouse activities &

**OBJECTIVE THREE:** Young people will have more confidence in finishing their schooling

The Clubhouse connects members with other community engagement activities, and shares the message that as members of the Tuggeranong community they can have a positive contribution to make.

The Clubhouse ran an upcycling program with five students, focusing on the upcycling of skateboards, in partnership with Calwell High School. The participating students were identified by their teachers as at risk of disengaging from education, as they had low attendance within a three month period along with experiencing other barriers keeping them from the class room.

The program engaged the young people in education and practical skills through art, with a focus on demonstrating the value of recycling and sustainability, as well as showing how creativity and design can play a positive role in these areas. The program utilised waste generated by people and the value of upcycling to reduce that waste, while creating something new with a regenerated purpose.

Participants had access to a range of old skateboard decks that were no longer being used, and were given the opportunity to create something new from them. Two popular ideas were clocks and chairs. With examples provided by Clubhouse staff members,

participants were able to create their own artwork, and build their own creations, learning how to use tools and practically apply their ideas.

Many of the participants enjoyed themselves so much that they stayed long after the program finished to keep working on their projects during the Clubhouse after-school opening hours. They were very excited to have the opportunity to be able to access materials and ideas from the Clubhouse that they didn't know existed.

Many of the young people shared that they enjoyed coming to the program and felt they were getting skills that they could utilise in their daily lives outside of school. One young man explained that he has taken up upcycling at home with things he has found in his house.

Another participant brought in three of his own decks from home that he was no longer using, and wanted to create a chair out of them to commemorate his past skateboards and remember the history in a practical and functional way. Using an old chair frame, screws and saddles, he created his chair and took it home to keep as a functional memento of his past skateboards.

By participating in the upcycling program with the Clubhouse, young people were able to increase their skills and knowledge, drive their own projects and have as a result increased their engagement with education. Feedback from the school included that their teachers found a noticeable difference in the students' level of engagement during the program, and that participants had asked for the program to be extended, demonstrating their interest. Young people also connected with the YWCA Canberra Youth Engagement Team and were further supported to reengage with school as well as build resilience to navigate the youth services and self-engage with specialised services in the ACT.

## OBJECTIVE FOUR: Young people will change their perception from 'not able' to 'can do'

The Clubhouse's approach to increase the confidence of members includes a focus on role-modelling. We often coordinate for our members to attend local events that are related to STEAM, to link them with emerging and established leaders within their fields, and to showcase the multitude of options and opportunities available to them for their futures.

This year, we took three high school aged members to the BiG Day In IT Careers Conference in May. Members were exposed to speakers from a wide range of backgrounds and fields including cyber security officers, IT consultants, logistics officers, online retailers, web designers and engineers. The conference covered many topics to help young people break in to and succeed in STEAM career fields.

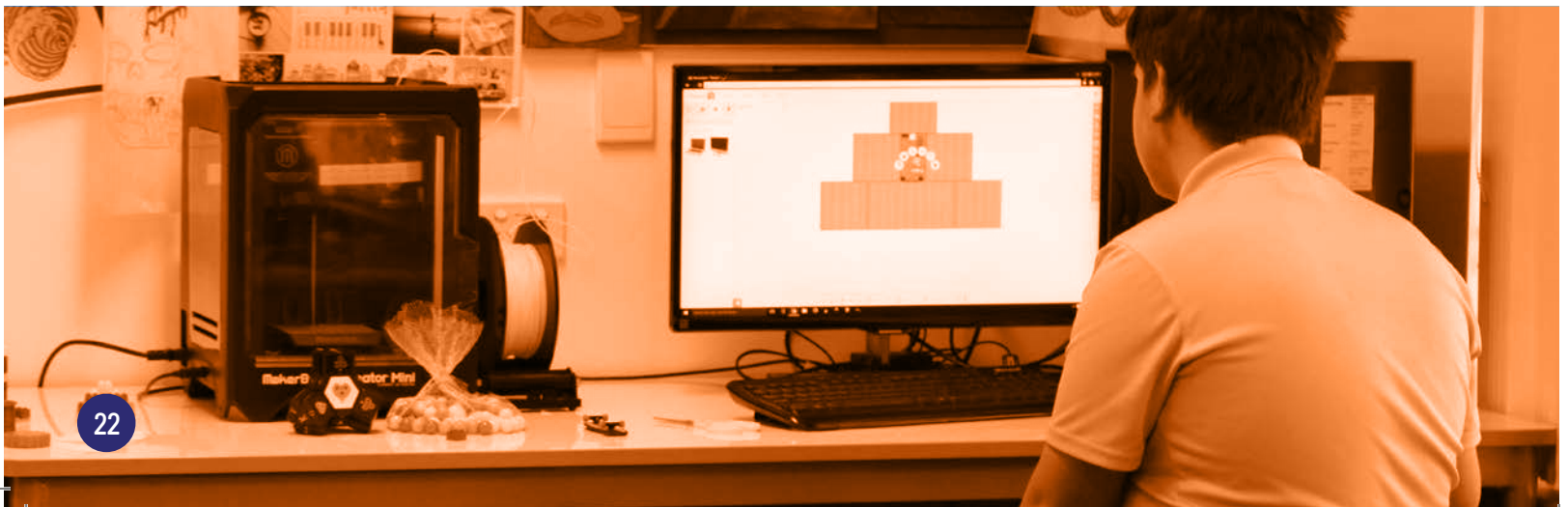
One speaker that our members really enjoyed hearing from was Kevin Landale, a Senior Consultant with Infosys, who shared some things he wished he had known when he first started his career. He shared his wisdom around job satisfaction, finding a job you love, how to best position yourself to succeed in your

career and more. His lessons were not only applicable to a career in a STEAM field, but also to a career in any field, or even school.

The BiG Day In also featured an interactive showcase from the speakers and other STEAM organisations. Our members had the opportunity to talk to the speakers, check out some interesting new technologies, including trying out a helicopter simulator, and have a look at some different career options that are out there.

One members, Emily, showed particular interest in the presentation from DXC Technology's Chris McRoberts, their Finance Lead, and Conor Tierney, a Senior Project Manager, where they talked about the consultancy work that they do. Emily was interested in the process that goes into receiving a problem from a client, coming up with solutions to resolve the problem and deliver the solution back. After the event Emily said she wanted to study engineering after finishing school, as she wanted to be able to help create solutions like those that DXC Technology discussed in their presentation.

Through events like The BiG Day In, the Clubhouse connects members with pathways into future careers, and the confidence to recognise their ability to pursue their dreams with a practical and tangible outcome.





## **OBJECTIVE FIVE:** Young people will develop their leadership skills

The Clubhouse supports our members to increase their confidence, capabilities and fosters their leadership skills, with the goal of engaging young people to finish their schooling as well as helping them build pathways into future careers in STEAM.

One way that we approach nurturing emerging leaders is through our Leadership Group. The Group consists of highly engaged Clubhouse members who provide peer-to-peer mentoring with other members, and feed into the decision making process that our Clubhouse team uses when ensuring the continuous improvement of the space.

In June this year, we ran an end of financial year fundraising appeal, raising funds to upgrade existing equipment and add new technology to our Clubhouse offerings. This included purchasing new computer parts so that our members could build their own computers, thereby experiencing the technical aspects of putting a computer together, as well as having new, improved computers to work on.

During Term 3 of the school year, the Group participated in a workshop to explore the process of selecting, purchasing and putting together

computer parts for the creation of new systems. They independently researched the parts needed, and developed a proposal for a suggested build that met the budget requirements.

We are now eagerly awaiting the parts to arrive, so that members can put together their brand new computers - we can't wait to share the outcomes of this exciting project on our website soon!

Another great example of how the Clubhouse model fosters confidence and leadership in our members is how our members mentor each other and help to develop each others' skills. One member, Ella, has developed significant skill in origami through the Clubhouse. Her intricate designs have ignited interest for many of our members and mentors. In response to this interest, Ella runs workshops on some afternoons in the Clubhouse, to teach other members interactive origami designs.

Ella's design-thinking approach also feeds into her love of Scratch, through which she has developed many games for other Clubhouse members to enjoy. Ella has since used her skills with developing video games for her major assessment piece for Information Technology at school.

The Clubhouse always fosters a culture of learning and knowledge sharing with our members, and it's fantastic to see the way this positive environment feeds into our members' achievements in school.

## **OBJECTIVE SIX:** Young people demonstrate an increased competency in problem solving, collaboration and use of technology

Our members have been designing, creating and programming games using Scratch, a free visual programming language developed at the MIT Media Lab. Scratch is a fantastic way to introduce young people (or older people!) who are new to the world of programming to coding. Using drag and drop code blocks, Scratch teaches users the skills and ideas that lie behind any programming language without the need to worry about syntax.

Our members have used Scratch to create a range of different programs and games, including remakes of Flappy Bird, maze games, dodgeball, and dress up games. Coding these games gives members technical programming skills as well as softer skills like collaboration, team work and problem solving.

During the process of creating “Unicorn Dodgeball”, one of our members, Ella, encountered lots of challenges and problems. Working in partnership with another member, Ella was able to research and experiment with different aspects of the Scratch language to solve problems that she encountered while coding. Through trial and error testing and some educated guesses, Ella was able to isolate and rectify bugs in the coding behind her game.

“Unicorn Dodgeball” gave Ella and her partner a chance to combine programming skills, artistic skills, team work, problem solving and determination to create an engaging game in the Clubhouse.

## **OBJECTIVE SEVEN:** Young people demonstrate an increased involvement towards community based activities.

This year, for International Women’s Day, the Clubhouse hosted a girls-only celebration focusing on all the remarkable things women do in science, technology, engineering, arts and maths (STEAM) fields. The day featured female mentors and staff showcasing some of the amazing work they do, a bite to eat and lots of music, games, exploration and fun. The Clubhouse had a fantastic turn out with 12 female members attending.

The girls explored many technologies including, recording software, green screen, 3D modeling and paper art.

The theme for International Women’s Day this year was “Be Bold for Change” where everyone was asked to “call on the masses or call on yourself to help forge a better working world - a more gender inclusive world.” At the Clubhouse, we strive to encourage more young women to get involved with STEAM, where they are otherwise underrepresented.

The Clubhouse understands that some young women feel more comfortable trying new things when they aren’t around boys, and wanted to give them this opportunity. The feedback from the girls on the day was resoundingly positive with many excited to start attending the Clubhouse more regularly! The Clubhouse went from having an average of 20.65% of our attendance being female in the six months prior to this event to 40.46% in the six months following it.



# THE IMPACT OF MENTORS

The Clubhouse community is greatly enhanced by community mentors, who share their skills with our members and often gain some new skills themselves!

We connect with local colleges and high schools to support young people who are seeking to qualify as youth or social workers to gain their placement hours while also contributing to our Clubhouse environment.

Lynda completed 80 hours of work placement at the Clubhouse while studying Youth Work, Community Service, Mental Health and Drug and Alcohol at the Canberra Institute of Technology. Lynda integrated herself easily in to the Clubhouse Community, teaching members new card games during her first few Clubhouse afternoons. Lynda worked well with our members in a wide range of fields including crafts such as creating papier-mâché balls, video projects recording members playing music and singing and lots of drawing and supporting members to learn new art skills.

We had a chat with Lynda about her time in the Clubhouse.

## **How did you connect with the Clubhouse?**

I'm studying Youth Work, Community Service, Mental Health and Drug and Alcohol through CIT and am doing my 80-hour placement with the YWCA Canberra. I heard about the Clubhouse through my work placement and I've had the opportunity to engage with the young people at the Clubhouse.



## **What kind of activities have you mentored or assisted with in your time at the Clubhouse?**

I've done lots of drawing, papier-mâché, we've made video projects, and spent lots of time interacting with and getting to know the members.

## **What have you found most rewarding about being a mentor at the Clubhouse?**

The experience of meeting the members, they are all such a good bunch of kids and are so funny.

# THE POWER OF PARTNERSHIPS

The sustainability and success of the YWCA Clubhouse is determined by the support of corporate and philanthropic partnerships. These partnerships may comprise software and hardware contributions, professional mentoring for Clubhouse members, and financial contributions to cover operating costs.

This financial year, the Clubhouse Coordinator was nominated by Richardson Primary School for the ACT Public Education Awards' 2016 Outstanding Partnership of the Year award for the services provided to their students.

We are proud that our partners span the government, private and community sectors - together we are making an incredible impact on young people's lives!

## Partnership stories:

### **The Snow Foundation - supporting our Clubhouse Coordinator**

Perhaps the most fundamental component of the Clubhouse is the Coordinator role. We're immensely grateful that the Snow Foundation has made a unique contribution to support this role by way of financial support.

Our Coordinator, Lachlan Howarth, manages the space and mentor program, and provides ongoing support and supervision of our members. Lachlan has a background in software engineering at university, and a passion for music. He got in to the community sector teaching music at a youth program as well as running ukulele classes at our Mura Lanyon Youth and Community Centre and loved it. When the Clubhouse Coordinator role came up, Lachlan knew instantly that this is what he wanted to be doing, as it combined his love of youth work and IT.

With the support of the Snow Foundation, Lachlan has been able to continue to see the program he has coordinated from it's very first day thrive and grow. Below, he shares some of his highlights over the past four years as Clubhouse Coordinator.

"There have been many, many highlights coordinating the Clubhouse since it first opened in 2014. The excitement of members on their 10th birthday when they're first able to come in to the Clubhouse and the weeks leading up before that are still something I love seeing! From opening for the very first time for our one and only member at the time, to having the Clubhouse jam packed full of members designing, building, making, testing, creating, programming, recording, and exploring, it has been an amazing experience to be a part of.

One highlight that particularly stands out to me has been having the opportunity to attend the Clubhouse Network Training in Boston, Massachusetts, USA. While at the training, we had the opportunity to visit the MIT Media Lab and meet some of the students and staff working and researching there. The MIT Media Lab was the birthplace of Scratch, a visual programming language, the MaKey MaKey, a modified Arduino board targeted at game controller design, as well as many other amazing projects! It's definitely worth reading more about the work the MIT Media Lab are doing on their website. The Media Lab was a big inspiration to the Clubhouse, particularly in the

way that the students working there enjoyed the work they did and the way the space lent itself to creative exploration. This is something that I have tried to capture and grow in the YWCA Canberra Clubhouse, a sense of learning through play and self-driven projects.

It's hard to pick just a few highlights out of the sea of them that has been the past four years as Clubhouse Coordinator. I can't wait to see more and more of the amazing work that members are able to produce when they have access to the technology, resources and support that the Clubhouse is able to offer them."

### **NICTA's 3D Printer:**

Alex has been a Clubhouse member since the first months of opening. Alex immediately developed an interest in 3D design and printing from the moment he first saw the Clubhouse MakerBot Replicator Mini. The MakerBot Replicator Mini was donated by NICTA in 2014, the founding year of the Clubhouse.

Alex began designing 3D models using SketchUp, a simple to use program that allows you to import a 2D image, trace it and then 3D print it. Alex began with simple images but quickly progressed on to more complicated SketchUp designs. Alex quickly became a confident 3D designer, and decided to expand his program knowledge by self learning (and then teaching Clubhouse staff!) how to use Blender, a more technical and complicated 3D modelling program. Alex used Blender to design more interesting 3D models and passed his knowledge and skills on to others in the Clubhouse.

The Clubhouse's 3D printer has been a fantastic engagement tool for young people in the Clubhouse as well as outside of the Clubhouse. The YWCA Canberra Clubhouse ran a technology showcase for the participants of Lighthouse Business Innovation Centre's Teen Start-Up, giving them the opportunity to create, 3D print and keep their own 3D models.

Thanks to NICTA's donation of the MakerBot Replicator Mini and filament, the Clubhouse has been able to provide young people with access to technology that they had only ever heard about before.

### **Lockheed Martin Australia: AV Studio:**

Cameron, age 15, is one of our longest-standing members who attends the Clubhouse regularly. Having been a part of the Clubhouse from the first week we opened the doors, Cameron has tried his hand at anything he can find in the space. When Lockheed Martin Australia donated \$20,000 to facilitate the installation of an audio visual studio in the Clubhouse, Cameron immediately found himself with a strong interest in videography. Cameron helped film and create a video interviewing supporters of the Clubhouse and members of Canberra's STEAM community.

Cameron has expressed interest in going on to study cinematography at university and has a particular interest in creating GoPro adventure videos. Having the opportunity to use a variety of cameras, including the high end Sony hand held cameras, GoPro, DSLRs and point and shoot cameras, has given Cameron the ability to quickly pick up any kind of Camera and quickly learn his way around it to produce amazing photographs and videos.

Cameron's interest in the audio visual studio is not just limited to the camera. He has also become a keen musician through access to the instruments and recording tools in the Clubhouse's audio visual Studio. Cameron has become a proficient pianist and ukulele player and often comes in to the Clubhouse showing new songs he has learnt or written. Cameron doesn't have access to a keyboard or piano at home and the Clubhouse audio visual studio provides him with a place to learn, practice and explore his skills and abilities. Cameron enjoys playing piano and ukulele

most days in the Clubhouse, and the staff enjoy it when he plays too!

The kind donation from Lockheed Martin Australia that has allowed us to provide members like Cameron with access to a range of high end video and music equipment, and has had a strong positive influence on our members' lives.

### **ACT National Science Week Coordinating Committee: Tech Time, Lego Mindstorms:**

In 2016 the ACT National Science Week Coordinating Committee awarded the Clubhouse with an ACT National Science Week Seed Grant to facilitate the first run of Tech Time Workshops. The Tech Time Workshops were a series of five robotics workshops delivered to young women who have demonstrated an interest in STEAM, in particular robotics, from schools in the Tuggeranong region. The workshops involved having two teams, with a Lego Mindstorms EV3 kit each, build their robots and compete against each other in a series of challenges with one robot to be declared the Tech Time Champion.

The Robogals ANU chapter also supported the Tech Time Workshops, providing both teams with some extra help in trialing their robots and making modifications to optimise them. It was great to be able to link the participants of the Tech Time Workshops to another STEAM group that can further assist them in engaging in a range of STEAM activities in the future.

During the workshops, participants researched the pros and cons of each of the five basic Lego Mindstorms EV3 models and pulled aspects from each of the different models to create a new, unique design, tailored to complete each of the five challenges as effectively as possible.

The five challenges were:

1. Navigate a maze in the fastest possible time
2. Collect three marbles from around the arena
3. Race against the other robot
4. A sumo style battle where they must push the other robot out of the ring
5. A fan-favourite vote

The final session of the workshops was a showcase session held at Centre Court at the Tuggeranong Hyperdome. Widespread promotion of the Tech Time Workshops throughout the community increased the exposure of young women in STEAM fields for the general public. Many people stopped to watch the showcase and ask questions during the final session. Approximately 50 members of the public stopped and participated in the showcase by voting for their favourite robot, engaging with some of the technology brought along from the Clubhouse or taking marketing material for the YWCA Canberra Clubhouse.

The program was highly successful with the participants all wanting to continue engaging in more robotics in the future. None of this would have been possible without the seed grant awarded by the ACT National Science Week Coordinating Committee. Their donation gave eight young women the opportunity to participate in the unique opportunity to plan, design and create a battle robot using technology they hadn't been able to access before.

The Clubhouse has received support from a range of corporate and philanthropic partners. These partnerships have mainly comprised software and hardware contributions, professional mentoring for Clubhouse members, and some financial contributions to help to cover operating costs.

# CURRENT PARTNERS

## The Snow Foundation

The Snow Foundation continues to be a significant supporter of the Clubhouse. In 2014, The Snow Foundation provided a grant to the Clubhouse to support the operational aspects of the project. They have built on this initial support with a further multi-year grant (2016-18), to support the role of the Clubhouse Coordinator, which is crucial to the success of the program.



## Canberra Data Centres (CDC)

Canberra Data Centres (CDC) joined our community of Clubhouse partners in 2017, by funding a refresh of our equipment.



## Inspiring Australia

Inspiring Australia joined our community of Clubhouse partners in 2017, by funding a refresh of our equipment.



## AARNet (Australia's Academic and Research Network)

AARNet (Australia's Academic and Research Network) is a founding partner, providing high-speed internet connectivity to the Clubhouse.



## Dimension Data

Dimension Data is a founding partner, who designed and deployed the IT environment at the Clubhouse. Dimension Data continues to provide ongoing IT support today.



## Microsoft

Microsoft is a founding partner of our Clubhouse, and was instrumental in its establishment and strategic development. The Microsoft team continues to actively contribute through mentoring and in-kind professional support.



## The ACT Education and Training Directorate

The ACT Education and Training Directorate is a founding partner, supporting Richardson Primary School to provide the space to operate the Clubhouse.



## Richardson Primary School

Richardson Primary School is a founding partner, facilitating the use of the Clubhouse space, and encouraging its young students to join as members.



# PREVIOUS PARTNERS

## The ACT Chamber of Commerce Partnership Broker

The former ACT Chamber of Commerce Partnership Broker provided support and advocacy for the Clubhouse, allowing us to source initial hardware for the space.



## Coordinate

Coordinate was a founding partner, providing in-kind support by way of developing our marketing collateral, both digital and print.



## HSBC Canberra

HSBC Canberra was a founding partner, providing both in-kind and financial support.



## Lockheed Martin Australia

Lockheed Martin Australia was a founding partner, providing financial support to ensure our members can travel to engage in educational and vocational excursions, in Australia and beyond.



## Meyer Vandenberg

Meyer Vandenberg provided pro bono legal support to help establish the Clubhouse.



## NICTA

NICTA was a founding partner, donating a 3D printer to our Clubhouse.





### **Wacom Australia**

Wacom Australia was a founding partner, donating 10 reconditioned Intuos5 Medium graphics tablets.



### **The Academy of Interactive Entertainment**

The Academy of Interactive Entertainment was a founding partner, donating 10 refurbished desktop computers to the Clubhouse, providing the foundation of our technical setup.



### **AcidLabs**

AcidLabs signed up our very first Clubhouse Mentor, to share their valuable skills with our members.



### **CollabIT**

CollabIT leveraged its networks to help spread the word about the Clubhouse, and encouraged support within the community.



### **Intravision**

Intravision provided the installation of cabling and electrical work for the Clubhouse at a below cost rate.



# ENGAGING THE COMMUNITY

- Erindale College Market Day
- Tuggeranong City Council Youth Engagement Meeting
- Festival of Ambition Ideas
- Youth Week Festival - Harrison School
- International Women's Day Event 2017
- Skyfire Outreach
- She Leads College Conference Stall
- Tuggeranong College Youth Week BBQ
- Youth Homelessness Day Matters
- Youth Week After Party
- Big Day In
- Opening Gordon Community Centre
- Science in ACTION Week
- CIT Student Association Day - Reid, Bruce, Fyshwick
- Engaging School Summit Department of Education
- ACT Volunteering EXPO 2017



Festival of Ambition Ideas



Youth Week



International Women's Day Event





Big Day In



Science in ACTION



# SUPPORTERS

A heartfelt thanks to the following organisations and individuals for their generous donations to the Clubhouse this year:

Adobe Australia

Anthony Henshaw

Betty Ferguson

Carol Kennedy

Dr Therese Flapper

Elizabeth Kentwell

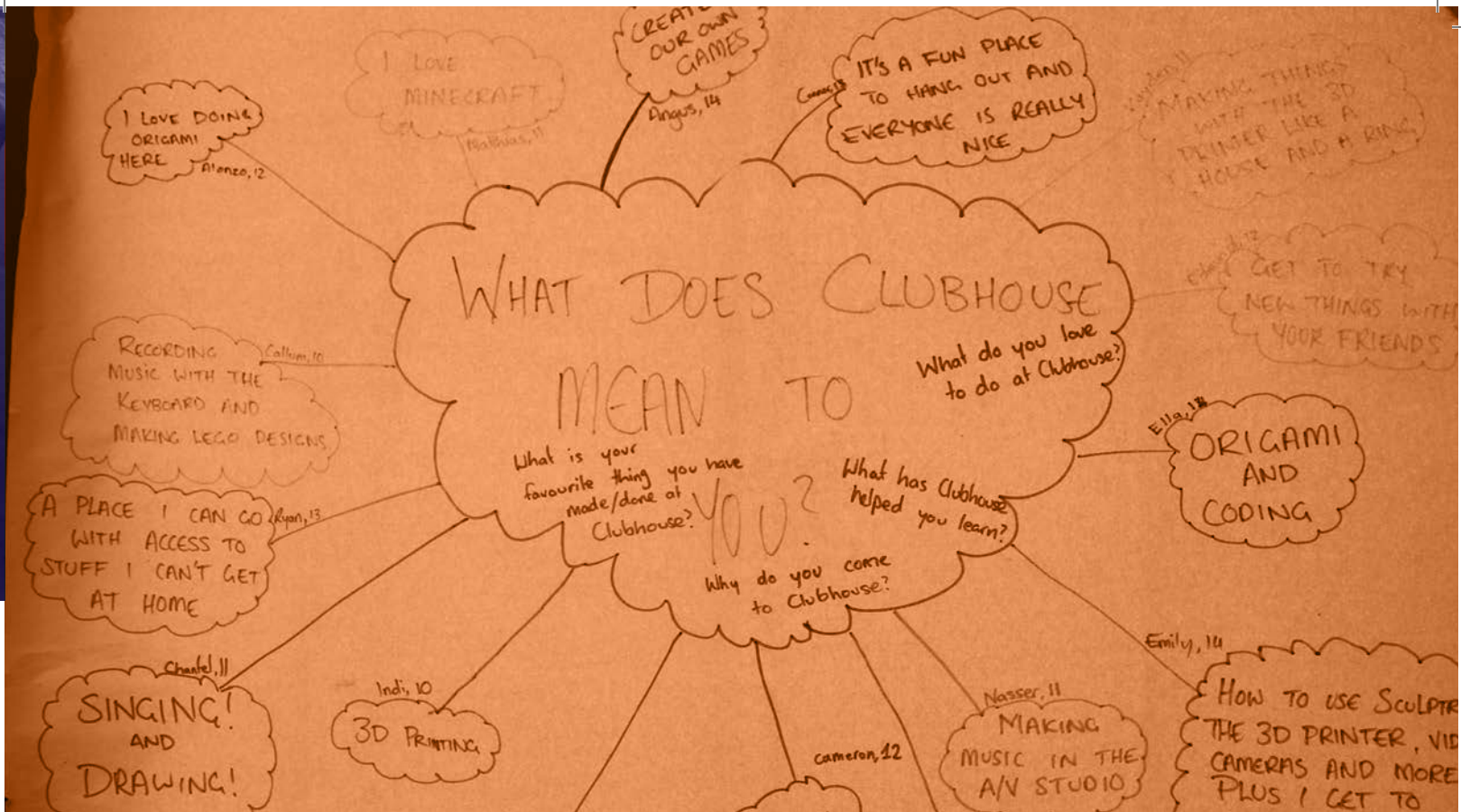
EY

Hala Batainah

Jo Bothroyd

Melanie Kontze

Questacon Volunteers Association



# SUPPORT US

We are calling on our friends in government, philanthropy, business and the broader community to help secure the future of the Clubhouse. To become a partner or to make a donation please contact:

**Joanna Le**

Director of Communication, Advocacy and Fundraising

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Community and Philanthropy Partnerships Week is an initiative of the Prime Minister's Community Business Partnership. It is funded by the Australian Government Department of Social Services and managed by Philanthropy Australia in partnership with the Foundation for Rural and Regional Renewal.



CLUBHOUSE

IS COOL Fun Awesome

amazing Lovly+trific

EPIC FFF Fromzoe



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