



# The Clubhouse

WHERE TECHNOLOGY MEETS IMAGINATION

## YWCA Canberra Clubhouse 2016 Impact Report



YWCA  
CANBERRA

# ABOUT YWCA CANBERRA

YWCA Canberra is a feminist, 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.

Our rich history of supporting women and girls in Canberra through the Great Depression, the Second World War, and the rapid social and cultural changes Canberra has experienced in recent years, continues to inform and influence our work.

Today 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.

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 YWCAclubhouse |  @YWCA\_CCH  
[www.ywca-computerclubhouse.org.au](http://www.ywca-computerclubhouse.org.au)

 YWCACanberra |  @YWCACanberra

 @ywcaCanberra |  YWCACANBERRA  
[www.ywca-canberra.org.au](http://www.ywca-canberra.org.au)

## 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.



# FOREWORD

The YWCA Canberra Clubhouse (the Clubhouse) is an inspiring, innovative community of young people and mentors, growing the skills and capacity of the next generation to enter careers in science, technology, engineering, arts and mathematics (STEAM).

According to the Productivity Commission, digital disruption could threaten 40 per cent of Australian jobs in the next 10-15 years.<sup>1</sup> In a time when we know that future careers will look very different to those of today, initiatives like the Clubhouse are crucial in equipping young people with the skills and knowledge they need to have viable career pathways.

As the newly elected President of YWCA Canberra, and a longstanding member and former Board Director, I am honoured to contribute to this important initiative in the coming years.

As this Impact Report highlights, the Clubhouse has made enormous strides in its first two years, delivering tangible outcomes to young people. Our members have attended exclusive work experience opportunities, engaged with national and local events, and demonstrably increased their skills in STEAM subjects.

The 2016 Tech Time Workshops are a great example of the soft and hard skills the Clubhouse nurtures in our members - our young women participants not only learned

to build and program their own robots, they also demonstrated their team work and collaboration skills in a public final event at the Tuggeranong Hyperdome. You can read more about this exciting initiative in these pages.

I am honoured to present this Impact Report to the Clubhouse community - which comprises young people, industry mentors, educators, government, and Canberra's philanthropic community, who have all played a part in bringing this program to life.

I look forward to meeting you personally in the coming year at one of our many celebrations and events, and to working with you to make a lasting positive impact on the lives of young people in our community.



**JUDE BURGER**  
**PRESIDENT**  
**YWCA CANBERRA**

<sup>1</sup> <http://www.abc.net.au/news/2016-06-15/digital-disruption-could-threaten-40pc-of-jobs/7512778>

# THE CLUBHOUSE IN 2016

The Clubhouse is an out-of-school learning space for young people in the Tuggeranong community to gain skills in science, technology, engineering, arts and mathematics (STEAM), and to empower themselves through creativity. The Clubhouse model was founded in Boston in 1993, and the YWCA Canberra Clubhouse is part of a global network across 19 countries.

The Clubhouse was launched in 2014, with a grand opening event that drew together a host of corporate, philanthropic, government and community partners, our first members, and the YWCA Canberra team. Since then, the Clubhouse has grown to become a core community program in Richardson, Tuggeranong.

At our Clubhouse, we bring young people from across the Tuggeranong region together with high tech digital tools and industry mentors, to build pathways into STEAM careers.

With over 180 members, new mentors, and numerous community outreach projects, 2016 has been our biggest year yet. Over the past 12 months, we have participated in 12 community events, increased our membership by 30 per cent, and seen our members develop new skills, launch new ideas, and work collaboratively alongside industry mentors.

It is at this point that I would like to

acknowledge the sad passing of one of our founding mentors and most avid supporters, Sharen Scott. An active YWCA Canberra member, and a great supporter of building pathways for young people into STEAM, Sharen joined us as a mentor at the Clubhouse in 2014, before we had even officially opened.

Her enthusiasm for the program, for its potential impact on young people, and above all, her enthusiasm for the power of technology to transform lives, had a lasting impact on the Clubhouse, our members, and our team. Sharen's contributions to the Clubhouse, both as a mentor and as a donor of much-needed equipment enabled us to contribute to the lives of many members, and was a key foundational support in establishing the Clubhouse. Her contributions will be remembered, and her presence at the Clubhouse sorely missed.

This year, outreach has been a key focus for our Clubhouse team, and we have worked closely with schools to engage their students in the program. We worked with Lake Tuggeranong College to support a cohort of students to complete their education through the Big Picture program, a special photography course hosted through Manuka Arts Centre.

As well as working with schools, we also engaged the broader STEAM and innovation community here in Canberra. A highlight was

working with Lighthouse Innovation on their Teen Start-Up program, which brings young people together to learn about innovation, and to develop and pitch their own start-ups in a special event.

More details of all of these events and activities, and the outcomes for our members are detailed in this report.

On behalf of the YWCA Canberra and Clubhouse teams, I would like to thank all of our partners,

supporters, donors and members for their contributions this year. We can't wait to see what next year brings for the Clubhouse!



**FRANCES  
CRIMMINS**  
**EXECUTIVE DIRECTOR  
YWCA CANBERRA**



# CLUBHOUSE AMBASSADORS

Our Clubhouse Ambassadors play a vital role in connecting the Clubhouse to the broader education and STEAM community.

## HALA BATAINAH

Hala is the Federal Director for Microsoft in Canberra. Prior to Microsoft, Hala held a variety of roles in Australian and multi-national companies.



Hala is one of the founding members of Multiple Sclerosis Angels Canberra chapter and was named WICKed woman of the year (twice) by the Women in Information and Communication (WIC) for her contribution to the ICT industry and mentoring women in ICT. She is the Deputy Chair of CollaBIT, focusing on supporting small to medium Enterprises (SME). She is also a current member of the AIIA ACT Committee, and contributes to the advancement and support of not-for-profits including YWCA Canberra's Clubhouse.

Hala holds a Bachelor of Science in Computer Science (USA), a Master of Business Administration (Australia) and is a life-long learner. She is married with two children.



## WHY I AM A CLUBHOUSE AMBASSADOR:

I became involved with the Clubhouse because it is focused on supporting and fostering the youth of today and bridging the digital divide. I love that we can provide the youth of today with the space, tools and support to enable them to gain confidence and to open opportunities to reach their full potential in the 21st century. I want to see more Clubhouses being offered in Canberra, with continuous access to up-to-date and future technology - our innovators of tomorrow are made today.

## JASON BORTON



Jason has been an educator in the ACT public school system since 1996. During this time, he has worked across a number of school settings as a classroom teacher.

Since 2004, he has been a school leader in three different schools, before being appointed as the Principal of Richardson Primary School in 2012. He is currently the Director of Learning, Teaching and Early Childhood in the ACT Education Directorate.

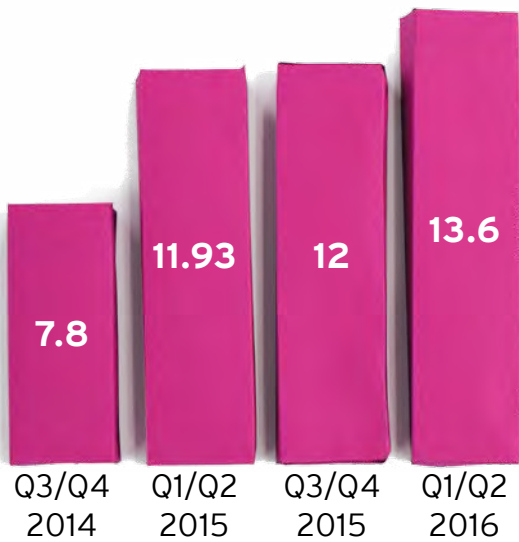
Jason is a dynamic leader who is committed to implementing innovative practices that cater for the needs of 21st century learners. He uses social media to promote public education at a school, state and national level. His strong messages in communicating issues that are being raised by principals, leaders and teachers in the system reach a wide national audience on a regular basis. Jason has a BEd (Primary) and was the winner of the 2014 AEU ACT Public Education Award.

## WHY I AM A CLUBHOUSE AMBASSADOR:

The partnership with YWCA Canberra to instigate the Clubhouse was inspired by our shared vision to re-engage youth in learning. It provided a sound model for mentoring, exposure to high-end information and communication technologies and an opportunity for young people to work positively and collaboratively with others. The Clubhouse has unlimited potential and a bright future in providing a valuable community resource for those who need it the most.

# OUR MEMBERS - ATTENDANCE HIGHLIGHTS

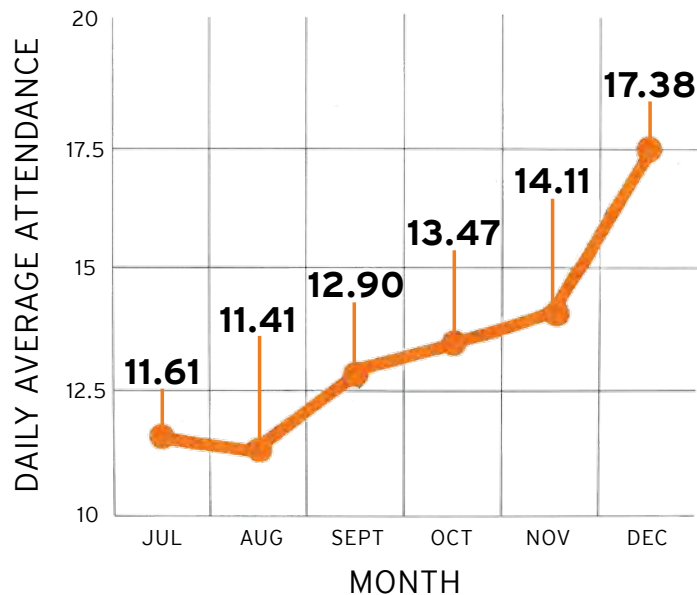
AVERAGE MEMBER ATTENDANCE



AVERAGE TEEN ATTENDANCE

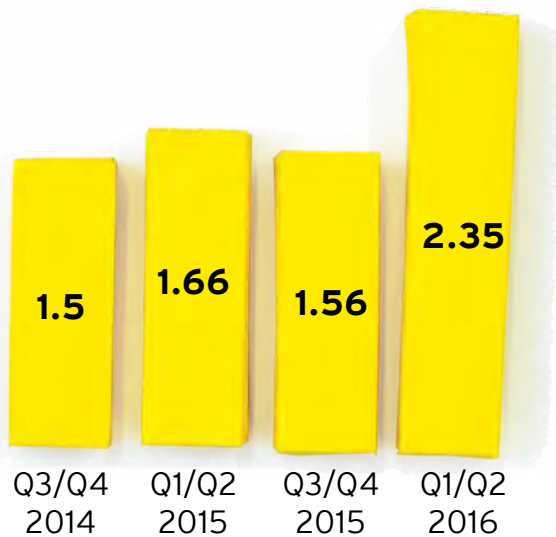


CLUBHOUSE DAILY ATTENDANCE BY MONTH 16'-17' FINANCIAL YEAR

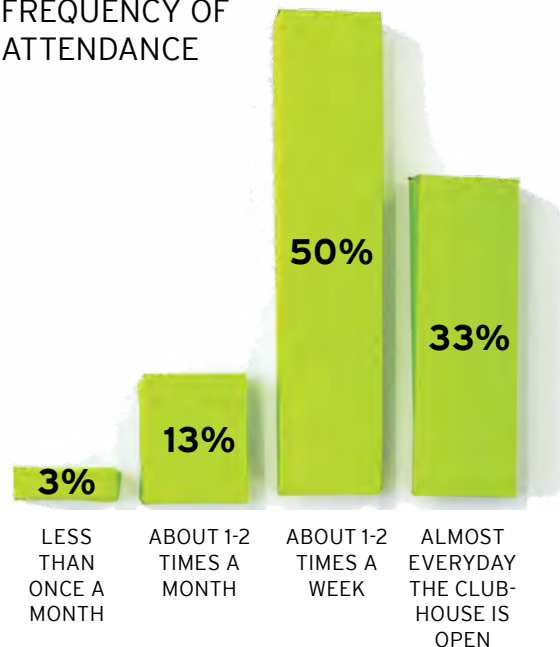




## AVERAGE FEMALE ATTENDANCE



## FREQUENCY OF ATTENDANCE



Membership to the Clubhouse is available to any young person between the ages of 10 and 18, living in the Tuggeranong region. After signing up to become a Clubhouse member, with their parent's permission, members can attend the Clubhouse after school each day, and participate in special events and holiday programs.

The Clubhouse is completely free to join, and members have the flexibility of focusing on the technology or activities that they're most interested in.

In 2016, our membership grew by 30 per cent, to a total of 185 members. Of these members, 30 per cent are girls, and 14 per cent identify

as being of Aboriginal and/or Torres Strait Islander heritage.

More than 43 per cent of members are between 10 and 12 years old, with 67 per cent being teens.

The Clubhouse provides members with a place to learn about and improve on computer skills that they wouldn't otherwise have. In a recent survey of members, 47 per cent of Clubhouse members didn't have a computer at home. Of those that did have a computer at home, a third didn't use it.



Our members have a wide range of interests, passions and abilities. Some of the most popular activities in 2016 were:

- Building houses and redstone machines in Minecraft
- Exploring looping and music recording with GarageBand and our musical instruments
- Making short YouTube videos, in particular vlogs, bottle flip tricks, and gamer videos
- Hands on arts and crafts including; drawing, painting, creating mandalas, and more.

Our members come from a diversity of backgrounds, and many have experienced challenges that impact on their behavior and performance at school or at home. For these young people, the Clubhouse is a creative outlet, and we've received some fantastic feedback about the positive change it has facilitated in our members.

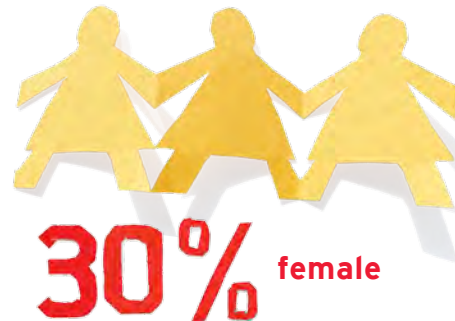
One parent told us that their child's disruptive behavior decreased, and their respect for others had improved, following their time at the Clubhouse. 76 per cent of members said that coming to the Clubhouse has made them feel

**90.5%** of Clubhouse members agreed with the statement

**"I KNOW IF I  
WORK HARD  
ENOUGH I CAN  
SOLVE ALMOST  
ANY PROBLEM  
THAT I HAVE."**

happier, and agreed that they felt they were an important member of the Clubhouse.

Through positive engagement, a strengths-based approach to learning, and the provision of a safe, secure and structured environment, our members develop new valuable skills, and produce work that they are proud of. 90.5 per cent of Clubhouse members agreed with the statement "I know if I work hard enough I can solve almost any problem that I have."





**25** identify as Aboriginal and/or Torres Strait Islander (14 per cent)

**5** work experience participants



Average female attendance of **2.5** per day

Average Aboriginal and/or Torres Strait Islander attendance of **1.5** per day

Average attendance of **13** per day



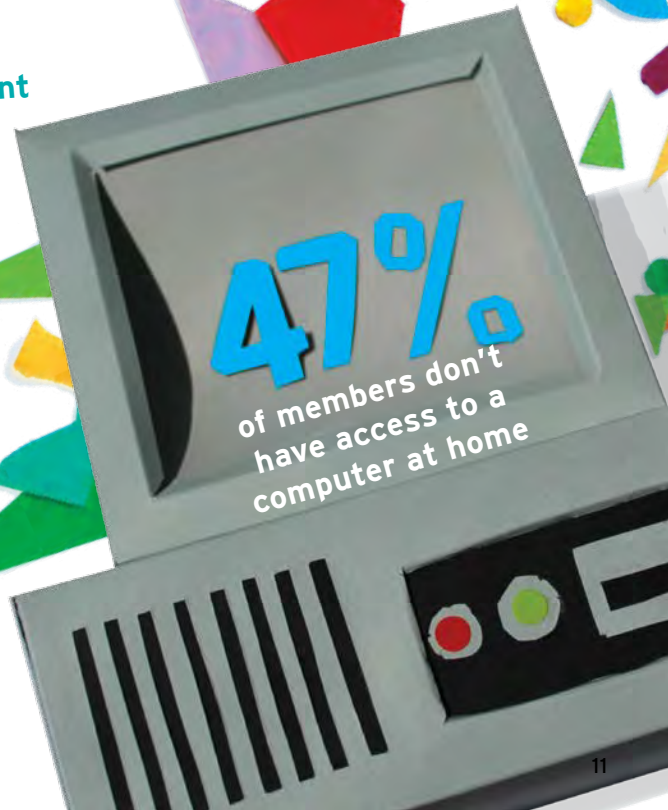
Members by age group:

**10-12** years old 43 per cent

**13-18** years old 67 per cent



**76%** of members agreed that coming to the Clubhouse has made them feel happier in life and also that they felt they were an important member of the Clubhouse.



**47%** of members don't have access to a computer at home

# MEET A MEMBER

# EDMUND



Edmund is one of our regular Clubhouse members. He's 11 years old, and attends weekly. Edmund loves Minecraft, Kerbal Space Program, origami, coding, Rube Goldberg machines and more! We caught up with Edmund to chat about what he likes about the Clubhouse.

## WHY DO YOU COME TO THE CLUBHOUSE?

To meet new friends and to improve my own coding skills.

## WHAT'S YOUR FAVOURITE THING TO USE AT THE CLUBHOUSE?

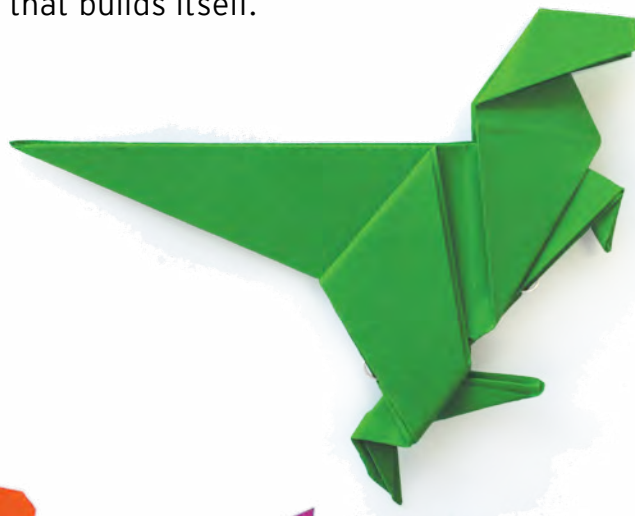
Coding using Scratch and tutorials on origami.

## WHAT'S THE BEST THING YOU'VE CREATED SO FAR?

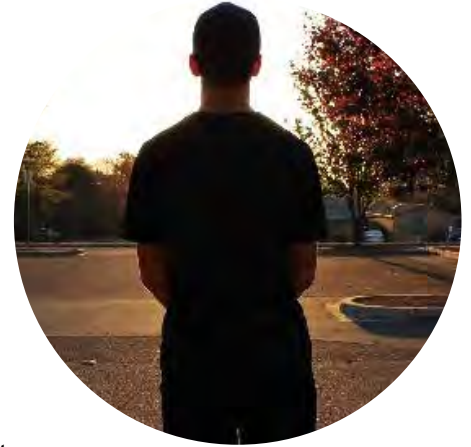
Probably my origami dragons and dinosaurs.

## WHAT'S SOMETHING NEW YOU'D LIKE TO SEE THE CLUBHOUSE GET?

Minecraft for computers because then we could build more stuff. Minecraft can also be used to create construction plans and create things you can't build in real life such as a plane or a house that builds itself.



# CAMERON



Cameron is our longest attending regular at the Clubhouse. Cameron is 13 years old, and is a highly skilled photographer whose images decorate the Clubhouse and our social media profiles. After joining the Clubhouse, Cameron participated in work experience with Coordinate and the CBR Brave Ice Hockey photographer, Paul Furness. Not only is Cameron a talented photographer, but he is a natural leader in the Clubhouse and destined to go far!

## *WHY DO YOU COME TO THE CLUBHOUSE?*

It's a fun learning environment and I get to use lots of cool stuff.

## *WHAT'S YOUR FAVOURITE THING TO USE AT THE CLUBHOUSE?*

The cameras are my favourite thing to use, I like taking photos of anything that's interesting.

## *WHAT'S THE BEST THING YOU'VE CREATED SO FAR?*

My photos are my favourite thing I've created. My favourite shoot was at the ice hockey when we got to stand in the press area without nets.

## *WHAT'S SOMETHING NEW YOU'D LIKE TO SEE THE CLUBHOUSE GET?*

More opportunities to work outside the Clubhouse building. I'd like to visit somewhere like Lockheed Martin Australia or Mount Stromlo Observatory. A photo shoot at the top of Telstra Tower would be cool.



# OUR OBJECTIVES AND OUTCOMES

## CLUBHOUSE PROGRAM LOGIC

Our program logic articulates what our Clubhouse will do, and how it will achieve our short, medium and long term goals.

Broader goals	Better socio-economic outcomes for Tuggeranong community				Better STEAM employment outcomes for women, ATSI and CALD groups				
End of program outcomes	Members complete year 12 and tertiary studies	Members have confidence, self esteem and direction	Members/ Alumni employed in STEAM	Members have STEAM skills and experience	Alumni return as mentors				
Intermediate outcomes	Members embrace learning and school	Members identify personal strengths/ talents	Members have access to STEAM opportunities	Members participate in STEAM work experience	Y has strong, diverse, partnerships: Corporate, Government, Educational and Philanthropic				
			Members network with industry representatives/ mentors		Mentors are committed and engaged in mentoring activities				
Immediate outcomes	Educational partners are engaged	Increase in member numbers		Members are engaged with STEAM activities	Members have trusting relationships with adults	Clubhouse mentors attend the Clubhouse	Clubhouse meets fundraising targets		
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	Participating in STEAM events	Run networking activities for partners	Clubhouse internship program (reciprocal relationships with partners)	Mentor training
Foundational activities	Leading participation in Asia-Pacific Clubhouse Network		Personal development for staff	Maintain a physical space	Staff employed and supported	Research: applicable theories of change models	Global Clubhouse Network	Richardson Primary School contract	

The Clubhouse learning model transcends culture, age, and background to empower young people to become more capable, creative, and confident learners. The Clubhouse is driven by the following objectives:

- More members complete year 12 and/or tertiary studies
- Members have confidence, self-esteem and direction
- Members/Alumni find employment in STEAM fields
- Members have STEAM skills and experience
- Alumni of the Clubhouse return as mentors.

By pursuing these objectives, the Clubhouse will contribute to:

- Better socio-economic outcomes for the Tuggeranong community
- Better STEAM employment outcomes for women, Aboriginal and Torres Strait Islander people, and culturally and linguistically diverse people.

In terms of intermediate outcomes, young people will:

- Embrace learning and school
- Identify their own strengths and unique talents
- Have access to STEAM opportunities
- Form networks with industry mentors
- Participate in STEAM work experience

## *ENGAGING WITH THE TUGGERANONG EDUCATION COMMUNITY*

A key strength of the Clubhouse model is the creation of spaces that facilitate learning and engagement in a member-driven way, ensuring that young people who may struggle with traditional models of learning will be able to participate and engage with the Clubhouse in a positive way.

### **School outreach**

Throughout the year the Clubhouse has delivered outreach drop-in sessions to local high schools, offering their students the opportunity to experience new technologies and to participate in STEAM activities.

Our outreach sessions continue to be an important engagement tool, and have increased our high school participation in the Clubhouse from 10 per cent in 2014 to 60 per cent in 2016.

Outreach is also a standout feature of our Clubhouse across the global network. Our Clubhouse Coordinator hosted a workshop at the Annual Clubhouse Conference in Pittsburgh, USA this year, to pass on our outreach knowledge and skills to other international Clubhouses.

In 2016, the Clubhouse worked closely with the Erindale College IT faculty to deliver a games programming course to their year 11 and 12 students. Working with a mix of Scratch - a code block game development website created at MIT - and Java, students had to create a game that met set requirements. Some of these requirements included multiple levels, moving enemies, sound effects and a working scoreboard. Our Clubhouse Coordinator worked with the students to help them develop their games and coding skills. As a result of this outreach, one student went on to complete work experience at the Clubhouse, to develop his skills in community engagement as well as STEAM.

### *YOUNG PEOPLE HAVE INCREASED CONFIDENCE IN THEIR SKILLS*

The Clubhouse model aims to empower young people to have confidence in their skills, and to see themselves as leaders in innovation and experimentation with technology.

Access to industry mentors and a dedicated Clubhouse Coordinator help to ensure that young people are supported to learn new skills in technology, in a way that encourages self-driven learning.

### ***Gaining new skills in film development***

A great example of the tangible growth in our members' technical skills is the focus this year on film editing and production. Many Clubhouse members love creating short videos to post on YouTube, which require strong skills in filming, editing and post-production.

Several Clubhouse members have utilised skills learnt in the space to develop their own YouTube channels. Often focussing on vlogs, trick shots and short clips, the members have picked up skills from watching other YouTube videos and then used equipment available at the Clubhouse to work out how to replicate that style of video.

This includes creatively developing storyboards, and working closely with the Clubhouse Coordinator to develop their editing and filming skills, and bring their vision to life.

The Clubhouse strives to create an environment where learning is engaging and self-motivated, and helps to foster an ongoing sense of investment in our members for their own future education.



## *YOUNG PEOPLE WILL EMBRACE LEARNING AND SCHOOL*

The outcomes of the Clubhouse model in instilling members with the confidence to finish their schooling has been demonstrated on a global and local level.

The 2015 Clubhouse Network Youth Impact Report surveyed members from Clubhouses across the world. The report found that 73 per cent of Clubhouse members say that the Clubhouse has increased their commitment to high school and 75 per cent say it has increased their commitment to continuing education after school. 87 per cent of YWCA Canberra Clubhouse members surveyed also said that the Clubhouse has increased their interest in studying some aspect of STEAM in the future.

Both globally among all Clubhouses and locally at the YWCA Canberra Clubhouse, 93 per cent of members say that continuing their education after high school is important or very important to them.

### ***The Big Picture Photography Program***

The YWCA Canberra Clubhouse participated in the Big Picture Photography Program in



partnership with Lake Tuggeranong College and Photo Access. The program engaged students to complete their year 10 certificate through 'passion learning', giving students the opportunity to work on a project in an area that interests them.

The Big Picture Photography Program gave students the opportunity to complete their studies in film photography. In this eight-week program, eight participants were supported to gain new skills in photography, including shooting, developing and editing their photos.

Participants spent the first few weeks making chemograms and photos from pinhole cameras, in order to get used to the process involved with using a dark room. There were two special excursions to the National Gallery of Australia and other venues in Canberra, where participants were able to shoot more photos, and then develop them for exhibition.

The program was a fantastic success, with participants signing up to the PhotoAccess program in order to be able to access the space outside of school. Three participants of the program went on to finish their studies in photography and successfully attained their year 10 certificates.





## YOUNG PEOPLE WILL IDENTIFY THEIR OWN STRENGTHS AND UNIQUE TALENTS AND PARTICIPATE IN WORK EXPERIENCE OPPORTUNITIES

The YWCA Canberra Clubhouse creates an inclusive, empowering environment that encourages young people to test out new skills, explore with technology and gain confidence in their abilities in a safe space.

By connecting our members with industry partners and work experience opportunities, the Clubhouse demonstrates the value of their skills and their real-world application. This has a significant impact on members' confidence in their abilities, and reinforces their value and potential.

### **Building confidence in self-assessed ability**

Our Clubhouse team is dedicated to working closely with our members to support them in gaining the best possible outcomes from the program. Our staff are all qualified youth workers, and are able to bring their skills and knowledge in youth engagement to the Clubhouse, in order to support our members in developing soft skills as well as more specific STEAM skills.

Amy\*, a young member at the Clubhouse, was initially very quiet and required a staff member to walk through any project that she was

working on. She required a lot of direct contact in order to come up with, plan, create and complete any project taken on in the Clubhouse. Through working with Clubhouse staff and mentors, Amy has developed skills, seen an increase in self-confidence and has developed the motivation to start, work on and complete projects without requiring support from a mentor. Amy has developed a strong interest in painting, and is now confident in developing a design idea, setting up her workstation, and producing a final painting she is proud of.

It has been fantastic to see the Clubhouse members not only developing their skills in STEAM activities, but developing personally as young members of the community.

*\*Amy's name has been changed.*

## YOUNG PEOPLE HAVE ACCESS TO STEAM OPPORTUNITIES AND FORM NETWORKS WITH INDUSTRY MENTORS

A strength of the Clubhouse model is the freedom given to members to stretch their imaginations, trial new ideas, and be allowed to fail safely with support and encouragement from mentors and staff.

Through this enabling environment, we have already seen some exciting outcomes, with members launching new business ideas, starting and finishing big projects, and testing their skills with new technology.

## **Engaging with robotics through the Tech Time Workshops**

This year, with the generous support of a 2016 National Science Week Grant, the YWCA Canberra Clubhouse hosted a series of special 'Tech Time Workshops', introducing young women to the world of robotics.

Eight young women from Caroline Chisholm School participated in the workshops which were held in our hub space at the Tuggeranong Hyperdome. Over six sessions, participants used Lego Mindstorm EV3s, and worked in teams to design, build and program their own robots. Canberra's local chapter of Robogals, a community program that connects women mentors with young people to learn all about robotics, also sent their volunteers to support our Tech Time participants in this process.

The whole series culminated in a final showdown in the centre court of Tuggeranong Hyperdome, where the teams competed with their robots to complete five challenges:

- 1. Collect three marbles, and return them to a designated area.**
- 2. Navigate a maze in the fastest time.**
- 3. Win a race.**
- 4. Win a sumo wrestling style battle.**
- 5. A fan favourite vote.**

The competition was a very close one, but the highlight of the program was the initiative,

willingness to learn, team spirit, and most importantly, support for each other shown by the young women participants.

We were proud to see growth in participants throughout the workshops, and to see their skills develop to design, build and program amazing and unique robots, as well as demonstrating their skills in problem solving, working in a team, and overcoming challenges and barriers as they arise.

## **CLUBHOUSE MEMBERS ARE ALSO CONTRIBUTING MEMBERS OF THE BROADER COMMUNITY**

Through the Clubhouse, we link our members with community activities and initiatives related to STEAM. This is a vital part of increasing the social and digital inclusion of our members, and building a stronger connection to their local community.

In 2016, a highlight event for the Clubhouse was the end of semester community celebration. Planned by YWCA Canberra Clubhouse staff and members, the community celebration was a big success with over 50 people attending.

All Clubhouse members, their families and other members of the local community were invited to come along and enjoy the Clubhouse activities planned by the members. Some of the activities included: a dance party in the music

studio, giant jenga, a MaKey MaKey workstation, Minecraft challenges and more.

Clubhouse members had the opportunity to showcase their work to their local community, families and friends. There were graphic design projects, photographs, music, Lego creations, posters, 3D models, drawings and more on display at the Clubhouse along with the members who created them available to talk about how they developed, designed and created their projects.

Clubhouse members were proud to showcase the work they had created in the Clubhouse and were quick to include new and potential members in projects they were working on.

This was a great opportunity for members to take ownership of the Clubhouse, represent the program publicly, and connect with other local groups and organisations.

We will continue to engage with community activities and events through the Clubhouse, and encourage our members to pursue similar activities in their own time.

### *YOUNG PEOPLE WILL DEVELOP THEIR LEADERSHIP SKILLS*

By empowering young people to lead their own projects, gain confidence in their skills and support each other to learn new things, the Clubhouse fosters leadership skills and

development. Ultimately, our goal is to develop a pipeline of members to become industry mentors for future generations.

Our members are supported to further develop their leadership skills through participation in the Clubhouse's leadership program. The leadership program gives Clubhouse members with the longest attendance records the opportunity to take on added responsibility in the Clubhouse community, and guide the direction that the Clubhouse takes.

The leadership team currently involves two high school members, who are both highly active in the Clubhouse, and bring a passion for design, construction and art. One of these Clubhouse leaders has a strong passion for art, particularly photography and drawing, and has recently taken up piano. The other Clubhouse leader loves to design and build. He has 3D printed many designs, created working model parachutes, built a Rube Goldberg machine and has a great eye for technical detail.

The Clubhouse leadership team meet to discuss the Clubhouse weekly on Tuesdays which is the day reserved for high school students at the Clubhouse. In collaboration with our Clubhouse Coordinator, the leadership team have helped plan structured activities to be run throughout the term, such as music lessons and cardboard art projects, as well as providing

ideas for activities and excursions to be run during the next school holiday program, such as a photography day at the Australian National Botanic Gardens.

Through their participation in the leadership team, both participants have strengthened their connection to the Clubhouse and its community. One Clubhouse leader has been recognised at school for his new leadership skills with special awards, highlighting the impact of the Clubhouse in his education and broader life.

## *THE IMPACT OF MENTORS*

Mentors are an important part of the Clubhouse model, helping to build skills and knowledge in our members, as well as connecting them to opportunities for work experience and pathways into STEAM careers.

Since the launch of the Clubhouse, we have seen the impact of mentors firsthand, in helping to grow the confidence of our members by sharing their knowledge, and continuing to build the Clubhouse community by leveraging their networks.

This year the Clubhouse has had a particular focus on engaging students on work experience placement as mentors, and it has been a pleasure to see budding youth workers and other social service providers find a home at the Clubhouse.



## MENTOR PROFILE - LOUISE YOUNG

### HOW DID YOU CONNECT WITH THE CLUBHOUSE?

I connected with the Clubhouse through my 80 hours of Industry Placement this year, in order to complete my Certificate IV in Youth Work and Community Services. I feel as though I also connected emotionally in a positive manner with the Clubhouse, as it made me so extremely happy that there is such a supportive, fun, relaxed and amazingly run environment and venue for young people to spend time after school, knowing they are safe and are free to be themselves.

### WHAT KIND OF ACTIVITIES HAVE YOU MENTORED OR ASSISTED WITH IN YOUR TIME AT THE CLUBHOUSE?

I was involved in the Clubhouse through a supportive role. This meant that I was there on days in which the young people were able to use the space freely and to utilise whatever equipment, people and activities they wanted. This allowed me to engage with the young people in a relaxed and informal setting when they



were participating in an activity of their choosing, allowing rapport to be built easily and we could support and assist the young people with whatever they asked us as they felt comfortable in the setting in which they were in.

### WHAT HAVE YOU FOUND MOST REWARDING ABOUT BEING A MENTOR AT THE CLUBHOUSE?

I found that the Clubhouse members made it a rewarding experience. By being a mentor I was able to converse with young people without feeling as though I was working, which meant both the young people and I felt comfortable, and felt free to talk. Seeing the young people enjoying, utilising and engaging in the space, laughing and involving others in their activities made the role as a mentor so extremely rewarding. The YWCA Canberra Clubhouse staff should be applauded for such an amazing space, which has been set up for the benefit of those young people who use it.



# AWARDS AND ACHIEVEMENTS

In 2016, the Clubhouse received a number of awards and nominations, highlighting its impact on our members and the Tuggeranong community.

The Clubhouse was recognised at the 2016 ACT Council of Social Services awards with the Community Sector RSM Partnership Award. This accolade recognises our collaboration with our community of corporate, philanthropic and government partners, and the significant impact we have jointly achieved for young people in our community.

A key contributor to the Clubhouse, YWCA Canberra's Senior Youth Engagement Officer Ciara Duggan, was also selected to be part of a highly competitive development opportunity, the Telstra Imaginarium Program.

The program included three intensive workshops hosted in Sydney to increase participants' skills in design thinking, prototyping technology to help people through engagement, and enhancing their engagement skills for different audiences. The Imaginarium focussed on using technology to support social change for the most vulnerable people in our communities. Ciara has been able to bring her new knowledge and skills to the Clubhouse space, to contribute to our programming and planning for the coming year.

Our Clubhouse Coordinator, Lachlan Howarth was also 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.



# ENGAGING THE COMMUNITY

Our Clubhouse team collaborates with the Tuggeranong and surrounding communities throughout the year through a number of activities and events. As well as connecting with the global Clubhouse Network through the Annual Conference and regional Conference, our Coordinator undertakes outreach to local schools, community centres and participates in events to help spread the word about the Clubhouse and ensure that as many young people as possible can benefit from the program.

## **Some of the highlights from this work in 2016 include:**

### ***National Science Week***

Our Clubhouse members had the chance to participate in National Science Week 2016 through the Science in ACTION event, held on 12-13 August. This event brought together schools and representatives from organisations working in science, mathematics, engineering and technology.

The Clubhouse team attended Science in ACTION and hosted a special stall showcasing member projects. Some of the projects displayed included photographs from the Clubhouse and past Science in ACTION events, the Oculus Rift, an interactive display using the Tech Time Workshop robots, and various 3D prints and craft projects made in the Clubhouse.

### ***Teen Start-up***

We collaborated with Lighthouse Innovation on their Teen Start-up events.

Teen Start-up provides an exciting opportunity for young people over the age of 12 to work in teams to develop a business idea and pitch it to a panel of judges. The program has a strong focus on innovation, and links closely to the Clubhouse's goal of empowering young people through creativity.

Our team mentored the participants through their idea and pitch development, as well as showcasing some interesting technology that is currently available at the Clubhouse. There was a lot of interest in the Clubhouse from participants at the Teen Start-Ups, and we had two participants sign up as members. There were a lot of young people from North Canberra interested in the program, which shows the need for a Clubhouse in the Belconnen region.

### ***YWCA Canberra Round the World Breakfast***

In 2016, YWCA Canberra fundraised for the Clubhouse through its annual Round the World Breakfast. This event marks World YWCA Day, and was held at QT Canberra Tuesday 26 April. There was a keynote talk from Dr Sarah Pearson, CEO of the CBR Innovation Network, as well as a panel discussion that focussed on women in STEAM. 170 attendees from a range

of industries and sectors attended the breakfast and donated to the Clubhouse.

It was a great opportunity to raise the profile of digital inclusion and the impact of the Clubhouse on the lives of young people living in Canberra.

### **Community Barbecues**

The Clubhouse team has participated in three community barbecues this year, two in Tuggeranong Park, hosted by the Tuggeranong Child and Family Centre as well as the Kambah Neighbour Day Community Celebration hosted by the ACT Asbestos Response Taskforce in Kambah.

Both events allowed our team to showcase the work done in the Clubhouse and encourage young people to sign up as members. The events also provided networking opportunities with other organisations and individuals.

This led to a local artist, Geoff Filmer, of Graffik Paint, to work with young people in the Tuggeranong region to redecorate the inside and outside of YWCA Canberra's Mura Lanyon Youth and Community Centre. It was fantastic to be able to have Clubhouse members involved in this process and develop a stronger sense of belonging in their local communities.



# THE POWER OF PARTNERSHIPS

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

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!

Below is a list of our partners and the contributions they have made:

## SNOW FOUNDATION

The Snow Foundation have been a significant support of the Clubhouse. In 2014, The Snow Foundation provided a \$20,000 grant to the Clubhouse to support the operational aspects of the project. They have built on this initial support with a further \$30,000 over 2016-18, to support the role of the Clubhouse Coordinator, which is crucial to the success of the program.



Georgina Bryon, CEO The Snow Foundation said, "The YWCA Computer Clubhouse is a perfect fit for The Snow Foundation as one of our key focus areas is to fund education and life skills programs for children and adults. This program encompasses all that is good about the Canberra community - volunteers, government, corporate and philanthropic groups working together to provide students with the skills to explore and experience the ever-changing digital world. It allows young people to become engaged, confident and creative in a safe and supportive environment."

## MICROSOFT

Microsoft believes in the positive changes that women bring in decision making processes, managing people, driving corporations and in impacting social life in general.



# Microsoft

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

## ACT EDUCATION AND TRAINING DIRECTORATE

The ACT Education and Training Directorate have supported Richardson Primary School to partner with the YWCA Canberra Clubhouse.



**ACT**  
Government

Education and Training

## RICHARDSON PRIMARY SCHOOL

Richardson Primary School are a key partner to YWCA Canberra in this important initiative.



## COLLABIT

CollabIT has leveraged its networks to help spread the word about the YWCA Canberra Clubhouse, and encourage support within the community for this exciting program.



## DIMENSION DATA

As part of its corporate social responsibility strategy, Heads, Hearts and Hands, Dimension Data Australia are a founding partner of the Clubhouse. Dimension Data designed and deployed the IT environment, have made financial donations to support our operations, and provide ongoing IT support to the Clubhouse.



## LOCKHEED MARTIN AUSTRALIA

Lockheed Martin Australia is committed to supporting science, technology, engineering, and mathematics education, the men and women of our national security forces, and veteran causes. That is why Lockheed Martin Australia was a founding partner of the YWCA Canberra Clubhouse program, providing financial support to ensure our members can travel to engage in educational and vocational excursions, in Australia and beyond, as well as funding the development of our audio visual production suite for our Members.

**LOCKHEED MARTIN**



## AARNET & ACTDE

AARNet (Australia's Academic and Research Network) and ACTDE provided internet connectivity to the Clubhouse pro bono, which is vital for enabling skill development in digital technologies.



## ACADEMY OF INTERACTIVE ENTERTAINMENT

The Academy of Interactive Entertainment generously donated 10 refurbished desktop computers to the Clubhouse upon establishment, providing the foundation of our technical setup.



## INTRAVISION

Intravision provided the installation of cabling and electrical work for the Clubhouse at a below cost rate when we first opened our doors.



## GOOD GUYS TUGGERANONG

The Good Guys Tuggeranong kindly donated eight 12 inch monitors for the Clubhouse's desktop PCs when we initially established the Clubhouse.



## COORDINATE

Coordinate creates content for advertising, design, digital, social, and media, partnering with Canberra's most brilliant and progressive brands.



Coordinate was an original partner of the YWCA Canberra Clubhouse program, and has providing in-kind support by way of developing our marketing collateral and promotional videos.

## HSBC

HSBC's sponsorship program has a special focus on developing youth, furthering education, and embracing different cultures.

That is why HSBC Canberra provided both in-kind and financial support in our establishment phase to ensure the viability of this important community initiative.



## NICTA

NICTA is Australia's Information Communications Technology (ICT) Research Centre of Excellence and the nation's largest organisation dedicated to ICT research. NICTA's primary goal is to pursue high-impact research excellence and, through application of this research, to create national benefit and wealth for Australia.

NICTA was an original partner of our Computer Clubhouse program, donating a 3D printer so our members can design and manufacture their own 3D objects.



## WACOM AUSTRALIA

Wacom Australia says "we love what creativity brings to the world. It makes us human, adding a richness to our lives, bringing ideas, imagination and beauty. We dream of a world alive with creativity, where people are free to explore and express new ideas. Creativity puts a smile on the face of the world."

Wacom Australia was an original partner of the YWCA Canberra Clubhouse program, donating 10 reconditioned Intuos5 Medium graphics tablets, so that our members can hone their digital design skills.



# INTERNATIONAL CONNECTIONS

## Annual Clubhouse Conference

In 2016, our Clubhouse Coordinator had the opportunity to attend the international Clubhouse Network Annual Conference, held in Pittsburgh, Pennsylvania in the USA in April. The Conference yielded many lessons learnt and insights that have been used to enhance our impact.

Some of the key outcomes from the Annual Conference included:

- A stronger sense of global connection between Clubhouses around the world
- The importance of encouraging our members to engage with the wider Clubhouse community through the Clubhouse Village
- Ideas and tips for interesting and engaging project ideas for both new and regular members
- Ideas for new technologies and how to implement them in the Clubhouse.

Our Coordinator also presented two sessions at the 2016 Annual Conference. The first was a session on forming, fostering and working in partnerships with schools. The session featured the short documentary created by our team, addressing what outreach is, how it benefits Clubhouses, how it benefits members, and how it benefits schools. The session also covered tips and tricks for how to initiate outreach

sessions in to schools, the ideas and methods behind casual drop in sessions as well as how to run effective programs in partnership with schools.

The second session we facilitated was done so in partnership with The Best Buy Teen Tech Center @ Gold Crown Foundation. This session was part of the breakout day at the Annual Conference, which focused on activities that can be run in the Clubhouse. This particular session looked at Rube Goldberg Machines, which complete a simple task in an overly complicated manner. For example, the machine that was made during this session knocked a marble in to a miniature basketball hoop, but along the way involved knocking over dominoes, spinning contraptions, ramps, other marbles, Lego constructions and more. The session was very well received by all the participants who were interested in running Rube Goldberg workshops with their Clubhouse members.



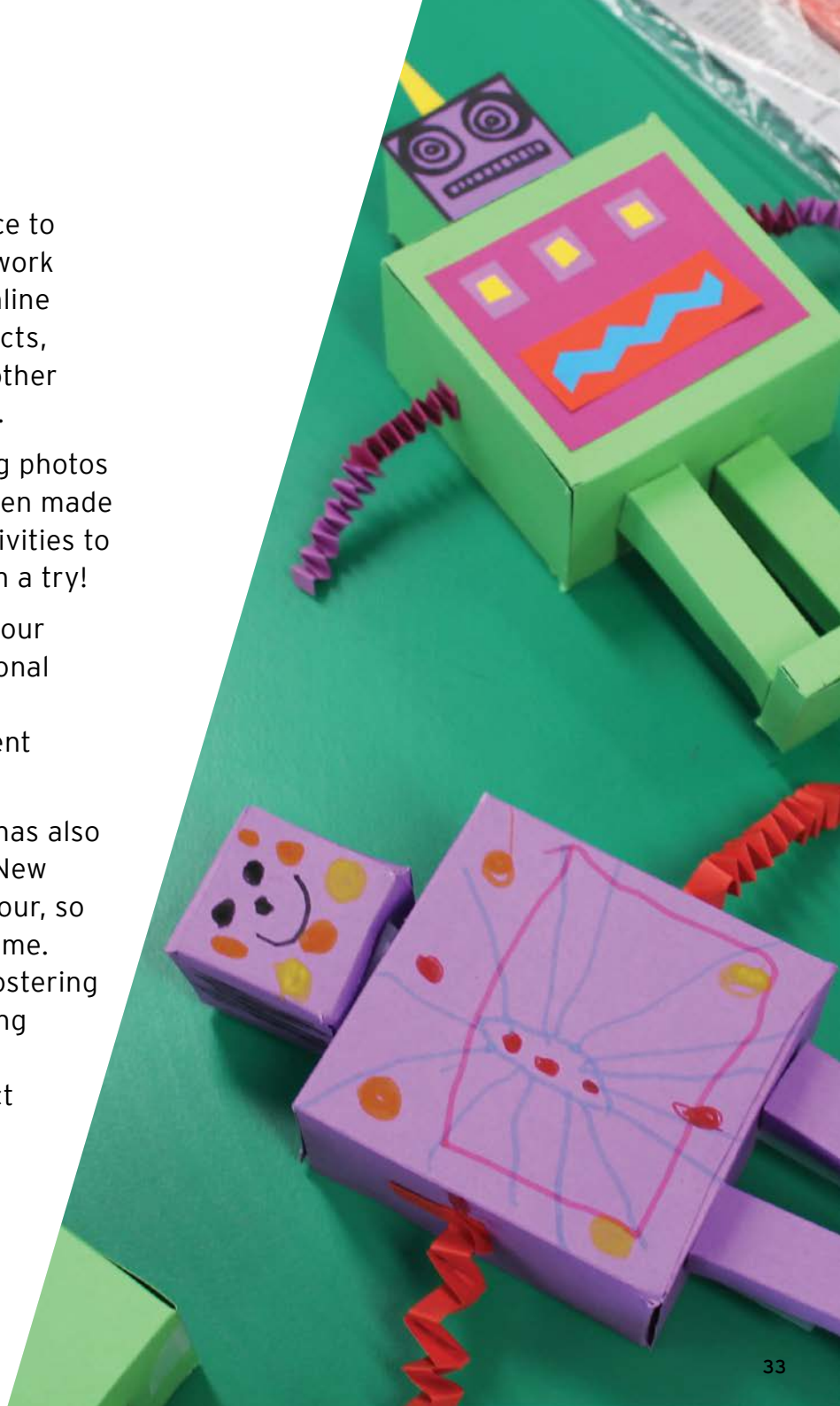
## THE CLUBHOUSE VILLAGE

All Clubhouse members have the chance to engage with the Global Clubhouse Network through the Global Village, a special online space where they can share their projects, chat to fellow members and see what other Clubhouses are doing across the world.

Our members regularly enjoy uploading photos of their recent work, and some have even made YouTube tutorials of their favourite activities to encourage other members to give them a try!

The Clubhouse Village is a key way for our members to connect with the international movement, and to see the diversity in experiences for young people in different countries with technology.

Building on this, the YWCA Clubhouse has also hosted skype calls with Clubhouses in New Zealand, our closest Clubhouse neighbour, so that our members can engage in real time. These calls have been a great way of fostering long-distance friendships, demonstrating the power of technology in building communities, and continuing to connect with the global network.





## GET INVOLVED

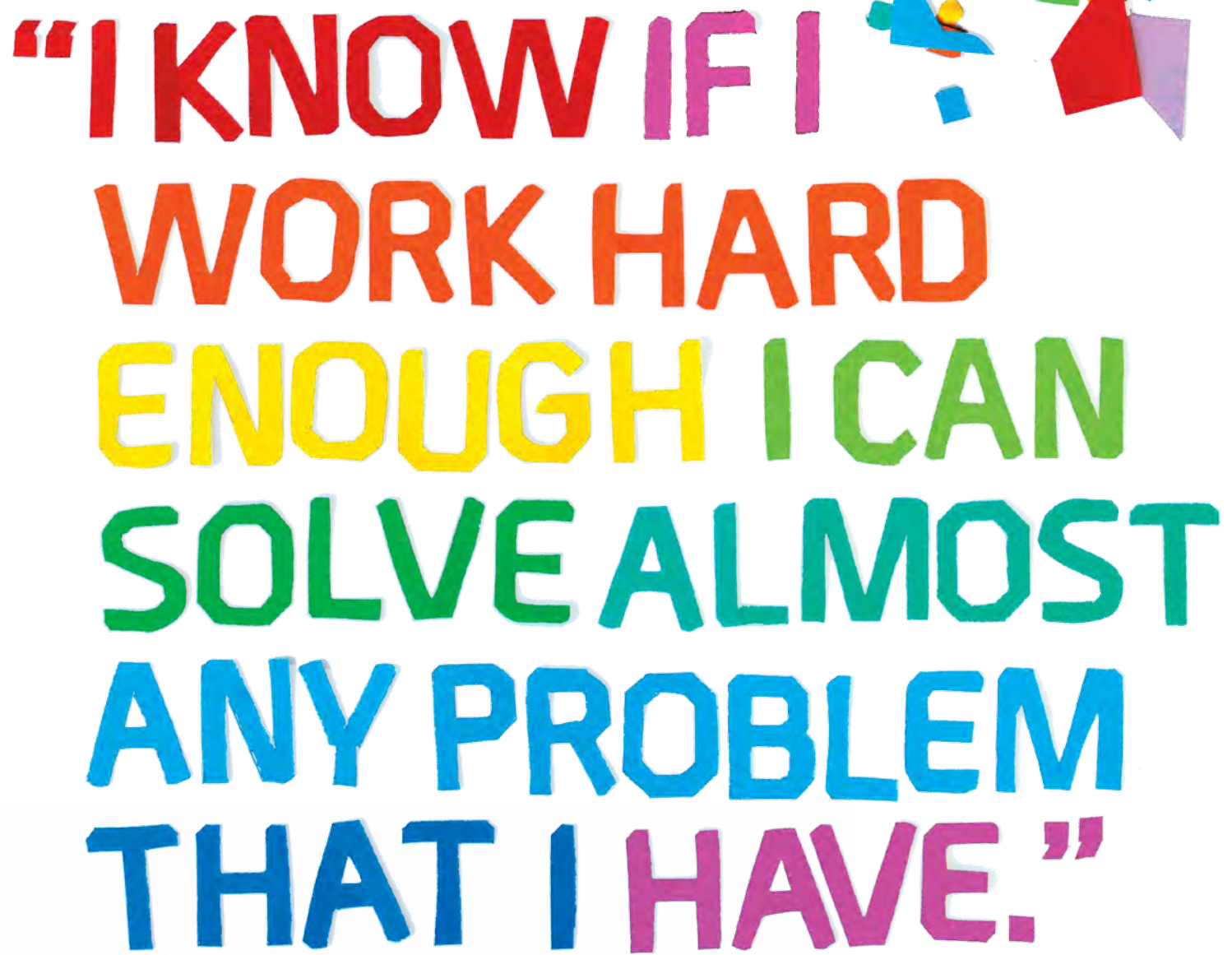
We are always looking for new partners, mentors, and Clubhouse Ambassadors to join us on this journey.

If you or your organisation would like to get involved, please contact:

**Joanna Le, Director of Communication, Advocacy and Fundraising YWCA Canberra**  
**[joanna.le@ywca-canberra.org.au](mailto:joanna.le@ywca-canberra.org.au) or 02 6175 9900**

W: [ywca-computerclubhouse.org.au](http://ywca-computerclubhouse.org.au) P: (02) 6294 4633  YWCAClubhouse  @YWCA\_CCH



The image features a white background with scattered, colorful confetti in various shapes and sizes, including triangles, squares, and circles in shades of red, blue, yellow, green, and purple. The confetti is most concentrated in the top right and bottom left corners.

**“I KNOW IF I  
WORK HARD  
ENOUGH I CAN  
SOLVE ALMOST  
ANY PROBLEM  
THAT I HAVE.”**



YWCA  
CANBERRA