

Supporting people with digital skills

Good Things Foundation Playbook for Digital Inclusion Hubs.

In partnership with





J.P.Morgan



How to use this playbook

This playbook is for Digital Inclusion hubs to support them and their communities. It is designed to show a shared understanding of the journeys learners may have around learning digital skills for employability.

- Use it to meet people where they are
- Pick the themes that feel right
- Share it with teams
- Use practical tips
- Learn how to measure success



Benefits of the playbook



Understanding different types of learner / personas



Focus on differing learner needs



Developing the best learning journey

Our Partners



Yorkshire Building Society has partnered with Good Things Foundation throughout 2021-22 to engage Black, Asian and Ethnically diverse people in Bradford communities to build digital skills for employability. The Yorkshire Building Society funded Bradford project has helped create and test this playbook.

J.P.Morgan

J.P. Morgan Chase Foundation and Good
Things Foundation have worked together
since 2019 on projects embedding digital skills
into programmes of economic support.
Devices, data and skills support were funded
through one of those projects and insights
were used to inform the personas of those
without access to a device or connectivity.

Our Partners



Enterprise Blueprints is an outcome-focused Technology and IT Architecture Specialist, a new partner invested in fixing the digital divide. Their support enabled Good Things Foundation to bring together the insights from different projects and pilots, facilitate feedback sessions and has supported the development of this playbook.

accenture

Accenture has partnered with Good Things Foundation since 2020, building work-related skills for unemployed or underemployed people. The project, funded by Accenture, has helped create, test and iterate this playbook.

Let's get started. What are you looking for?

Employability

A starting point to understand how community centres can serve their communities to help them on the path to employability

Go to the Employability Playbook

Further Education

A starting point for hubs to understand the journey for learners deciding to move into further education.

Go to the Education Playbook -



Supporting people with digital skills for employability

In partnership with









Employability Playbook Contents



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Introduction

Why is this playbook important?

We're proud to introduce the **Digital Skills for Employability playbook** - a starting point to understanding how hubs can serve their communities to help them on the path to employability.

It couldn't come at a more crucial time; when the global pandemic has pushed more services online and shifted the job market. It's also shown us the socio-economic divide between people who have access to digital skills and those who don't. It's time to act, to empower people and to help those who have been excluded in the past, to be included in the future.



Introduction

What is this?

This playbook is a guide to understanding the different representations of people that centres serve, and the journeys that they go on. Most importantly, this playbook gives a structure to how we can improve the journey for people, so that they are more likely to gain digital skills and gain employment.

Why did we do it?

We've seen that there are more similarities between the communities that are served by hubs, than differences. This playbook helps bring together those similarities into a shared understanding and future vision.

How did we do it?

We worked with hubs and learners to represent thems elves and their communities in this playbook. They will see the journeys they can take with their learners and the tools to help them achieve their goals.



What do digital skills for employability mean?

We live in a digital age where the ability to use technology is essential for life and work. Digital skills are required across low-skilled, middle-skilled and highly-skilled jobs in all sectors (Digital Skills and Inclusion Research Working Group Evidence Brief 2018). A lack of digital skills could lead to marginalisation in society and in employment.

Six major areas of digital skills for employability include:

- Technical (online and offline)
- Communication
- Information
- Creative
- Transaction
- Safety (Future proof 2020)

The UK is currently faced with problems of digital skills gap, skills shortage and skills mismatch. (Improving digital skill for employability 2019). Good Things Foundation is addressing these problems through the National Digital Inclusion Network, Digital Inclusion Hubs and through external partnerships.

Hubs work with marginalised communities to offer a mix of online learning, pastoral support and connected devices to provide better opportunities. This collaboration empowers people to take the next step into the job market.

The co-design process

We heard from different hubs about the individuals who visit, learn and access services at their vebues. The different perspectives from multiple hubs across the country provided a rich basis to create evidence-driven personas and learner journeys.

We ran three, two-hour workshops with ten hubs represented and learners to share their perspective. Together, we heard about problems and barriers, as well as centre success stories. We continuously shared personas, journeys and insights with stakeholders in show and tells, to ensure that our outcomes were created around lived experiences.

We coupled our co-design process with desk research to analyse previous reports and case studies. To complement the workshops, we conducted 1:1 interviews with centres to add detail and feedback to the personas and learner journeys.



"It is so inspiring to hear from other hubs who are working just as hard as us to end digital exclusion."

Chapter 1

Key findings

Highlights of who are learners are and what their key needs are

Understanding learners

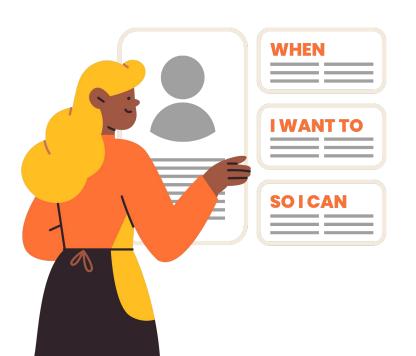
Through speaking to learners and hubs, we were able to understand the deeper needs and behaviours of individuals along their learning journey towards employment.

Understanding the bigger picture led us to bring together different types of users based on their skills, capability and access to digital.

We segmented insights about personas to represent where different individuals might be on their journey. Different personas have needs which evolve and require certain support at different points along their journey.



The five personas and their key points are outlined to the right; they are not exhaustive but capture a representation of learners. Personas and journeys will be elaborated on and explained later in this playbook.



No access + no skills

Poor English skills Never used a device or the internet

Some access + few skills

Needs digital skills to get back into work No qualifications or CV

Some access + no skills

Looking for a career move to a better paid job Struggles to afford access

Some access + basic skills

Has traditionally used paper for working Needs flexible learning opportunities

Basic skills + entrepreneur

Wants to move business online from street-trading Digital upskilling required for business sustainability

Key themes

We synthesised the workshop insights and research into five key themes.

These themes show the fundamental *core needs* for learners across their experiences. They help to make sure centres are meeting learner needs. The themes should be used to anchor the work that centres do and to shape programmes of work.

The themes are relevant for all personas, with some being more prominent for certain types of learner needs than others.



Five themes

Belonging

Creating a sense of community connection with learners who may not have support is extremely important.

An environment where people feel safe will help them let their guard down; begin to create strong connections with peers and be supported on their learning journey.

Trust

Learners not only need to build trust with their tutors and peers but also need to overcome misconceptions around digital and the internet.

Learning to trust computers and feel safe online is essential before digital skills can be built upon.

Empathy

Understanding people's backgrounds is essential to helping them plan their future. Some individuals come from difficult backgrounds and need to be understood and heard.

We need to take time to be human and show them they are capable of learning digital skills and achieving success.

Flexibility

It is important to many people that support is available as and when they need it. Some people lead busy lives, with self-development low on their priority list.

Education needs to meet people where they are, whether that is flexible drop-in sessions, online sessions, tutors stepping in who know the learners language or helping people learn what they are interested in.

Empowerment

Working to empower individuals and realise their full potential will help build learners confidence and encourage their practice of continuous learning.

Helping learners gain access to quality and affordable equipment and data will give them the tools to take charge of their future learning, leading to a reduced reliance on the centres resources and support.

Chapter 2

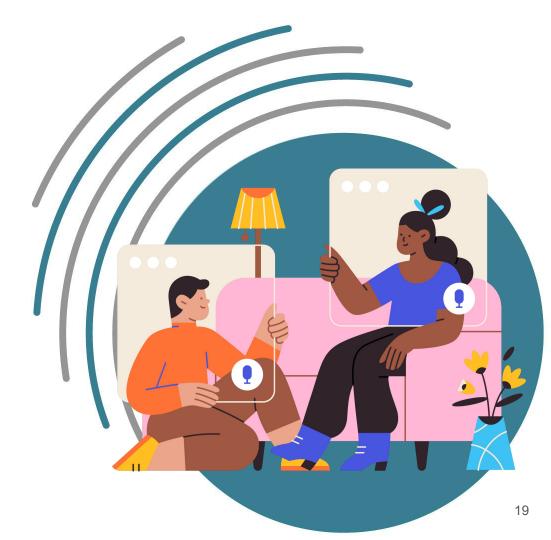
Focus areas

A deeper dive into the five themes and the journeys that support them

Focus: **Belonging**

This section includes a focus on:

- Theme of belonging
- No access + no skills persona
- Persona learning journey
- How to meet this learner's needs



Trust Flexibility Empathy Empowermen^{*} belonaina

Persona: no skills + no access

- 30 He/Him
- Unemployed
- Refugee
- £ Universal Credit

Behaviours

- · Shy and unsure.
- · Low self-confidence.
- · Feeling isolated.
- Taking an ESOL class.
- · Rarely used the internet.
- May have to relocate.

Overview

Originally from outside UK.

Has no access to computers and no digital skills. Advised by jobcentre to create CV and apply online.

Needs and goals

National Insurance number to work.

Basic needs: food, clothing and accommodation.

Sense of belonging.

Problems

- · Language barriers.
- · Poor mental health.
- Unaware of available support.
- · Travel costs.
- Unable to access online services.
- Internet affordability.

Opportunities

- Specialist services linkage.
- · Connected devices.
- Digital champions as translators.
- Localised centres as safe spaces.
- Digital & employability classes.

Journey: No skills +

No access









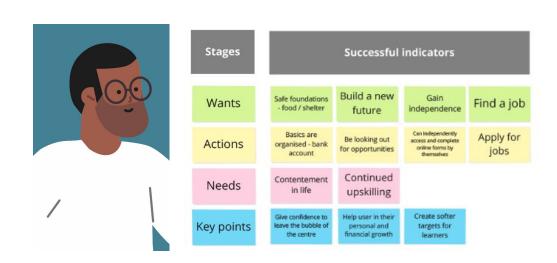


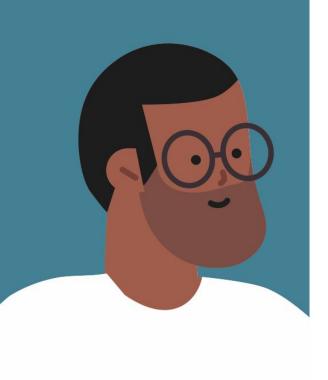




Stages		Ear	rly engageme	ent		Ongoing support					
Wants	Learn English	Build confidence	Build trust	Some digital skills		A future to look forward to	Safety from troubles of past	Flexible and consistent support	Good new friends	Financial support	
Actions	Follow the advice of others	Make regular visits to the centre	Engage with peers and tutors			Attend group classes	Hang out at centre in free time	1:1 sessions	Work on building skills		
Needs	Help with basics and setting goals	Feel secure if recently uprooted and relocated	To be able to speak to family at home	Emotional support		Trusting relationships	Safe space	Reassurance and confidence to access and use basic services	A connected device		
Key points	Setting supportive and realistic expectations in short-term and long-term	Strike the balance between support that is wanted and needed	Finding deeper issues to help address	Ensure that support is provided at correct pace	Learner is not overwhelmed	Empower learner	Provide role models and digital champions	Connect user to partner organisations who work with refugees	Encourage connections between classmates		







Summary

The **belonging** theme relates most to the learner who has **no access** to digital equipment and internet and has **no digital skills**.

Their current journey sees them overcoming barriers such as: language, basic survival needs, emotional safety, digital skills and better access to technology.

How to meet this learner's needs and support their future journey:

- Create a safe space in the centre
- An environment of connection and support
- Space and encouragement to start building confidence
- Ensure that basic needs are met before employability skills can start to be built

Focus: Trust

This section includes a focus on:

- Theme of trust
- Some access + few skills persona
- Persona learning journey
- How to meet this learner's needs





Trust Flexibility Empathy Sense of belonging

Persona: some access + few skills

- 40 He/Him
- Unemployed
- A Living alone
- £ Universal Credit

Overview

Had a manual job for years which never required a computer. Has access to a mobile phone but no computer or digital skills. Advised by jobcentre to create CV and apply for benefits online.

Needs and goals

To get back into work.

To avoid sanctions from the jobcentre.

Debt support.

Behaviours

- · Feeling overwhelmed.
- Distrusts the internet/ online banking.
- · Uses Facebook & Whatsapp.
- Low self-confidence.
- · Lacks motivation.
- Is uncomfortable asking for help.

Problems

- · No GCSEs.
- Unable to create CV on a phone.
- Undiagnosed dyslexia.
- · Poor mental health.
- Mobile data affordability
- No access to online services.

Opportunities

- Basic Maths & English qualifications.
- · Transferable skills for CV.
- · Lower-level digital courses.
- · Specialist services linkage.
- Tailored style of learning.
- · Connected device.

Journey: some access + few skills





Stages	Core needs			First touchpoint				Early engagement		
Wants	Job centre sanction avoidance	Benefits support	Job search to get new job	Someone to talk to and help	Recognise their intelligence and potential in new job search	To not feel patronised		Engaging learning resources	Practical, visual and hands-on approach to education	
Actions	Referred to centre by the job centre	Travel to the centre	Check their are no hidden fees attached to support and courses	Sees other job- seekers of his age around the centre	Referral form submission	Has a friendly & engaging chat with a provider	Is shown case- studies of other learners	Undergoes skill assessment including transferable & supplementary skills	Undergoes ICT skills assessment	Suitable learning path & career options are mapped out
Needs	Friendly engagement and reassurance	To trust digital	A connected device to doing courses and look for jobs	Thorough assessment beyond language skills	1:1 support	Expectation setting	Socialising with other learners	Personalised development	Build confidence	Tailored style of learning eg, interactive typing, contextualising learning
Key points	increase awareness of centres	Create a relaxing, unpatronising & engaging environment	Provide professional learning disabilities support	Accessible support	1:1 support and mentorship	Prevent information overload	The set-up of centres encourage socialising and support privacy needs	Set realistic goals with learners	Support learners with different levels of accessibility needs	





Stages			Success indicators							
Wants	To learn the digital basics	Financial management support	More employability skills	Accessing all benefits entitled to	To prove he is capable			Confidence to apply for a job outside previous industry	A successful interview	Retain job
Actions	Receives ICT training	Developed self- confidence	Attends employability skills classes	Online job searching support	Takes maths and english qualifications	Takes diagnosis assessment	Attends CV workshop and job search workshop	Final skills assessment	Applies for jobs	Finds a job in a new industry
Needs	device for personal use at home	online banking	Employability skills	Small classes	Gain some qualifications	Diagnosis of disability	Same support provider throughout journey to trust	Support with interview preparation	Capability	Post-job support
Key points	Help learners overcome fear of the internet	increase learners confidence to use devices on their own	Develop a kick- start program for older adults	Encourage attendance	Motivate learners to study for qualifications	Link up with other services eg. health, job centre, CAB		Using other measures besides LMW completion target to determine continuous funding	keep centres open for longer	



Summary

The **trust** theme relates mostly to learners who have **some access** to the internet from mobile phones and use it strictly for social media. They however lack **digital skills for employability**. Their current journey sees them overcoming distrust for computers, as well as internet safety and privacy concerns. They receive holistic and personalised support from the centres which help them gain digital confidence and qualifications for employment.

How to meet this learner's needs and support their future journey include:

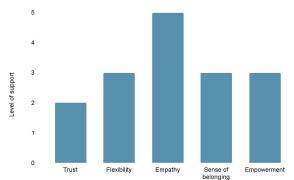
- Make access to learning as simple and accessible as possible, visual over words
- Show learners how to use the internet safely
- Understand and maintaincontrol of their privacy helps them feel safer learning new digital skills

Focus: **Empathy**

This section includes a focus on:

- Theme of empathy
- Some access + no skills persona
- Persona learning journey
- How to meet this learner's needs





Persona: no skills + some access

- 36 She/Her
- Part-time retail
- Single mum
- £ < than £10,000 yr

Overview

Originally from outside UK.

Has access to a computer and smartphone but no digital skills. Her children carry out tasks online on her behalf.

Needs and goals

To upskill and get a better paid job.

To gain independence and become digitally skilled. Universal Credit support.

Behaviours

- Has an email address but only uses it for Universal Credit.
- · Low self-esteem.
- · Lacks self-belief.
- Texts & calls on smartphone.
- Cannot turn on the laptop.
- Emotionally overwhelmed.

Problems

- Household sharing computer & wifi.
- · Low income.
- Time-poor.
- · Childcare responsibilities.
- Internet & training affordability.

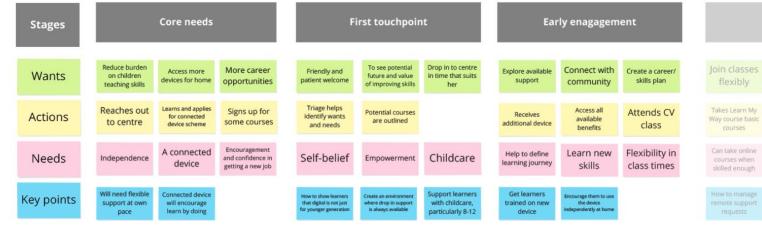
Opportunities

- Flexibility in training delivery.
- · Connected devices.
- Digital & employability classes.
- Personalised support.
- · Basic lower level courses.
- Community interaction.

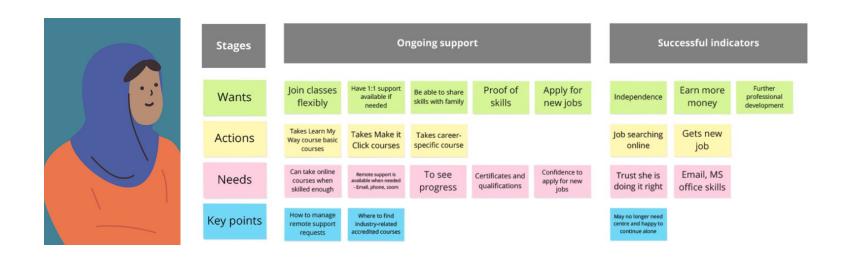
Journey: no skills + some access













Summary

The **empathy** theme relates to all learners, and in particular those who have **access** to the internet but have **no digital skills**. Their current journey sees them aspiring for a leap from lower paid jobs to higher income employment whilst overcoming challenges of confidence, time and financial resources. Through reassurance and encouragement from the hubs, they progress to a level of digital independence required for better career opportunities.

How to meet this learners needs and support their future journey include:

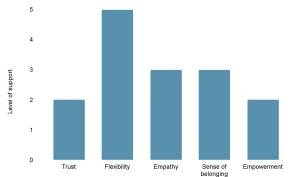
- Reassure learners that there is support for them at all points on their learning journey
- Champion and encourage learners to take charge of learning
- Empathise and show understanding of wider challenges that individuals also face
- Offer emotional support to learners who need it, support goes beyond teaching skills

Focus: Flexibility

This section includes a focus on:

- Theme of flexibility
- Some access + basic skills persona
- Persona learning journey
- How to meet this learner's needs





Persona: basic skills + some access

- 42 She/Her
- Social worker
- Partner and children
- £30,000 yr

Behaviours

- Uses internet for work & personal.
- Lacks collaboration and leadership skills.
- Uses social media.
- Has never used LinkedIn.
- Feeling anxious about career move.

Overview

Has worked as registered social worker for 8 years. Has access to computers at work and home & basic digital skills. Paper-based workload at work being moved online.

Needs and goals

Career advancement - looking to apply for managerial roles. CV and LinkedIn creation. Digital upskilling.

Problems

- · Busy schedule.
- Lacks higher level digital skills.
- · Unaware of support.
- Lacks work-life balance.
- Has CV gaps due to maternity leave.

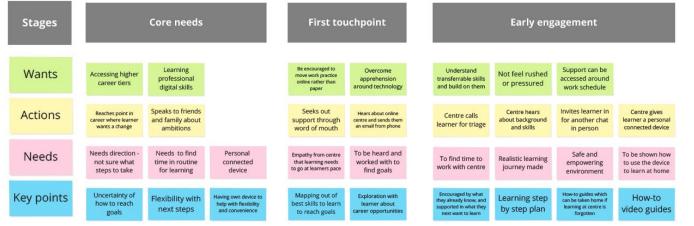
Opportunities

- CV & employability workshops.
- · Personalised support.
- Flexibility in training delivery.
- Higher level digital courses.
- · Career coaching.

Journey: basic skills + some access







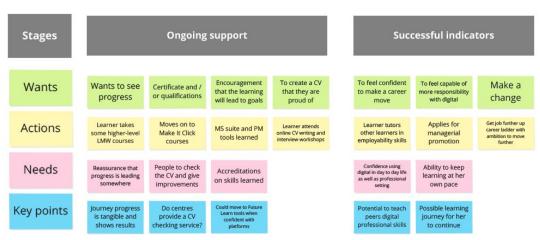
Learner takes

LMW courses

Reassurance that









Summary

The **flexibility** theme relates mostly to learners who have **some access** to the internet and have **basic digital skills**. Their current journey sees them working towards career advancement by acquiring advanced digital skills through tailored and personalised support from the centre including the freedom and convenience of self-paced learning.

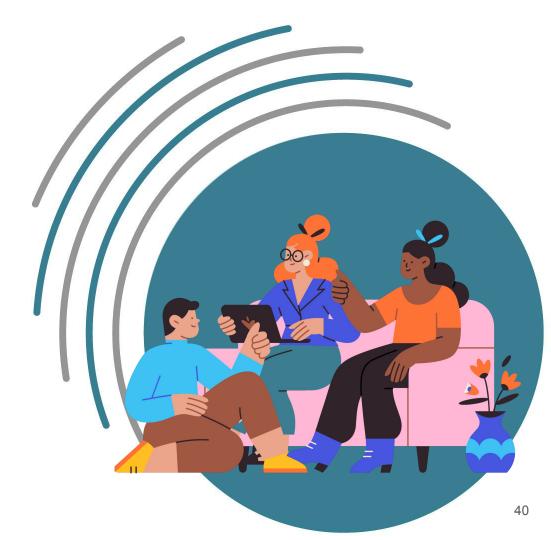
How to meet this learners needs and support their future journey include:

- Create a learning plan which is personalised for each individual
- Ensure that language is accessible and use visual learning tools
- Make sure that the learner can progress with online sessions and tools at their own pace and around their own schedule
- Tailor support to their individual goals and skills

Focus: **Empowerment**

This section includes a focus on:

- Theme of empowerment
- Basic skills + entrepreneur persona
- Persona learning journey
- How to meet this learner's needs





5 4 4 1 1 Trust Flexibility Empathy Sense of Empowerment belonging

Persona: basic skills + entrepreneur

- 45 She/Her
- Unemployed refugee
- 3 children
- £ Universal Credit

Overview

Originally from outside UK.

Has basic digital skills.

Looking to expand baking business online whilst looking for work.

Needs and goals

Additional income to universal credit. Access to government business grants. To digitally upskill.

Behaviours

- · Was a learner at the centre
- Volunteers at centre as a tutor
- Can access online services
- Internet safety concerns
- Is applying and creating jobs
- Has basic language skills

Problems

- Household sharing computer & wifi
- Financial difficulty
- Lacks experience of online businesses
- · Cultural barriers
- Internet affordability

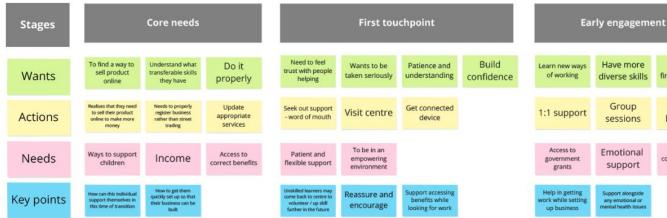
Opportunities

- Connected devices
- Digital marketing support
- Personalised support
- Tax & ecommerce support
- · Specialist services linkage

Journey: basic skills + entrepreneur













Stages	Ongoing support						Successful indicators		
Wants	Develop business	Create more income streams	Create business relationships	Learn social media to promote product	Learn skills on specific tasks		Gain independence as business person	Develop more products to sell	Ongoing use of online courses when needed
Actions	Tax and finances	Set up online marketplace	Set up business webiste	Register business on Google	Use Make it Click	Use Future Learn courses	Create business connections and network	Good engagement from customers	Business generates a sustainable income for learner
Needs	Be able to search and apply for jobs online	Make business more financially sustainable	Learn business financial management	Freedom and flexible learning times	Visual learning	Learn by doing	Ensure that there is a consistent income	Know where to go for support at any point	Access to learning on device
Key points	Help learner discover transferrable skills	Can the centre help them grow their business network	Be available for remote and flexible support when needed	Get local business owners to offer tutoring support	More video learning than written content		Help them share knowledge at home	Support other small businesses with setup	



Summary

The **empowerment** theme relates mostly to **entrepreneurial** learners who might also be job-seekers and have **basic digital skills.** They are looking to expand their customer base and increase income by moving their business online. Their current journey sees them learning business resources online, including legal and tax implications. They require ongoing support from the centres to achieve a level of independence and growth.

How to meet this learners needs and support their future journey include:

- Encourage learners to become more independent in their development
- Learn by doing, show people how to do things not telling them how
- Help them get an affordable and quality device and data to work with at home
- Make learning and support accessible to their needs and goals

Pain-points to opportunities

The main pain-points we heard for learners included:

- Lack of access to connected devices
- Lack of trust with technology
- Uncertainty and lack of confidence
- Lack of language and low reading level in English
- Feeling unsafe online
- No idea what steps to take, and in what order
- Scared to do the wrong thing
- Learning digital might not be a priority in order to survive
- Time poor and cannot come into centres
- Cannot afford to get to centres

Some key opportunities for the ideal journey to consider:

- Funded connected devices with data
- Devices given early
- Support building skills
- Simple (not childish) language use of visuals
- Flexibility online and offline
- Personalised support
- Hands-on practical teaching
- Bespoke learning plans
- Collaboration with statutory services
- Basic Maths and English training
- Mental health support
- Online safety classes
- Financial support for transport and food

Chapter 3

The future

An end to end ideal journey and tools to use along the way

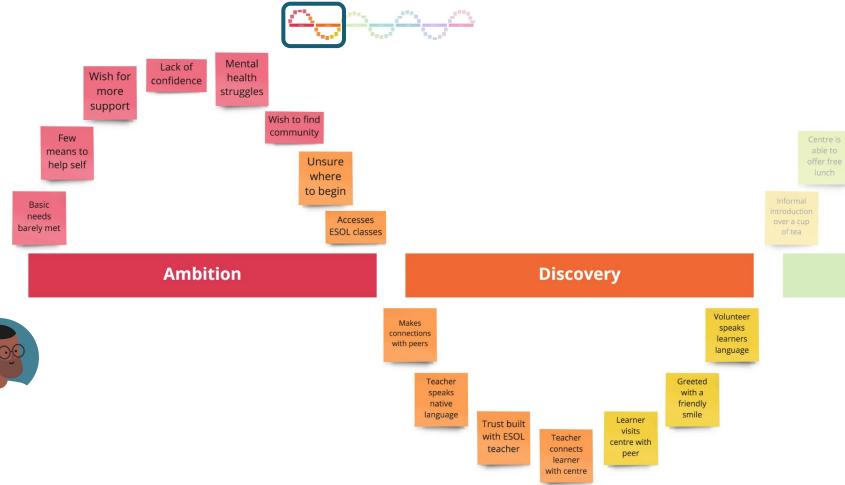
The ideal journey

Each learner comes with a similar goal, to learn new digital skills to help them gain meaningful employment.

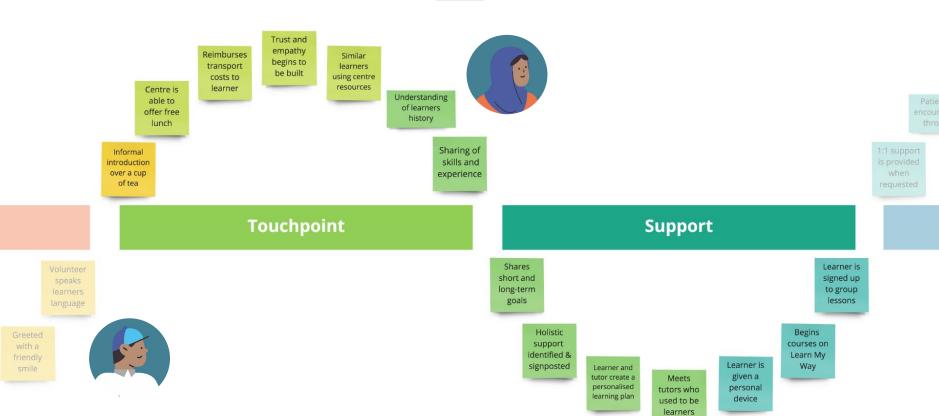
It is important to understand that each persona has their own journey with a unique entry point at which they start their digital skills for employability learning journey. The ideal learner journey offers guidance on how community partners can meet the needs and expectations of different learners, at various stages in their journey. For example, individuals who start at the very beginning of the ideal journey may require certain support before they even begin learning digital skills.

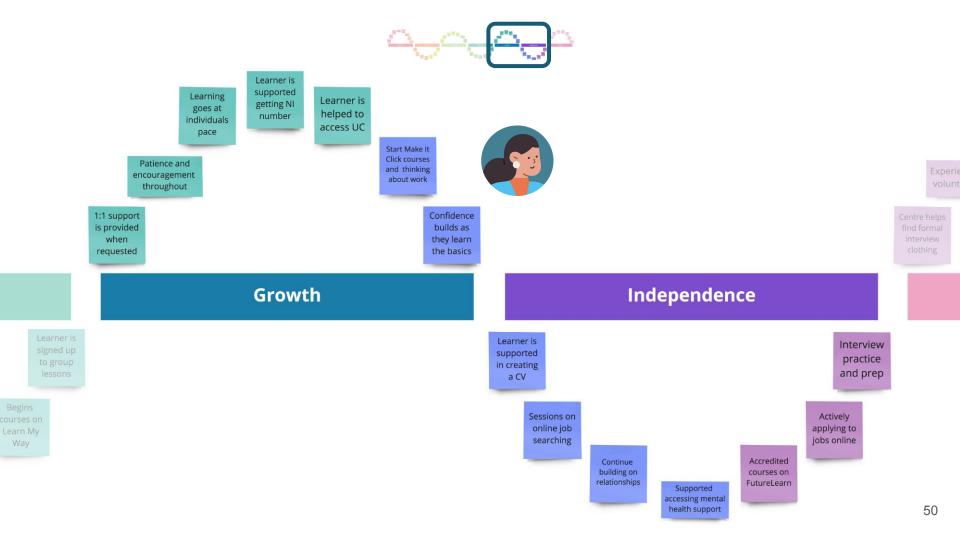
Personas and tools have been placed along the journey to suggest where that type of learner might start and what support they may need.

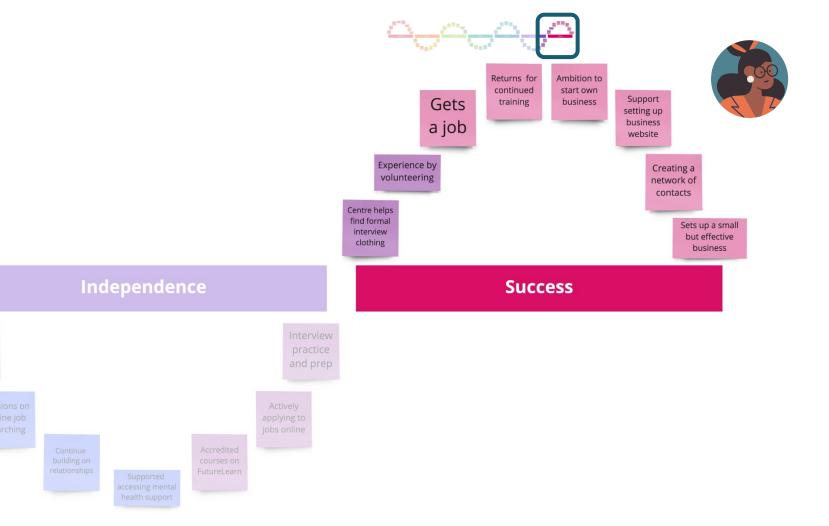












Learning tools

Learn My Way

Over 100 free online topics to help beginners learn the basics of getting online. Topics range from how to use a keyboard, to staying safe online, to job searching and Universal Credit.

This website is perfect for people early on in their digital skills journey and want to perfect the basics of accessing services and tools online.

www.learnmyway.com







Skills to Succeed Acadamy

"36 bite-sized modules created to guide jobseekers on a journey, from choosing the right career and finding a job to achieving success in the workplace.

Innovative simulations provide a safe environment where learners can practice real-life scenarios, such as job interviews, and instantly see the impact of their decisions."

https://s2sacademy.com/







Learner Case study

Aadil | 35-44 | Male

"Originally, I was working as a delivery driver but I have since started up my own business, a café in the local area. When starting this new job, I realised that I needed to improve my digital skills as lots of what businesses do nowadays is online. My previous job didn't require many digital skills, so I only had a low level of skills by just going on the computer at home.

A friend recommended to me the Being Woman hub, as I was saying that I needed to learn ICT skills for my new business. Initially, I came to the hub with a list of things I wanted to learn such as accounts, spreadsheets, online security and how to make documents. I found Learn My Way really useful for me as I was able to work with Fareeha [founder of Being Woman] about what I needed, what were the right topics for me and what steps I could do next.

Using Learn My Way has really helped me know how to type a CV, what to include within this and how to search and apply for jobs online. Through the project, I am more confident about applying for jobs and now look at roles that I previously wouldn't have thought about applying for. This type of support that Being Woman provide and the topics from Learn My Way are really useful for people like me. Taking part in this has given me an edge!"

Learner Case study

Usman | 18-24 | Male

Since coming to the UK, Usman, a refugee from Nigeria, has been unable to work due to visa restrictions but has continued to develop his education whilst he waits for his right to work to be approved. Having completed secondary school and about to start university, his initial priority was to develop his English language skills. As his time went on however and through support and encouragement offered by the staff, he realised he could continue to develop his passion for ICT and business as well as continuing with his own personal development.

Having used Learn My Way at the hub, tutors then encouraged Usman to enroll on Learn My Way. Although he had no specific goals to begin with, he soon found the resources on offer incredibly useful. Usman has developed a real passion for programming, especially in Python, and has continued to develop his learning around this both within the centre and at home. By using Learn My Way, Usman felt he was more prepared for the job market and has the confidence to apply for work he may have previously overlooked.

He further suggested that through having continuous support from tutors and close relationships with people across the hub, as well as being able to learn in a safe and welcoming environment, it had all contributed to an acceleration in his learning. He now volunteers at the hubs, helping others out who he recognised as being in his position a few months ago.

Hub case study

Education Advice Service for Adults (EASA), Bradford

"We've found the playbook to be a comprehensive tool for EASA staff to follow, including new staff and volunteers. It supports staff to be able to carry out an in-depth assessment on the learners needs through following a persona type.

We use the guidance under each persona type to engage the learner and to ask relevant questions based on some of the points the playbook has highlighted. The use of the playbook guidance enhances and compliments our current assessment, and from that we can identify the learner's starting point, potential barriers and support needed. Staff then follow the persona type to work out an action plan of support that is reviewed regularly with the learner - this also allows us to measure the soft skill progression not just the hard outcomes. The action plan will also include information on progression to other learning opportunities.

As an organisation it also allows us to spot where there are gaps in our provision or services which may be needed to support individuals and how effective we are at meeting all the learners' needs (eg. where we might need to further invest or develop as an organisation).

Although the playbook is many pages, we dip in to refer to the sections that are relevant to us. Tailored support using the playbook has ensured that we build trust with learners and support them to develop their confidence and basic language skills alongside digital skills, at a pace that suits them."

Hub case study

A1 Community Works, Northallerton

"Our educators (staff and volunteers at our hub) will always make themselves familiar with the whole playbook and become familiar with each persona, but we also wanted to be able to share the personas with learners without burdening them with the whole framework.

"We've found that breaking the playbook down makes it easier to use with learners. Looking at how our learners have interacted with the playbook we broke it down into 7 chapters - one chapter for each of the 6 personas and a final chapter for educators.

"Our experience is that with personas 4,5 and 6 the learners already have sufficient digital knowledge that we can send them the persona outline and then work with them to find out which elements they want to work on. We give each of the personas names to make this conversation a bit easier and to make it all feel a bit friendlier - which is key to getting our learners on board with the process.

"This is obviously just one way of using the playbook but we like the flexibility it gives. Now both educators and learners are able to get the most out of this playbook."

Chapter 4

The service model

A framework to provide good experiences for learners

The service model

This service model is about adults with no/low skills in digital who have the right to access and learn how to use services online to be able to develop and get the support needed for employability.

This service model is for hubs and funders to understand how they can deliver services to meet the needs of their communities; particularly aking into consideration connected devices.

The principles of this service model underpin the key themes learners need to feel support for digital inclusion. The starting point for everyone (all adult learners) is access to the internet.

The common needs of people now will only increase in the future due to remote working and demand of digital skilled work. "The everyday use of digital and demand for digital skills has increased among the general population beyond levels seen before the pandemic. We expect continued acceleration of digital transformation and the shift to online services." (Good Things Foundation (June 2020) COVID-19 Response report)

The principles for good services to support digital inclusion need to include:

Ease

Support

- Safety

Accessibility

Care

- Choice

The framework

Design and deliver:

- Ease
- Safety
- Care
- Support
- Accessibility
- Choice

My learning is I feel safe and trust · Meet people where they are, personalised using digital services emotionally and in capability. and flexible to · Be mindful in making the my life experience empathetic and · Create clear awareness of without judgement. · Information is presented how to use the internet with · Create safe spaces to listen. and delivered in clear. safety and privacy in mind. visual, small experiences. · Be welcoming. · Remove fears of negative · Connected access is 24/7 repercussions. as needed to support · Show, more than tell with other commitments. visual aids. · Free to learn in timely · Be trustworthy. manner and at own pace. Flexibility Empathy · The starting point for everyone is access to the Trust · People have the right tools to I am internet. empowered to do things their way. I have my · A connected device choose what I Belonging · Allow autonomy with choice. basic needs encourages inclusion. learn, when · Encourage safe behaviours. met participation and equal and how · Freedom to be in control of opportunity. learning and independence · Aim to meet the needs to to build more skills. basic services to start a journey to employability. Create connection. Adult learners who have the right to digital inclusion and employability Service model

My centre understands

my individual situation and I get the help I need

Chapter 5

What's next?

What to do with the information in this playbook

How to use this playbook

This playbook is fr hubs to support them and their communities. It is designed to show a shared understanding of the journeys learners may have around learning digital skills for employability.

- Use it to meet people where they are
- Pick the themes that feel right
- Share it with teams
- Use practical tips
- Learn how to measure success



6 ways to use this playbook

1. Find your community

Find your community in the personas and their journeys. There'll be elements in each persona or journey that relates to the community you serve. Ask yourself if your community face the same challenges?

2. Benchmark the themes

Recognise how you're delivering against the themes we see here. Are you able to demonstrate how you work with people to address these themes?

3. Understand the future journey

Use the future journey to understand where you are now and where you need to get to. Which themes do you need to improve to deliver it?

4. Service model knowledge gaps

Use the service model to understand where you're delivering and what needs you're meeting. On which part of the service model offering are you stronger or weaker? Where do you need to improve?

5. Understand your offering

Use the knowledge gaps to develop your offering, recognising where you need to improve, as well as what support you already have to give.

6. Measure

Measure the change and reassess in six months time to see if you've improved from your benchmark.

1. Find your community

What is this tool?

We recommend using an empathy map to help understand your community. An empathy map helps us to understand who we work with and their immediate needs.

How do you use it?

Fill out the empathy map using the knowledge you have of your community. Use your completed empathy map to see which persona and journey relate most to your community

What are the outputs?

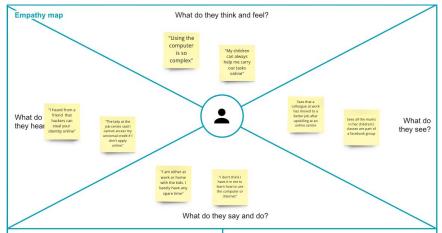
A completed empathy map will help you understand which persona you're serving and in turn will show you which theme to focus on.

Questions you might ask

- How do you see the communities you serve?
- What do their theme mean to them?
- What are the challenges do they have?

Find the empathy resource <u>here</u>. <u>https://miro.com/app/board/o9J_I4ievcM=/?moveToWidget=3074457363031598205&cot=14</u>

password: goodthings



2a. Benchmark the themes

What is this tool?

A scoring chart gives us a visual indication of how we're meeting the different themes we're working with. It can help us to understand our strengths and areas for improvement.

How do you use it?

Read through the themes in this playbook and score your centre on the scoring chart. The lower the score, the bigger the opportunity to improve. The higher the score, the more you're delivering on the theme.

What are the outputs?

Your score card gives you a lay of the land for how your centre is delivering against your theme. This is a good benchmark to understand how you improve over time.

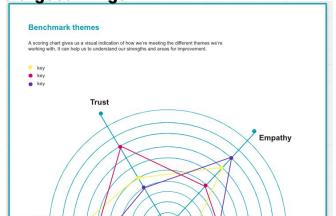
Questions you might ask

- What doe these themes mean to our centre?
- What programs can we use as examples to show we're meeting the themes?
- Does my team agree with this score?

Find the benchmark resource <u>here</u>. <u>https://miro.com/app/board/o9J_I4ievcM=/?moveToWid</u>

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2b. Benchmark the themes

What is this tool?

The helpful or hindering checklist is a tool to help centres understand if the programs and services they offer help their learners, or might hinder their journey.

How do you use it?

Look at the services your centre offers, and see if it helps the specific needs of the persona you're serving, or might hinder it.

What are the outputs?

An overview of what services to offer to who and why. This tool helps us to understand what tools and services work for different personas and how to make the best of your service offering.

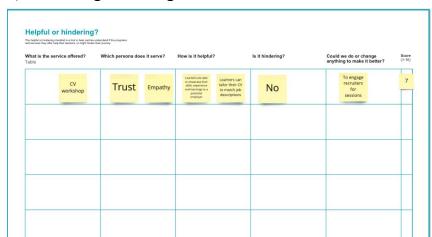
Questions you might ask

- What do we offer to different personas?
- How do we describe our service offer?
- How do we personalise our approach?

Find the benchmark resource here.

https://miro.com/app/board/o9J_I4ievcM=/?moveToWidget=3074457363039105830&cot=10

password: goodthings



3. Understand the future journey

What is this tool?

Future journey checklist is used to understand how you can best meet the needs of your community by focussing on the ideal journey. This means letting go of constraints and thinking about all possibilities.

How do you use it?

Use the future journey checklist to run a workshop and understand if you have everything you need to be able to deliver the ideal journey.

What are the outputs?

An clear idea of whether you have everything you need to deliver the future learner journey.

Questions you might ask

- Do you reach out to potential learners in you community?
- Do you ensure that your centre is a friendly and inviting place to visit?

Find the future journey resource here.

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password: **goodthings**

Understand the future journey Future journey checidist is used to understand how you can best meet the needs of your consumbly to boussing or the ideal journey. This means letting go of contains and thomation and the possibilities. Do you reach out to potential learners in you community? Do you work with partner organisations to recruit learners? Do you ensure that your centre is a friendly and inviting place to visit? Are first interactions with learners informal and relaxed? Do you find language support when a learner does not speak English? Do you spend time understanding the past and experiences of new learners?

4. Service model knowledge gaps

What is this tool?

The service model is a layered approach to understanding how you're meeting the needs of your community. The question sheet gives you the big picture questions to know which services you're offering.

How do you use it?

Use the service model and its questions with your staff. Be honest and open about how you're meeting the principles of the service model.

What are the outputs?

An understanding of which service model principles you're delivering.

Questions you might ask

- Does everyone have access?
- Do they have devices?
- Do they know how to use the internet safely?
- Do they have visual aids?

Find the knowledge gaps resource here.

https://miro.com/app/board/o9J_I4ievcM=/?moveToWidget=3074457363039613005&cot=14

password: **goodthings**



5. Understand your offering

What is this tool?

The Offering Canvas, is a tool to help understand how to turn your knowledge gaps into opportunities. It's process of unpicking your gaps and how they can lend themselves to more holistic service offering.

How do you use it?

Take the knowledge gaps that you highlighted through the service model to fill out the Offering Canvas.

What are the outputs?

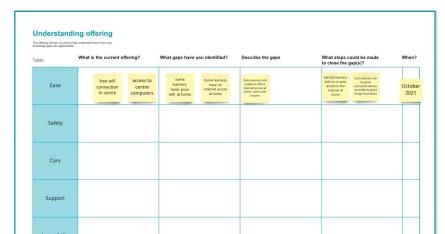
An understanding of tangible next steps to address your knowledge gaps.

Questions you might ask

- How you deliver against themes?
- What gaps have we identified?
- How could we close the gaps?

Find the offering canvas resource here.
https://miro.com/app/board/o9J_l4ievcM=/?moveToWidget=3074457363038917966&cot=14

password: goodthings



6. Measure

What is this tool?

A framework to understand how to effectively measure change in your centre. It's a way of understanding what's working, what needs improvement and what things to stop as part of your offering.

How to use this tool?

Map your tools onto a now, next and later framework. Understand what you need to measure to understand effectiveness. Use your benchmarking from your scoresheet to understand your starting point.

What are the outputs?

A roadmap for change that is specific to your centre.

Ideas you might include

- Develop a survey for before and after online learning experiences
- Develop new ways of centres to develop measuring confidence, trust and understanding
- Measure long term job skills and development, not short

Find the measure framework resource here.

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password: **goodthings**

Measurement framework

A harmon to include the subdisciplination of the

Appendices

Extra information and acknowledgements

Any extra resources

- All assets Digital Playbook version
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 password: goodthings
- Workshop #1 Understanding learners
 https://miro.com/app/board/o9J_I7wWULo=/
 password: goodthings

- Workshop #2 Learner journeys
 https://miro.com/app/board/o9J_l63YsW8=/
 password: goodthings
- Workshop #3 Connected devices
 https://miro.com/app/board/o9J_I4ib3So=/
 password: goodthings

This playbook was created by:

Honey Badger; Aimee Tasker, Olubukola Otesile, Tina Connelly and Vimla Appadoo.

With support from:

The Good Things Foundation; Eilis Kinsella, Francesca Coleman, Shelley O'Connor, Michael Skeldon and Andrew Rice.

In collaboration with:

Being Woman
All Saints Landmark Centre
Safety First Community training
Media Savvy
Citizens Advice Bournemouth Christchurch &
Poole
London Borough of Barking and Dagenham
The Bromley by Bow Centre



Supporting people in digital skills and further education

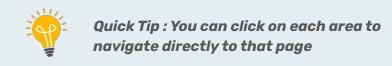
In partnership with







Further Education Playbook Contents



- Introduction to playbook extension
- Key findings
 - Further education learner
 - Key theme Commitment
- Focus area
 - Theme, persona, journey
 - Pain-points to opportunities
- The future
 - The ideal journey

The service model

- What's next
 - How to use this playbook
- Appendices
 - Extra resources
 - Acknowledgements

Introduction

What is this?

This section of the playbook is an extension of the original project to include learners moving into further education, as a route into employment. We have focussed on the relationship between community centres and Further Education institutes. We set out to understand how they can work together to help marginalised people feel included on an education pathway.

Why did we do it?

We set out to better understand the barriers for people to accessing further education (FE) as part of their learning journey towards digital skills and employability. So that, in the future, centres and FE can work together to deliver a better service for learners.

How did we do it?

We worked with community centres and further education centres to collaborate and share understanding of the journey for learners deciding to move into further education.



Chapter 1

Key findings

Highlights of who further education learners are and what their key needs are.

Further education learner

Speaking to colleges and hubs, we were able to understand the deeper needs and behaviours of further education individuals along their learning journey towards employment.

A new persona emerged from the research into further education and digital skills. This is the sixth persona running across the learning experience.

This learner persona is **access + limited skills** and captures some key needs and behaviours.

We also recognise this is not the only type of further education learner, but is one clear representation that was evident.

Access + limited skills

Phone access and computer access at centre. Needs a qualification for a specific job role.

All personas include:

- No access + no skills
- 2. Some access + few skills
- 3. Some access + no skills
- 4. Some access + basic skills
- Access + limited skills
- 6. Basic skills + entrepreneur

Further education theme

A new theme emerged from the research for learner journeys into further education leading to a sixth theme across the learner experience.

This theme is **commitment** and is about learners taking a next step into a more formalised journey of progression. It comes after **flexibility** and before **empowerment** in the learning journey.

- Belonging
- Trust
- Empathy
- Flexibility
- Commitment
- Empowerment

Commitment

Once learners have sparked a curiosity in learning how to learn, they may want to explore and commit to further education.

They have gained confidence with personalised, informal and flexible support; their new learning mindset is motivating them towards further action in specialised skills or employment.

Chapter 2

Focus area

A deeper dive into the theme and the further education journey that supports it.

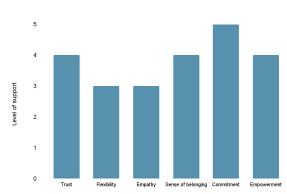
Focus: Commitment

This section includes a focus on:

- Theme of commitment
- Access + limited skills persona
- Persona learning journey
- How to meet this learner's needs







Persona: access + limited skills

- 40s He/Him
- Ex military / unemployed
- 3 children
- In FE qualifying as a teacher

Behaviours

- Felt digital wasn't for people like him
- · Low confidence
- Initially anxious about classroom-based learning
- Initial poor self-efficacy
- Uses Google Translate on smartphone

Overview

Long-term UK resident educated to level 1. Lives in a rural village and uses internet at community centre. Initially referred by the jobcentre to upskill for a cleaning job.

Needs and goals

To gain employment and become economically active. To develop digital skills to assist kids with online learning. To utilise transferable skills towards teacher training.

Problems

- Never needed digital in previous positions
- Caring responsibilities
- Irregular transport system
- Poor experience of education
- Poor wifi connectivity
- Unclear about FE eligibility

Opportunities

- Informal & friendly environment
- Flexible & tailored support
- Open-ended access to community centres
- FE taster sessions
- Community centre & FE seamless transition

Journey: access +

limited skills

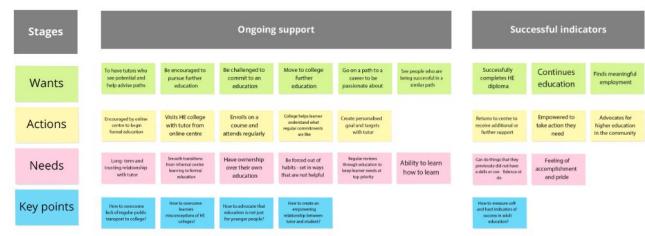














Summary

The **commitment** theme relates mostly to learners who have some **access** to the internet and have **limited digital skills**.

Their current journey sees them overcoming a past negative perception of learning, developing self-efficacy that fuels the ambition and willingness to commit to a more structured education. They transition from the community centres to further education after finding some level of belonging, trust and empathy from both organisations.

How to meet this learners needs and support their future journey include:

- Create a learning environment which inspires and motivates the learner to take charge of their own education.
- Support the learner to set their own goals and identify the value of further education in their future.
- Clear understanding of eligibility for courses and levels.

Pain-points to opportunities

The main pain-points we heard for learners included:

- Going from an informal environment to a formal one in further education is daunting
- Without learning how to learn, learners will not have the desire or motivation to continue
- Fear of being reprimanded, e.g. bad attendance if they have a sick child to care for
- If learner does not see themself or cannot imagine succeeding they will not try
- Older people feel like college is not for their age
- People are at different stages and need time without being pushed to choose paths
- Learners sometimes don't see the value of FE and the positive benefits

Some key opportunities for the ideal journey to consider:

- ➤ Personal networks are important to build and support learners emotionally and functionally
- ➤ Digital champions, role models and case studies help learners imagine themselves
- ➤ Promote older learners in campaigns
- ➤ Clearer understanding of the eligibility college creates the smooth transition rather than learners scrambling and find their own next steps
- ➤ Clearly explain the difference between levels of learnings and courses so that it is clear of what to expect
- ➤ Trust-building and trusted partnerships with community centres and FE

Chapter 3

The future

An end to end ideal journey and tools to use along the way

The ideal journey (updated)

This new journey now encompasses the branch off route to further education. What is important to note about all themes across the journey is the interwoven connectivity they all have with each other.

There appears to flow an almost linear progression through the themes - with learners initially needing a sense of **belonging** to developing **trust**, feeling **empathically** understood and provided **flexibility** of support.

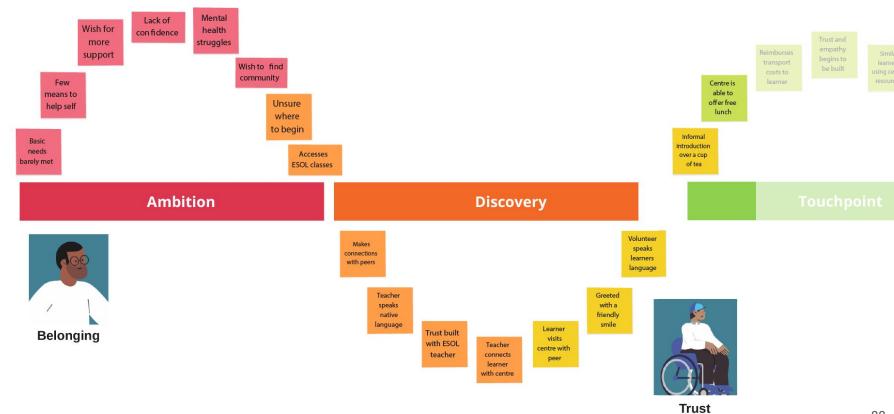
The more self-efficacy an individual builds, the more likely they are to progress along their journey.

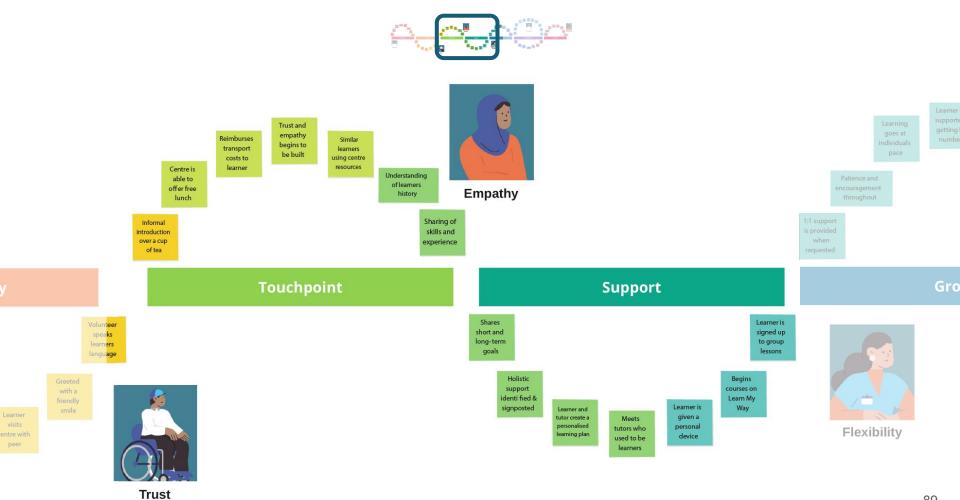
Only once these initial themes have been met, learners move to **commitment** in the direction of their choosing - further education, employment or entrepreneurship; perhaps even all three.

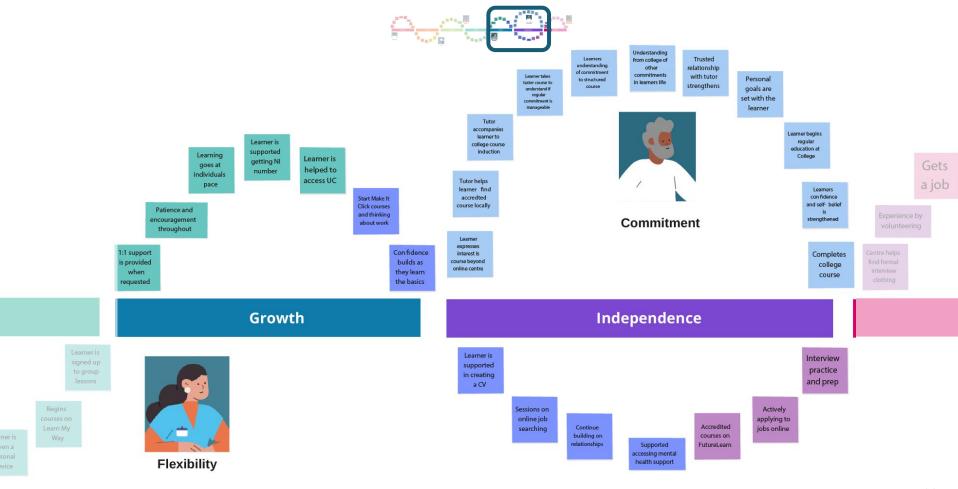
These themes ultimately steer towards achieving **empowerment** for the learner; who subsequently takes responsibility and ownership of their future.

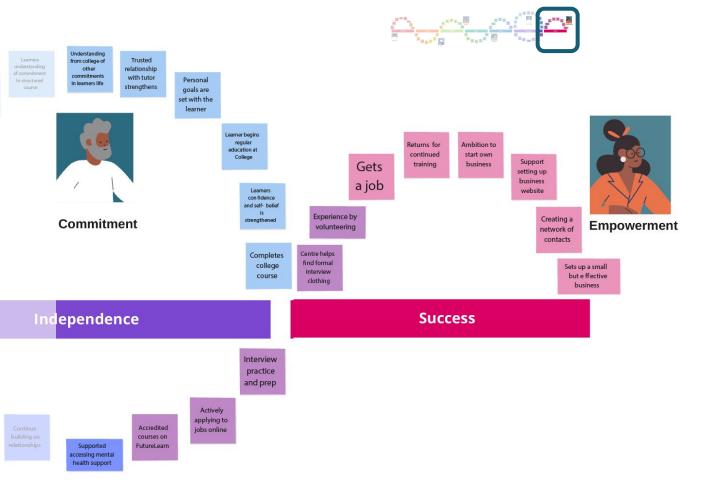












Chapter 4

The service model

A framework to provide good experiences for learners

The framework v.2

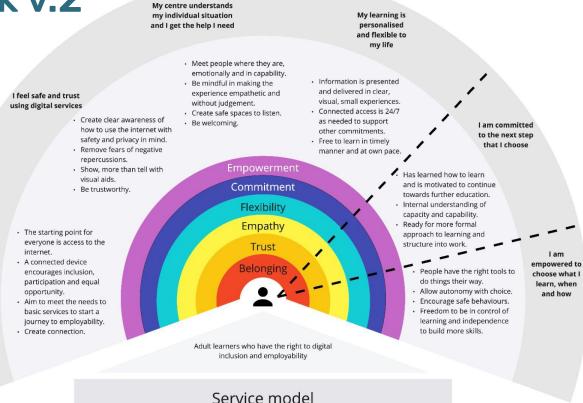
I have my

basic needs

met

Design and deliver:

- Ease
- Safety
- Care
- Support
- Accessibility
- Choice



Chapter 5

What's next?

What to do with the information in this playbook

How to use this playbook

This extension to the initial playbook is a continuation of the previous 6 ways to use this playbook slide.

It is for hubs and further education facilities to support them and their communities. It is designed to show a shared understanding of the journeys learners towards digital skills and employability.

The 2 new tools are also aimed at collaboration in workshop settings and can be used over zoom or in person.

The toolkit

- 1. Find your community
- 2. Benchmark the themes
- 3. Understand the future journey
- 4. Service model knowledge gaps
- 5. Understand your offering
- 6. Measure

7. Prioritising value

How might we prioritise ideas and effectiveness.

8. Actions to commit

How might we understand and support learners in committing to, and achieving their future goals.

7. Prioritising value

What is this tool?

The Effectiveness tool using the MoSCoW model for decision making and prioritising value.

How do you use it?

It makes us as the questions what MUST we do (to meet the objectives), what SHOULD we do (to meet the needs), what CAN we do (with our resources) and what WOULD we do (if we could have more choices).

What are the outputs?

A framework to prioritise ideas and support effectiveness against the needs and outcomes.

Questions you might ask

- What is the theme and objective?
- What ideas do we have to meet these?
- What priority order do these ideas need?
- What is feasible, viable and desirable?

Find the effectiveness resource https://miro.com/app/board/o9J_I4ievcM=/?moveToWidget=3074457363500038713&cot=10

Effectiveness - MoSCoW tool

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8. Actions to commit

What is this tool?

This framework is a list of questions alongside an approach designed to explore what can support a learners commitment to further education and employability.

How do you use it?

Action to commit comes from, the means + ability + drive or motivations of the learner. Helping learners see beyond their assumptions, biases, fears and uncertainty so they progress.

What are the outputs?

Clear understanding on tangible steps on the path of commitment towards empowerment.

Questions you might ask

- How might we measure commitment differently?
- What are the less tangible metrics?
- How can we support a learners being, as well as their doing?

Find the actions resource https://miro.com/app/board/o9J_l4ievcM=/?moveToWidget=3074457363556976106&cot=14

password: **goodthings**



Appendices

Extra information and acknowledgements

Any extra resources

All assets - Digital Playbook version

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Workshop 4 - Further education

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Our Partners



Yorkshire Building Society has partnered with Good Things Foundation throughout 2021-22 to engage Black, Asian and minority ethnic people in Bradford communities to build digital skills for employability. The project, funded by YBS, has helped create, test and iterate this playbook.

J.P.Morgan

J.P. Morgan Chase Foundation and Good
Things Foundation have worked together
since 2019 on projects embedding digital skills
into programmes of economic support.
Devices, data and skills support were funded
through one of those projects and insights
were used to inform the personas of those
without access to a device or connectivity.

Our Partners



Enterprise Blueprints is an outcome-focused Technology and IT Architecture Specialist, a new partner invested in fixing the digital divide. Their support enabled Good Things Foundation to bring together the insights from different projects and pilots, facilitate feedback sessions and has supported the development of this playbook.

accenture

Accenture has partnered with Good Things
Foundation since 2020, building work-related
skills for unemployed or underemployed people.
The project, funded by Accenture, has helped
create, test and iterate this playbook.

Playbook extension was created by:

Honey Badger; Aimee Tasker, Olubukola Otesile, Tina Connelly and Vimla Appadoo.

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In collaboration with:

All Saints Landmark Centre

Being Woman

NCG - national college group

Newcastle College

Manchester City College

SmartLyte

Bolton Library and Museum Services

Adult Education Wolverhampton

A1 Community works

Fircroft College



www.goodthingsfoundation.org