



LESSON 5. "Analysis Recommend possible activities"

In the previous steps you have already considered the performance gap, the goal, the target group, and the resources. The next step in the analysis is to look at the possible methods that can be used in the STREAMpreneur activities.

Following the bird-in-hand principle, you should again first look together with the target group and stakeholders at what is already there and therefore easy to implement. Do you have much experience in working with groups? Or in gender-specific work? Or in outdoor and adventure education? Or in community youth work and street work? Or are you good at cultural work or art? Youth work is a colourful field with many small and large methods. Take stock of what comes easily to you and see what fits STREAMpreneur. Are your existing methods appropriate for STREAMpreneur? What aspects need to be added, clarified, and improved?

But of course, there are also methods that deal specifically with STREAMpreneur topics. For example, we would like to recommend the "STEAM in Youth Work Toolkit". You can find it at www.digitalyouthwork.eu. The toolkit includes the fundamental information you need to get started on your STEAM in youth work journey; from an introduction to STEAM, setting up a Makerspace, facilitation tips and techniques and a sample six-week programme plan that you can adapt for your youth setting.

Besides the toolkit, the website www.digitalyouthwork.eu also offers you many more ideas for your STREAMpreneur youth work. For example, you can find a good practice collection of 36 good practices in total and a list of tips for online youth work. So, if you, your target group and the stakeholders need ideas for methods and activities, it is worth having a look here.

If you are in the process of defining the methods of activities more precisely, you will of course also have to look at the costs. At the end of the analysis, we end up with a project management plan. And this must also include the costs. To estimate the costs, you can go through the following eight steps:

1. Identify the activities under consideration
2. Estimate the length of time for each activity considered
3. Estimate the cost of the analysis [Actual].
4. Estimate the cost of design and development
5. Estimate the cost of implementation
6. Estimate the cost of evaluation
7. Sum of estimated costs for all
8. Give an estimated cost range

As you might expect, with these thoughts we now turn back to our example. Already when looking at the resources, it became clear that we are not well equipped for this project in terms of the methods needed for the activity. That's why you sought out the conversation with the acquaintance who is in the association for female engineers. The conversation was very fruitful. The association offered its support and had some ideas on how the activity could be designed. A representative of the association visited you in your youth centre and talked to the girls and a stakeholder. Together they developed





the idea to take up the girls' interest in music and dance and to work with robots. The aim could be, for example, a video or a performance in which the girls and robots dance together. The idea is still rough, but a start has been made and a project and a way of working are crystallising, and an estimate of costs can be made.

What activities would take place and how long would they last? The whole thing would start with a kick-off meeting where everyone involved would plan the further work process, look at and order possible robots that could be used, and see if any other experts need to be brought in. Then there would be a series of group meetings where the girls would work on the robot dance project together with youth workers and experts. The final step would be a presentation or a performance.

You estimate the costs:

For the analysis, design, and development there are only personnel costs. Robots have to be purchased for the implementation. Three learning robots that could be suitable for such a project cost about 6,000 euros together. All other equipment is available. Personnel costs are again incurred for the evaluation. For the total personnel costs including travel and accommodation costs you estimate 7000 euros. Altogether, it would be an estimated 13,000 euros. Unfortunately, this cannot be covered from the funds of your youth centre according to the bird-in-hand principle. So, you need money and set out to talk to stakeholders, sponsors, foundations and the like.

Now we have all the basics for the analysis together: the purpose, the goal, the target group, the resources, the activities, and the costs. We put all this together in step 6: Creating the project management plan.