

**Key for Social Coaches and SCLP Workshop & Courses -
Status, Role, SCLP Duration & Stage of Delivery**

Key	Titles	Description					
Status	Engaged	Completed SCLP Engagement Process and/or Participated in SCLP Workshop					
	Equipped	Participating in SCLP Training and delivering Youthwise Activities					
	Empowered	Actively using YC Digital Portal to deliver Youthwise Activities					
Role	Social Coach Activator	Level 1 to 2	Social Coach Activators are young people, aged 16 to 24, who have been trained to work with young people, aged 10 to 14, as they progress from primary to secondary school				
	Social Coach	Level 3	Social Coaches have a minimum of 2 years' experience of working youth and communities, and will have demonstrated the ability to engage, equip and empower young people, applying their real-life experiences				
	Social Broker	Level 4 to 6	Social Brokers have a minimum 3 years' experience of working with youth and communities, and will have demonstrated the ability to maintain and retain Stakeholder Partner relationships and advocacy in the implementation of the Community Campus model				
	Social Professional	Level 7 to 8	Social Professionals have a minimum 5-years' experience of working youth and communities, with sector experience in policy, strategic planning, project development, implementation, budgetary management, oversight and other related professional skill sets and competencies essential and desired in the holistic and integrated sustainable implementation of the Community Campus Model and its impact				
SCLP Duration	Workshop Session	1 to 3 hours	Workshop Day	4 to 8 hours (2 Sessions)	Course	2 days or more	
Stage of Delivery	Planning	SCLP Plan being produced, including Safeguarding & Risk Assessment					
	Preparation	Arrangements for SCLP Delivery being made					
	Delivering	SCLP being delivered					
	Delivered	SCLP Delivered and Project Report being produced, with inputs, outputs and outcomes mapped, tracked and measured					
	Closed	SCLP Report completed and project closed					