



# kininia

Learning is Life

Annual Impact Report 2021





Kinia brings together everyone who believes in the power of learning. We want all young people to confidently create their future.





Since the beginning, we've impacted:

**20,500 educators**

**368,000 young people**

**1060 trained volunteers**



# Table of Contents



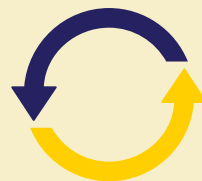
2021 Numbers	5
Welcome	8
Our Community	13
Our Programmes	20
Partners & Funders	24
Our Team	25
Financials	28

# 2021 in Numbers



**1,067**

Educational institutions  
worked with



**4,279**

Educators  
trained



**388**

Workshops and training  
sessions delivered



**1447**

Brand new educators  
reached



**523**

Brand new educational  
institutions reached



**1770**

Hours of  
extra support



Through all of these activities

**In 2021, we impacted  
nearly 40,000 young people**





## Philip's Welcome

Welcome to our 2021 Annual Report.

We are delighted to present our progress under the new brand name of Kinia, as we continue to augment educational resources and outcomes for less advantaged young people in communities across the country. This progress is built upon our unique focus on creativity and future-focused skills development, including the adoption of technology in learning environments. 2021 was a successful year as we navigated the continued pandemic-induced uncertainty and change within the formal and informal education sectors. Our response highlighted the adaptability and skills of our executives and staff, as we designed new interventions to meet the immediate and evolving needs of educators. We stayed focused on measuring our impact, and within this report you can read about the many programmes and initiatives we have delivered, together with quantitative outcomes in terms of educators and young people reached. We are very proud to have completed the merger between Camara Ireland and a division of Suas to form Kinia. At the time of writing we can confirm the subsequent success of the collective operations. This follows the previous merger between TechSpace and Camara Ireland and so continues our practical approach to consolidating charitable activities with overlapping visions in order to achieve greater scale and efficiency.



## Philip's Welcome

In addition to delivering upon our vision as we sought to improve the lives of young people through educational opportunity, we also made progress in terms of strengthening our organisation and our governance. Our processes and structures have further developed to meet the demanding standards that come with charitable status and public funding, and we were delighted to add new management expertise and to welcome three new directors to our board.

We are fortunate to be in a position to look forward with confidence and great hope as we set out our strategic plans for the future. This comes from the validation we receive from educators and the communities in which we work, and the essential funding we receive from our partners in industry, government, government funded agencies and private entities. We are extremely grateful for this and look forward to continuing to deliver upon our mission as we work collectively with these supporters to help build a positive future for young people across Ireland..

*Philip Sharpe*

# Marianne's Welcome



Kinia emerged in 2021 following our merger with the Ireland-focused activities of Suas. The rebrand process was a time of reflection on our work, our values and our future direction. As our communities and the education sector continued to show resilience during the lengthening COVID pandemic, we believe this resilience was built on a general sense of collective and partnership. The importance of 'better together' is reflected in our own work and organisation as our impact is never delivered in isolation but with like-minded stakeholders from education, industry, government and community who share our vision. This togetherness formed the foundation of Kinia - collectively creating opportunity to make sure that future focused skills and learning opportunities are available for all children and young people. As our organisation grew and evolved, further COVID lockdowns continued to have a significant impact on the education and youth sector in Ireland. The digital divide became stark and disadvantaged young people were at risk of falling further behind in their education. Our team maintained a level of service and provision that ensured all of our projects stayed on track and our services and support were available to teachers and youth workers. Our financial performance was strong with grant income reaching €2 million. Our Tech2Students initiative entered a second phase with new partnerships from RTE and An Post, and by June 2021 we had delivered over 4,500 devices to students around the country. We secured new funding and partnerships with Creative Ireland to develop a Creative Technologies programme and with ESB to expand our community work through Broadband Connection Points nationally.

# Marianne's Welcome



Existing partnerships continued during 2021 with funding from the Department of Culture, Heritage and the Gaeltacht, Rethink Ireland, ESB, Google, Salesforce, Irish Youth Foundation and Science Foundation Ireland. New partnerships emerged with Community Foundation Ireland, BasisPoint and Vodafone. New projects also kicked off including Creative Ireland and Digital Skills at BCPs.

Events that recognise and celebrate the achievements of young people are a key part of our work. In 2021 TechFéile was broadcast as a virtual event but by October we saw a return to some in-person presence with small groups of young people present at our annual Creative TechFest. Both events reached 1000 young people through broadcasts and our plan is to continue with a dual approach as accessibility to celebration is fundamental to creating an aspirational environment for all young people. The quality of our people is a cornerstone of our achievements. While acknowledging a challenging labour market, we continue to work to retain staff and continue to actively attract new talent. As we grow we are focused on strengthening our leadership through the development of our people while also building capacity with new roles in Finance, Learning and Development and Partnerships. With the support of all of our stakeholders and the incredible energy of our team we were able to deliver 875 training and support sessions to 4,300 educators. This will impact the learning and development of over 9,000 young people who need extra support and reference points to see a positive future for themselves and their communities. We appreciate the support of all of our partners and stakeholders who have joined us in our mission to collectively create opportunity for all young people.

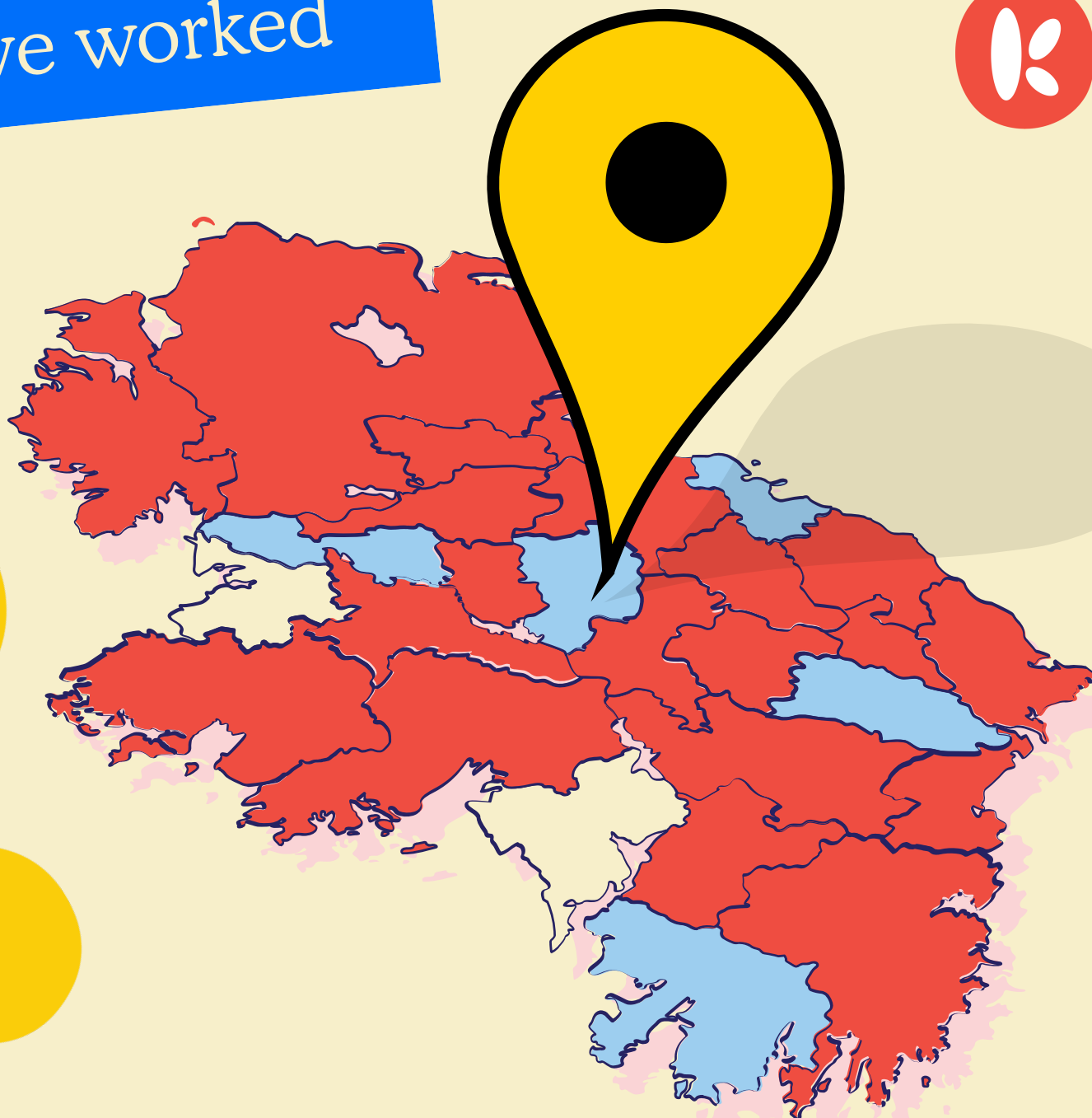
*Marianne Checkley*



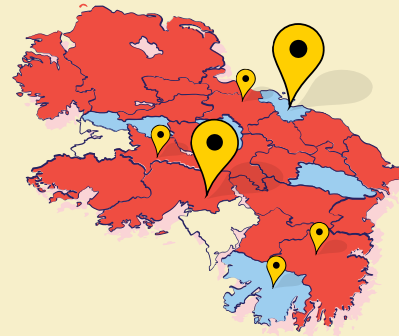
# Collectively Creating Opportunity for Children, Young People and their Communities



Where we've worked



# Where we've worked



In 2021, we worked in 26 counties, below is a breakdown:

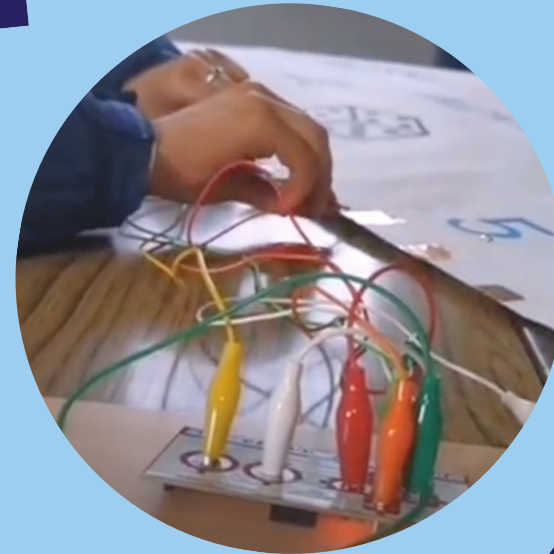
<b>24%</b>	<b>13%</b>	<b>10%</b>	<b>9%</b>	<b>44%</b>
<b>Dublin</b>	<b>Galway</b>	<b>Cork</b>	<b>Donegal</b>	<b>Other</b>

# Educator Story: Antoinette Pentony



Antoinette Pentony is a School Completion Programme Officer based in a school in Navan. Antoinette took part in our STEAM training and then worked with a small group of young girls from the Travelling Community to build a project for the Kinia Creative TechFest event.

The group created "Mind your mind," a project constructed through scratch programming, with the use of a poster, dice, and makey makey. It give's advice to listeners on mental health.



Kinia has transformed how I work with young people in a positive way. Their training has been such a help with promoting positive learning experiences for young travellers. - Antoinette's feedback



We haven't done anything like this before, we've had a lot of fun doing it.

-Young person's feedback

# Young Person Story: Sibéal

Since a young age, Sibéal has had a keen interest in storytelling. When she started in Pobalscoil Chorca Dhuibhne she brought the skill of storytelling into film and podcasting. She was encouraged by both her teacher Pádraig Ó Dubhaigh and Aoife Ní Chonchúir to pursue this within the school.

Sibéal was involved in producing a podcast about different topics that would be played over the school intercom in the morning. The editing, voice recording and the entire content of the podcast are at such a high standard that the judges said it was of the same standard you would expect to hear on a national radio program. Sibéal's love of storytelling is apparent in these podcasts and in her precision in creating content of high quality.



# Educator Story: Clement Quinn

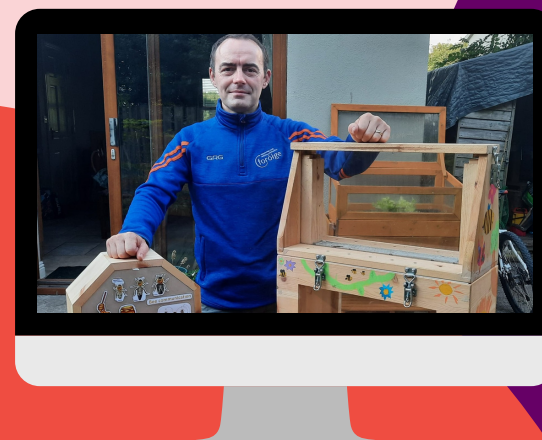


Based in Mayo, the Home of the Bees was created to educate young people and about the importance of the native Irish honey and their role as pollinators. The young people view the bees behaviour, listen to the vibrations, and try identify the different roles within the beehive.

In the Interactive education hub, there are buttons that the young people can press, to hear pre-recorded voices on a Makey Makey, created to explain the three roles within the hive which are the Queen, Drones and the Worker bees, and how bees communicate and pollinate flowers.



Mayo



[Watch  
Home of  
the Bees  
story](#)

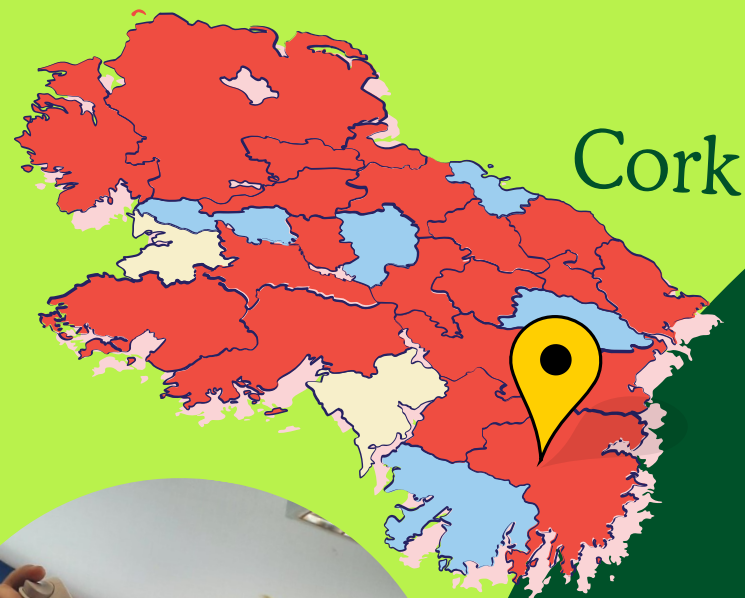
"Being a Youth Worker can be hugely rewarding seeing young people reach their full potential." - Clement Quinn

# Young Person Story: Kuba Nowaczyk



Kuba Nowaczyk from Foróige Charleville UBU picked up the prize of TechSpacer of the Year 2021. Kuba was an integral part of the Foróige Charleville team who designed trophies in a VR environment. Having designed the trophies, they then printed them using a 3D printer so they had real-world examples of their designs.

Their project showcased the range of creative uses for virtual reality and 3D printing technology. Kuba stood out as a leader on the Foróige team, encouraging and supporting the team throughout the project, and driving the team to develop each aspect of their project.



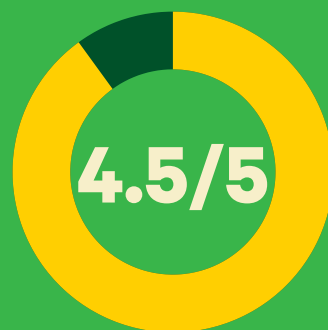
[Watch the Test  
Pilots in action](#)



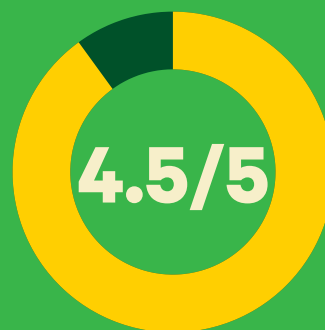
## Educators trust us



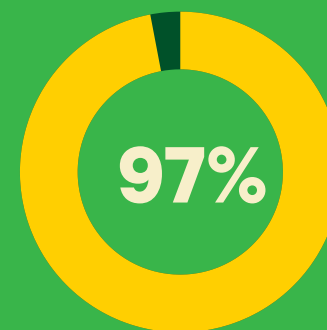
for our team of  
instructors



for our training  
sessions



thought it was  
worth attending



would recommend  
us to a colleague



Our vision is for everyone to have the opportunity to develop the skills they need to fulfil their lifelong learning potential.



# Creative Technologies



“Ag foghlaim slite chun STEAM a thógail isteach i mo scoil féin mar Phríomhoide - Go raibh maith agaibh as ucht áis mar seo a chur ar fáil as Gaeilge”  
-Príomhoide Bunscoile



“The kids loved making each of the activities and learned a great deal about different aspects of STEAM.”

-Youth Worker, Cork

"Clarity and pace were perfect. It was tailored to us and not a generic course."  
-Teacher, Meath



"As you were taught each step, you were given time to practice this and there was a space to ask questions. No question was a silly question."

-Youth Worker, Donegal

# Numeracy Support



We provided maths support to 29 schools, and 1500 young people.



**1.19  
increase  
in maths  
age**



As a teacher in a multi-grade setting, it is great to know that students at all grade levels in the classroom are actively engaged in maths activities which are tailored to their needs while I concentrate on actively teaching one grade level at a time.

-Principal/Teacher in Galway

# Literacy Support



We worked with 12 corporate partners, and 150+ volunteers to provide reading support to 380 young people in 29 schools.



**380 young people supported**

"Absolutely fantastic. The children were so excited each day to read with their buddies. It was great to see children who would not have been keen readers so eager to get online and read."



Our work broadens the horizons of children and young people by providing them with access to creative learning opportunities and future focused skills.

## Partners & Funders



We are supported by a range of fantastic public and private organisations, foundations, companies, and CSR initiatives to provide national training, support and hardware to those who need it most.

**Learn more [here](#)**



# Meet the Kinia Team



**kinia**

# Our Finances



Income from:	Unrestricted Funds 2021 €	Restricted Funds 2021 €	Total Funds 2021 €	Total Funds 2020 €
Grant Income	143,931	1,848,612	1,992,543	1,641,880
Trading activities	426,084		426,084	
Other	209		209	
Total income	570,224	1,848,612	2,418,836	2,233,351

# Our Finances



Expenditure on:	Unrestricted Funds 2021 €	Restricted Funds 2021 €	Total Funds 2021 €	Total Funds 2020 €
Raising funds	22,383	-	22,383	26,423
Charitable activities	10,046	1,661,036	1,671,082	1,649,911
Trading activities	356,188	-	356,188	381,193
Total expenditure	388,617	1,661,036	2,049,653	2,057,527

# Project Portfolio



Project Title	Project Funder	Partners	Brief
Clár TechSpace	Department of Culture Heritage and Gaeltacht/ Science Foundation Ireland (SFI)	Conradh na Gaeilge, Muintearas, Foróige Involve	Delivering professional development, content and project based learning activities through the Irish Language. Delivering STEAM in the Travelling Community
STEAM in Youth Work	ESB, Rethink Ireland	TUSLA/ SCP/Youth Work Ireland/ Crosscare	Delivering creative STEAM based training to the nonformal youth sector nationally.
Digital Media@ CDYSB	City of Dublin Youth Service Board	CDYSB	To deliver engaging Digital and Technology programmes to youth services in the Dublin area.
Creative Technologies	Creative Ireland	Education training boards/ CYPSC	Delivering creative technology up-skilling to educators in the non formal sector
Adobe Software Donation	Adobe	Foróige, YMCA Ireland, SWICN Clubhouse,	Providing creative technology software to at-risk young people.

# Project Portfolio



Project Title	Project Funder	Partners	Brief
BCP	ESB	Broadband Connection Points	Delivering community based digital up-skilling in rural areas
Educate Together Nurture Programme	Salesforce	Educate Together Schools	Support schools to transfer programmes online.
Reading Buddy	Various, including Community Foundation Ireland, Folen's, A&L Goodbody	Schools Nationally	Supporting schools with volunteer literacy mentoring
MathsWhizz	Linesight/Irish Youth Foundation	Schools Nationally	Supporting young people to increase numeracy skills with MathsWhizz.
Let's Go Digital	Google	Schools Nationally	Digital and EdTech skills training

# 2021 Events



Project Title	Project Funder	Partners	Brief
Creative TechFest	Various	Multiple	National Creative Technology Celebration event for 1000 young people.
TechFéile	DCHG TG4, Seachtain na Gaeilge, 2020 Stráiteise	NYCI/TUSLA/SCP/Youth Work Ireland/Crosscare	National Creative Technology Celebration event through the Irish Language for 1000 young people.