



Proposal for collaboration on regular experiences to engage your staff

Prepared By:
A Good Space Co-operative Limited





About A Good Space Co-operative Limited

A Good Space is Singapore's first co-operative to gather diverse changemakers, social entrepreneurs, charities and community based organisations to collaborate and create social change, together.

To learn more, visit our website at:

www.agoodspace.org

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We propose the following broad objectives for our partnership

1

Inspire staff to discover a sense of purpose at work by connecting with your organization's values and social objectives

2

Deepen social relationships in the workplace by creating conversations between your staff, partners and clients

3

Expand your staff's knowledge of social issues in Singapore and how they can begin to contribute

4

Identify and nurture talent amongst your staff to champion social projects within your organization



Through different modes of engagement, we could nurture your staff along their changemaking journeys* which could lead to positive mental well-being outcomes



Passive Participant

Very new to volunteering or changemaking without much exposure or interest in social causes. May have participated in ad-hoc, workplace-initiated volunteering activities that were mandatory.



Curious Onlooker

Curious about social causes and communities. Takes micro-actions or participates in talks, events or activities within or outside the workplace.



Active Volunteer

Volunteers or takes micro-actions on a regular basis. Likely to participate in an interest group at work or volunteering actively outside of work.



Changemaker

Demonstrates leadership in starting a project for a social cause. May also be rallying other colleagues or friends to join.

**Adapted from Giving Journeys profiled in the Individual Giving Survey (National Volunteer and Philanthropy Centre, 2018)*

We propose different engagement modes with varying participation levels to engage and nurture staff along their social changemaking journey*

Social Issue Salons



A Good Marketplace



Passive Participant

Curious Onlooker

Active Volunteer

Changemaker



Social Issue Talks



Community Experience



A Good Pitch

*Dependent on COVID-19 guidelines on physical gatherings, some of these engagements might need to happen virtually

1. Social Issue Talks

Learning Outcomes:

Help staff acquire awareness and sensitivities of diverse national issues and communities in Singapore

Brief Program Outline:

A Good Space (AGS) can curate a series of talks for your staff to learn about diverse social issues by hearing directly from changemakers on the ground. For a list of possible issues, please see the Appendix.

The changemakers will inspire staff to connect with social issues through sharing stories, anecdotes and statistics.

Learning Approaches:

Interactive lectures, with use of multimedia, visuals and small team activities.

Duration for Learning:

1 – 2 hours (can be tailored to learning outcomes envisioned and time available)



2. Social Issue Salons

Learning Outcomes:

Cultivate a curiosity and empathy in staff for diverse social issues and communities in Singapore and create opportunities for staff to bond with each other.

Brief Program Outline:

Staff cultivate empathy towards social issues by participating in immersive activities. Where possible, we will invite members from the communities (e.g. low-income) to share about their lived experiences to complement the activities.

Examples of such activities can be found in the next slide.

Learning Approaches:

A variety of formats, including role-play, board games, mock parliaments, circle processes, small team activities and theatre games.

Duration for Learning:

2 – 3 hours (can be tailored to learning outcomes envisioned and time available)



Examples of Past Social Issue Salons



"The content of the events helps expand my perspectives on how I can contribute to different communities and play a part in creating an inclusive society..."

Velda Wong



D&D Youth Edition

Social Issue: Youth-at-Risk

A role-playing board game, designed with the support of ex youths-at-risk and ex-offenders to help players experience the choices they face.



Young x Hush

Social Issue: Deaf & Mental Health

Staff learn to sign different emotions and interact with Deaf facilitators in silence. They will also learn stress reduction breathing techniques.



Ugly Fruits to Delicious Juices

Social Issue: Food Waste

Staff make juices from Ugly Fruits and are invited to a discussion on food waste and food security in Singapore.

3. Community Experience

Learning Outcomes:

Enable staff to understand social issues through listening first-hand to people involved in different communities, to enable them to design more meaningful community or volunteering projects.

Brief Program Outline:

This could be through a:

- Volunteering experience
- Learning visit to the community
- Working on a short project

Learning Approaches:

Experiential learning journey. The experience is framed as an opportunity for staff to learn about a particular community, rather than as a one-off volunteering interaction.

Duration for Learning:

3 – 5 hours, dependent on number of locations visited.



Examples of Past Community Experiences



Learning Journey to Wellness Kampung @ Yishun
Social Issue: Seniors

We organised a learning visit to a wellness center, where participants learnt how health was not just the absence of disease, but also very linked to social and emotional factors. We observed an innovative community healthcare model where seniors in the Yishun neighbourhood were taking care of each other by cooking, dancing and gardening with each other.



Learning Journey to Project X @ Geylang
Social Issue: Women

We organised a learning visit to Project X, a community-based organization that provides assistance and support to sex workers and marginalized women. Participants learnt about the stories, struggles, strengths and dreams of the women, as well as issues relating to marginalized women in Singapore.

4. A Good Marketplace

Learning Outcomes:

Match staff with changemakers beyond established charities who can offer potential community project or volunteering opportunities across diverse social issues.

Brief Program Outline:

We could organise a marketplace in one of your workplace's locations where we can invite changemakers to setup booths where staff can interact with them, ask questions and be inspired by their stories.

Learning Approaches:

Exhibition in you workplace's locations

Duration for Learning:

3 – 5 hours



5. A Good Pitch

Learning Outcomes:

Cultivate creativity, civic literacy, leadership, communication and empathy skills that are essential for staff to thrive in a VUCA world.

Brief Program Outline:

AGS can support your workplace to organise an internal A Good Pitch, where staff can be encouraged to submit ideas for community projects and receive a grant to get started.

Your workplace's leaders and other civil society leaders could be invited to come judge the ideas and the ideas can be showcased to the wider organization and general public in an exhibition.

Learning Approaches:

Small group projects and discussions

Duration for Learning:

5 hours for the pitching and exhibition



Sample Engagement for 2021

Jan	:	-
Feb	:	-
Mar	:	Social Issue Salon (Women)
Apr	:	Social Issue Salon (Low-Income)
May	:	-
June	:	A Good Day
Jul	:	-
Aug	:	Social Issue Salon (Seniors)
Sep	:	Social Issue Salon (Differently-Abled)
Oct	:	Social Issue Salon (Mental Health)
Nov	:	-
Dec	:	A Good Pitch



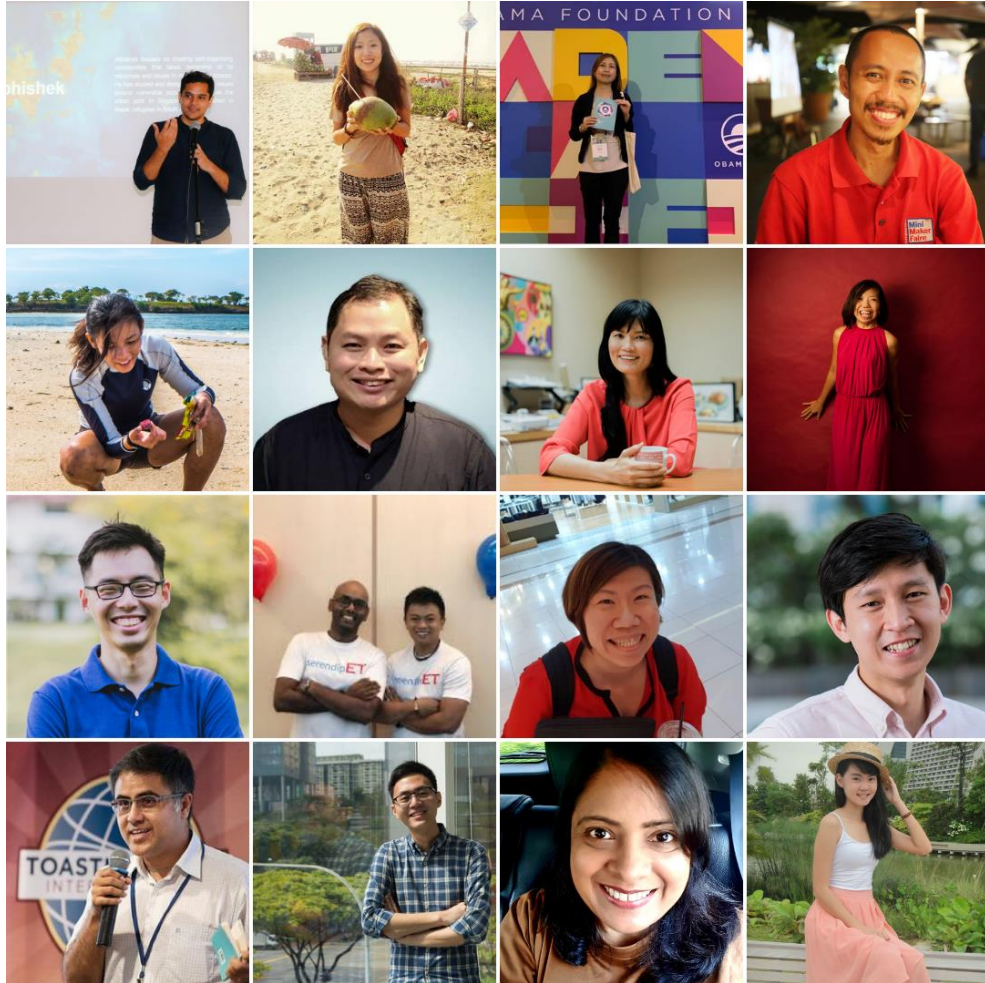
Our Past Partners



Johnson & Johnson

SKILLS *future* SG

Singapore
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Contact us to get started!

We'd love to explore how we can move forward, together. Please feel free to reach out to us at:

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Supported By:



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List of Social Issues / Communities

Here is a list of the social issues / communities represented by the current 43 members of A Good Space:

1. Mental Health
2. Mental Wellness
3. Civic Participation
4. Participatory Democracy
5. Low Income
6. Aphasia
7. Micro-Giving
8. Autoimmune Disease
9. Seniors
10. Deaf
11. Maker Culture
12. Humanism
13. Migrant Workers
14. Environment
15. Children & Youth
16. Education
17. ADHD
18. Community Care
19. Marine Biodiversity

