

Annual Report 2019

camara
education
ireland



www.camaraireland.ie





Annual Report 2019



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www.camaraireland.ie | www.techspace.ie

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Executive

Chairperson Message

Welcome to the 2019 Camara Ireland Annual Report

We are delighted to report on a year of notable progress as we continued to accelerate the adoption of technology and creative learning in education, making a positive impact on the lives of 38,000 young people in Ireland. A large majority of these young people are disadvantaged in terms of their access to educational opportunity, typically due to socio-economic background or location in geographies with fewer services.

Our strategy to scale our impact has always been based on leveraging the existing national platforms in education, both formal (schools) and informal (youth services). Through partnerships in these sectors, we deliver interventions to educators, enabling them to confidently and creatively adopt digital technologies within the delivery of their learning programmes to young people.

Through our investment in research, we have continued to develop our products and services across educator training, digital equipment, content and online support. The impact of these solutions on young people is augmented by the all-important showcasing opportunities of Creative Tech Fest and Tech Féile. These national events continue to grow as seminal catalysts in raising the confidence of young people to realise their potential.

As a social enterprise, we combine efficient revenue-generating business practices with charitable donations to fund our activities and deepen our impact on the community. We have a diverse funding base, from Government departments and government-funded agencies, to private sector corporations, both multinational and indigenous.

The fact that such a broad range of funding partners, with diverse backgrounds and purposes, share a common cause in their support of Camara Ireland, is testament to our relevance and performance in improving educational outcomes in this country.

These funders demand both measurable social impact and high levels of corporate governance, and our executive team and board are aligned in our pursuit of increased excellence in our delivery of these objectives. In 2019 we made significant progress in evolving our systems and processes to achieve our objectives in an effective, accountable and transparent way, in compliance with the Charities Governance Code.

I would like to take this opportunity to thank our funders, delivery partners and the Camara Ireland Team on a successful year, setting excellent foundations for continued growth in 2020.

Philip Sharpe

CEO Message



Our spin out from Camara Ireland was complete in 2019 and the report shows the success, challenge and opportunity that has contributed to further growth and impact. The work we did on refining our strategic direction supported us to focus our activities on key growth areas, including:

- Setting up for scale through the development of an online service
- Expanding our reach by growing our Irish language programme Clár TechSpace
- Supporting creative collaboration with a network of Digital Schools
- Sourcing the latest educational technology equipment to bring to our network
- Developing our training programmes with the use of emerging technologies

It was also a year of recognition as we were an awardee of Rethink Ireland's Children and Youth Education Fund, in the company of a range of innovative and successful education programmes across the country.

It is a privilege to work with an organisation that believes so strongly in the potential of all young people. During 2019 we provided professional development training and support to over 2,100 educators in 540 education settings. We recognise that learning is creative, messy, and challenging, and that the fun of learning is best achieved when young people are facilitated

to explore and invent. Technology provides the ideal platform for creative learning and a green-field site for the expression of potential. We are constantly amazed at the motivation and commitment shown by educators across the country to continually seek new ways to unlock the potential in all young people. Our national events really showcase the energy that's inspired through being creative with technology in education. 2019 was no different as we were blown away once again by the standard of innovation on show at the Creative Tech Fest and Tech Féile.

The significant range of services we provide would not be possible without the input of our partners who fund and support our work. There is a genuine sense of collaboration with all of our partners who without question are always ready with an offer to go above and beyond.

I'd like to thank Philip Sharpe who stepped into the role of Chairperson after a longstanding commitment to TechSpace and Camara Ireland. All of our Directors continue to challenge, question, and support to ensure governance and support for me, the team and the organisation. I'd also like to pay tribute to the Camara Ireland team who seem to have boundless energy for our vision. We're a collective working towards a mission to ensure every young person has access to a quality education and the experiences they need to aspire to achieve their dreams.

Marianne Checkley

B CREATIVE TECH





Impact

Our Impact

2019

Professional Development for:

2,989
educators in
634
educational
settings.

Growth

375
new educational
settings

which meant that over

1,703
new educators

received training and support from us
for the first time.

We delivered over

1,160
pieces of
hardware

(including refurbished laptops,
Chromebooks and Inspiration Boxes
of STEM equipment) to schools and
youth organisations around the
country.

Through all of these activities we have
impacted the lives and learning of
over

38,500
young people.

Our Training

We delivered over

440

**workshops and
training sessions**

and took part in

27

**events and
conferences.**

Our own Tech Féile and Creative Tech
Fest welcomed over

750

**educators and
young people**

for a day of inspiration and learning!

60%

increase

in the number of educators who
felt confident facilitating activities
following our training

96%

of educators

reported having a better
understanding of how to use
technology in education, compared to
less than

25%

feeling confident in their
understanding of the area before
training sessions with our team.

Our Quality

Both our content in sessions and the delivery of training was highlighted by educators as being of **extremely high quality.**

On average educators rated our **instructors and content at over**

4.4/5

In Numbers

634

Educational Settings
(375 new)

2,989

Educators trained
(1,703 new)

1,160

Hardware units delivered

38,538

Young People impacted

445

Workshops/Training sessions

27

Events/Seminars

Overall educators rated our

training sessions at over

4.3/5

and over

96%

would recommend us to a colleague.

Quality

Key feedback metrics from training sample of 400 respondents:

4.6/5

overall course ratings

96.2%

would recommend to a colleague

4.4/5

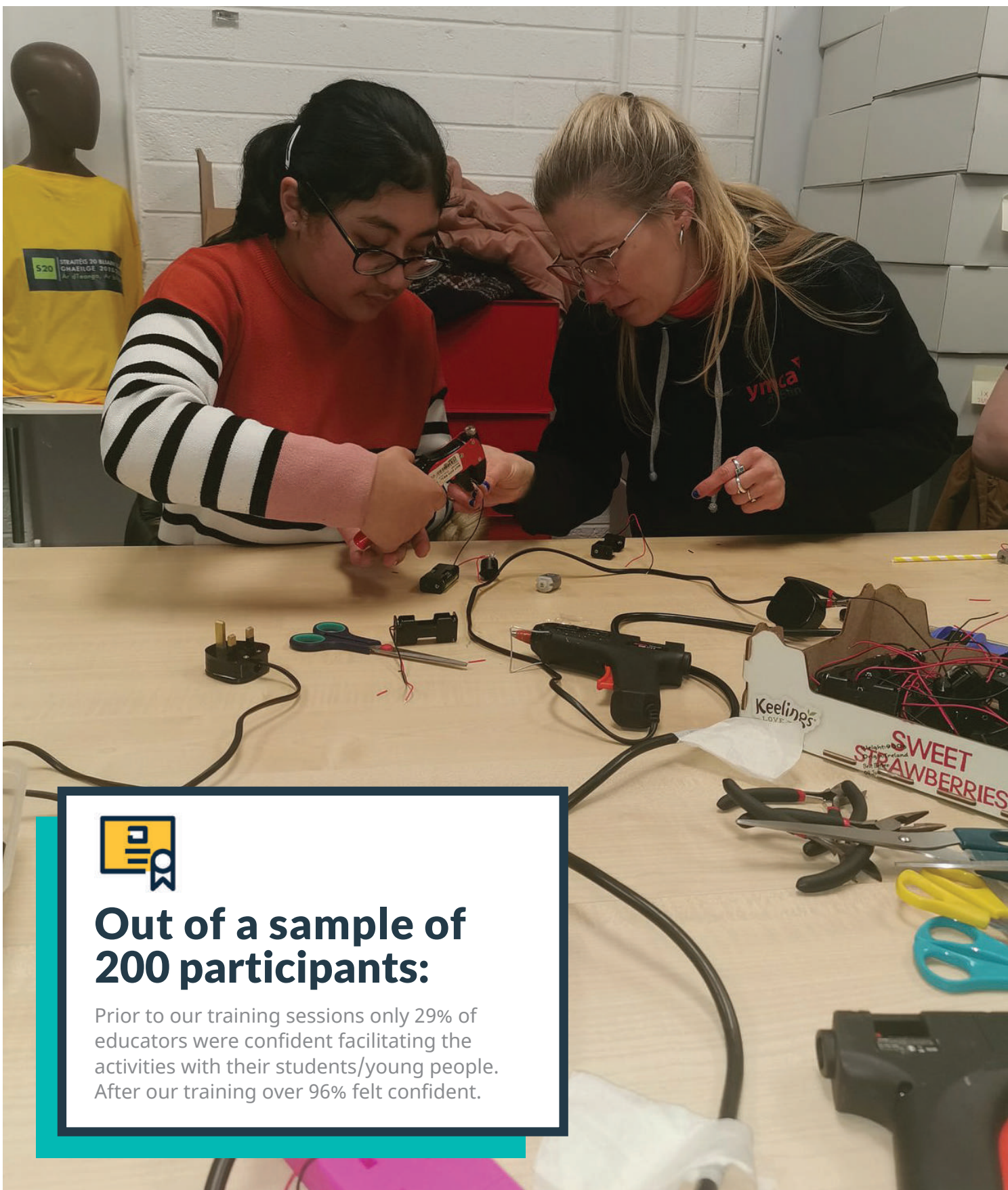
course materials/content

4.5/5

course delivery/instructor

4.3/5

training worth attending



Out of a sample of 200 participants:

Prior to our training sessions only 29% of educators were confident facilitating the activities with their students/young people. After our training over 96% felt confident.

Impact Stories



The Educator Story

Roisín Ní Chonfhaola, Pobal Scoil Mhic Dara, Carna, Co na Gaillimhe

“Is mise Roisín Ní Chonfhaola, muinteoir Teicneolaíochta i Scoil Phobail Mhic Dara i gCarna. Tá muid aitheanta mar ionad TechSpace ar feadh trí bliain anois agus ag eirí go maith linn. Tá clár TechSpace ag méadú ó bhliain go bliain agus na hacmhainní atá ar fail níos cruthaíoch fós.

Níl deacracht ar bith agam chun na scoláirí a spreagadh chun na scileanna nua seo a fhorbairt. Tá siad ábalta iad a chur i bhfeidhm sna hábhair scoile eile trí mion-comhlachtaí, obair thionscadail, punainn agus taighde. Níl teorainn ar bith le na scileanna atá á fhorbairt tríd an clár seo. Gach bliain glacann muid páirt san Techfhéile naisiúnta agus bhí an t-ádh orainn dhá duais a bhaint amach ansin i mbliana.

Bhí mé chomh bródúil mo scoláirí a fheicáil ar stáitse agus ba cheiliúradh é ar an méid obair a chur na scoláirí isteach sna tógraí ar fad. Tá muid i ré na teicneolaíochta faoi láthair ach i ndairíre i ré na hóige atá ann leis an méid scileanna, forbairt agus oideachas atá ar fail acu”.



Post-Primary Teacher - Dublin

“I have definitely grown in confidence as I have realised that I am competent with G Drive; so much so that it has already become a staple in my teaching and learning without me even realising it. The course has afforded me the chance to reflect on why and how I use IT in my classroom and whether it is effective practice. The add-on lesson was very beneficial and I felt I learned a new skill that I have since used in my classroom.

My students have become used to using it so it doesn't take as much time to set up and they're not as giddy. I do find that IT works well with smaller groups and for the research subjects.”



Young Person Story

TechSpacer of the Year Award Winner: Adam

Adam has grown with the TechSpace programme since it began, and his involvement in his local computer club is key to its success. His teacher, Bairbre, was trained as part of the TechSpace programme in 2016 at Cóláiste an Eachreidh in Athenry. In 2019 Adam won an award for a game he had developed in March at TechSpace's Tech Féile event in Galway, but that was only the beginning of the journey. He kept developing over the months, especially during his period as Ambassador for Creativity in Coding with Crinniú na nÓg for Creative Ireland, even presenting to An Taoiseach of Ireland.

Adam once again impressed judges at 2019's ESB Creative Tech Fest. He developed a virtual reality game based on bowling. The judges went on to say that the standard and the level of computer science that Adam had attained was beyond the coding level delivered by the other young people throughout the TechSpace Network. Adam has an exciting year ahead of him in 2020 as ESB TechSpacer of the Year, which includes support for him to continue developing his computer science creations, inspiration through industry partners and opportunities for his lunch time TechSpace Computer Club to develop their ideas. The TechSpace Team is looking forward to making it a successful adventure into the future.



TechSpace Educator of the Year

Tracey Moore from Youth Work Ireland Midlands took part in TechSpace Start Up training in 2018. She claimed the ESB TechSpace Educator of the year accolade at the ESB Creative Tech Fest event in 2019 for her work in supporting staff and volunteers across the Midlands to enhance their youth work practice. “There is no expert in this. We are all just doing our best, for myself and volunteers that are doing youth work right now, we are almost ready to submit a project for the ESB Creative Tech Fest Monthly Prize,” says Tracey. “An artist that we were working with took part in the TechSpace training and has achieved so much as a youth worker. My job is to support staff and volunteers to run youth programmes.”

“We have people at retirement age that are taking on learning through the TechSpace programme and learning for themselves and the young people they are working with. I have one volunteer who was really resistant at first to the idea of anything techie. He is now doing the online STEAM training sponsored by ESB with Camara Ireland and has proved that there are no age limitations to this kind of work. You mightn’t be a techie but that doesn’t mean you can’t do it.”

Tracey took from the TechSpace Programme the fundamental skills needed to progress forward to develop her youth service. Working with early school leavers, Tracey has inspired her youth groups to create media and STEAM activities with a purpose. They have been working on instructional videos such as how to create a CV as well as a multitude of other step-by-step videos to help their peers develop their STEAM skills and media interaction.



A photograph of three students in a classroom. Two boys in the background are looking towards the camera with slight smiles. In the foreground, a girl with glasses is looking down at a project on a table. The project appears to be a small robot or electronic device with red and blue components. The students are wearing dark blue school uniforms with a circular logo on the chest.

Programme Areas

Schools Overview



2019 saw the completion of the second year of the three-year Google Framework project, supporting 44 schools, as well as the commencement of the Schools' Clusters project. Funded by Salesforce, this project offered support to 25 schools in cluster groups of two or three schools. The Maths-Whizz project continued to be delivered, supporting two primary schools and two after-schools clubs during 2019.

Ongoing training was also provided to schools nationwide via our social enterprise network. We started quarterly projects run in collaboration with Google for Education, including a nationwide roadshow of events for teachers in Q1, continuing with regular webinars throughout the second half of the year. We also launched our summer course for teachers, a week-long course delivered in the Guinness Enterprise Centre and The Foundry (Google Dublin).



Awareness of Camara Ireland and our work in schools grew significantly throughout the year, with event attendance including the annual conferences of Irish Primary Principals Network (primary level), National Association of Principals and Deputy Principals (post-primary level), Computers in Education Society of Ireland, and Irish Game-Based Learning conference.

2020 will see the continued growth of Camara Ireland's support for schools at both primary and post-primary levels. We'll expand our courses to be available online to provide easier access for teachers and explore how to facilitate peer networks of teachers. Data will be a key tool for us to measure the impact of our programmes as we refine how we measure quality and depth of impact as well as learning how to improve and develop the training and support we provide. The Schools' Clusters project and the Google Framework project will evolve through partnership while the Maths-Whizz project will continue into its third year. Strengthening partnerships with key stakeholders, including funders and schools, is a key aim for the year.

Techspace Overview



Through training, resources and facilitating online peer support, we demystify STEAM and technologies to inspire young people. The TechSpace programme network grew from 618 educators trained to 811 educators. There was a greater focus on supporting TechSpace sites to develop their programmes activities for young people in 464 learning spaces, with the delivery of national projects funded by key sponsors allowing us to prioritise those working with disadvantaged youth.

Key achievements/outcomes

- 86 educators were trained in STEAM and Maker activities from TUSLA-funded services, with support from ESB and Rethink Ireland
- 236 educators trained in computer science across Foróige youth clubs and volunteer clubs with support from Google.org
- 700 young people attended TechSpace events - ESB Creative Tech Fest and Tech Féile
- The TechSpace Online Network was launched and piloted in 2019 to facilitate a growing network of TechSpace educators to access resources and develop their own resources.
- 12 students graduated as digital youth work specialists for a level 8 certificate in Digital Creativity in Youth Settings



Key plans

In 2020, we hope to expand the TechSpace programme to broaden our partnerships and provide more opportunities for young people to engage in STEAM. With support from Rethink Ireland and ESB we will be developing our strategy and working with our stakeholders to ensure that the TechSpace programme is supporting educators in the formal and non-formal education sector based on their needs and interests. Building our evidence base and listening to our nationwide network of youth workers, school completion officers, social workers and teachers, we hope to broaden young people's aspirations by supporting those working in policy and management in the education sector to develop digital learning plans. We want to influence change and best practice in the education and youth sector, providing educators with a forum to share ideas, develop new practice and be part of a national community of practice through STEAM and Digital Creativity.

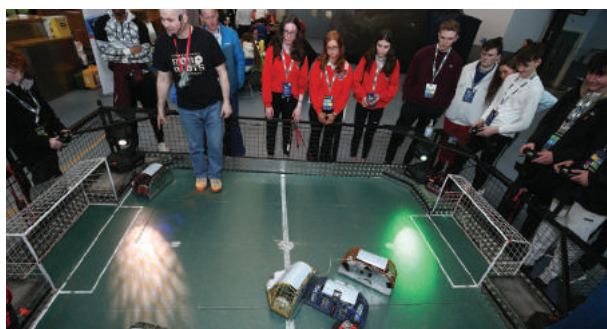
Clár Techspace



The Department of Culture, Heritage and the Gaeltacht (DCHG) has funded the Clár TechSpace Programme since January 2015 as part of an ongoing partnership with Camara Ireland. In 2019, the project aimed to bring STEAM, Computer Science & Digital Creativity education, training, activities, support, events, and professional qualifications to 437 Educators, impacting approximately 15,000 young people across Ireland. We work with with Scoileanna Gaeltachata, Gael Scoileanna and National Youth organisations such as Óige na Gaeltachta, Coláiste na bhFiann, Ógras, Spleodar, Foróige and Feachtas to ensure that young people have access to high quality educational opportunities in Irish in STEAM, Computer Science & Digital Creativity.

Key Milestones:

Clár TechSpace hosted one of Crinniú na nÓg's events in 2019, where young people had the opportunity to visit TechSpace in Áras na Gael and try some STEM, Computer Science and Digital Media activities with Camara Ireland's specialist team. Young people participated in sound recording, video production, soldering, MakeyMakey and projection mapping. Over 15 young people participated on the day.



Seó Bóthair TechSpace

64

Irish colleges

460

educators

8,550

young people and more

Clár TechSpace went on the road this summer and cluster coordinators from Leinster and Dublin from Conradh na Gaeilge visited sites around the country.

Barra Mac Thiarnáin from Coláiste na bhFiann said “Bhí an cheardlann TechSpace go hiontach ar fad! Thug siad radharc éagsúil do na páistí a ghlac páirt sa cheardlann go bhfuil a leithéad eachtraí ar fáil tré Gaeilge. Seo dul chun cinn ollmhór i leith na Gaeilge. Bhí ceannasaí TechSpace chomh dearfach agus mealltach i leith an chur i láthair, treanála agus an cheardlann í fhéin. Táimid ag súil go mór le bheith ag comhoibriú le seo i Samhraidh 2020 cheana féin!”

Summer Camps TechSpace

This summer, Cluster Coordinators and Education Officers from the Clár TechSpace Team focused on youth activities whilst school based educators were on summer holidays. Summer camps were delivered in Galway, Cork, Kerry and Donegal. An example of the work completed as part of these summer camps is the Galway camp, where participants focused on the fundamentals of the Escape Room, and built a structure room as part of this with young people. This room and concept for a technology workshop was brought to ESB Creative Tech Fest in the Convention Centre this year and was one of the workshops available bilingually. We grew a partnership with a local Escape Rooms in Galway to make this a possibility, and feedback from young people was very positive.

Plans

In 2019 Science Foundation Ireland announced co-funding with DCHG to expand our reach.

We are preparing for a national launch of primary schools' training in 2020. With over 70 schools and youth clubs running the TechSpace Programme through Irish due to be open and active across the country by 2020, an ever growing innovative community of creative technology educators will deliver STEAM and Digital Creativity activities for young people through Gaeilge.







Research & Innovation

Research & Innovation



Summer Course for Teachers

Camara Ireland launched its first summer course for teachers in July 2019. The course, entitled “Integrating Digital Technologies in Schools using G Suite and CS First”, was approved by Drumcondra Education Centre on behalf of the Department of Education and Skills (DES). The DES summer course programme for teachers contributes to the continuum of teachers’ professional learning, promotes innovation and excellence in teaching, learning and assessment, and is supportive of the goals set out in the Department’s Statement of Strategy-Cumasú 2020-2021 and other national priorities.

Teachers representing both primary and post-primary levels took part in the course, with attendees based in schools throughout the country. The course - which took place in Camara Ireland offices and Google HQ in Dublin - involved in depth discussion, application, and learning of impactful technology use in formal education settings. Funded in part by Google, the summer course saw Camara Ireland strengthening its ongoing partnership with Google Ireland and further reinforcement of Camara Ireland as a Google for Education partner in Ireland.



— **The Skill IT for Youth project** is a European initiative aiming to increase the quality of youth work, combining higher levels of excellence and attractiveness in services with increased opportunities for young people. Skill IT for Youth is in line with the Erasmus+ goals and impact intended for strategic partnerships for youth, and also with the Digital Agenda for Europe, which stresses the need for more and more highly qualified young people for the digital economy. Camara Ireland worked with national partners Youth Work Ireland and international partners Fundacja Samodzielni Robinsonowie, Fundatia Danis, Norsensus Media Forum. The website digipathways.io was developed in 2019 as a resource for digital framework planning in youth work and research.

— **The Digital Youth Work Project** aims to build capacity to deliver digital youth work at local, national, regional and European levels. Implemented 2017 - 2019, it is a transnational Erasmus+ project with seven partners from six countries across Europe. It has identified the huge potential within the youth work sector to enhance and innovate practice through the use of digital technology and media and to use non-formal and learning to help young people to create digital content and shape the digital world of the future.

www.digitallyouthwork.eu was launched with key partners from across Europe with resources, best practice and innovations in digital youth work. Camara Ireland will continue to develop best practice and innovations with these partners into the future.



New Developments with Irish Language

Building on Irish Language resources was a key focus for 2019. We partnered with Skriware, Google, COGG and more to provide Skribots, 3D printers, CS First, and a Dialann Múinteoirí through Irish. At the end of 2019, we developed a fully functional app and website with Skriware. Young people and educators now have the ability to participate in up to 12 hours of coding and animated STEAM activities through Irish. This has not otherwise been available for Irish speakers to date. We also recognised the need for more classroom resources as Gaeilge, and developed and distributed them to our network of educators. Resources available in STEAM, Digital Creativity & Computer Science are now providing opportunities to grow a network of young people's skills in emerging technology in their native tongue of Irish. These resources were launched by Minister Seán Kyne at Google Headquarters in December 2019.



Maker Spaces

Minister Seán Kyne opened the Clár TechSpace venue in Galway City on the 27 May 2019 in Áras na Gael on Dominic Street in Galway. This new space is available for young people free of charge to attend and develop digital and STEAM creative technology projects of their choice through Irish. These include - but are not limited to - film-making animation, coding, music, photography studio, soldering, circuitry and robotics, and 3D printing. Through a partnership with Conradh na Gaeilge, Camara Ireland and Foróige, it is hoped that the space will facilitate young people and educators to be able to develop the Clár TechSpace programme and become a central hive of creative technology activity.

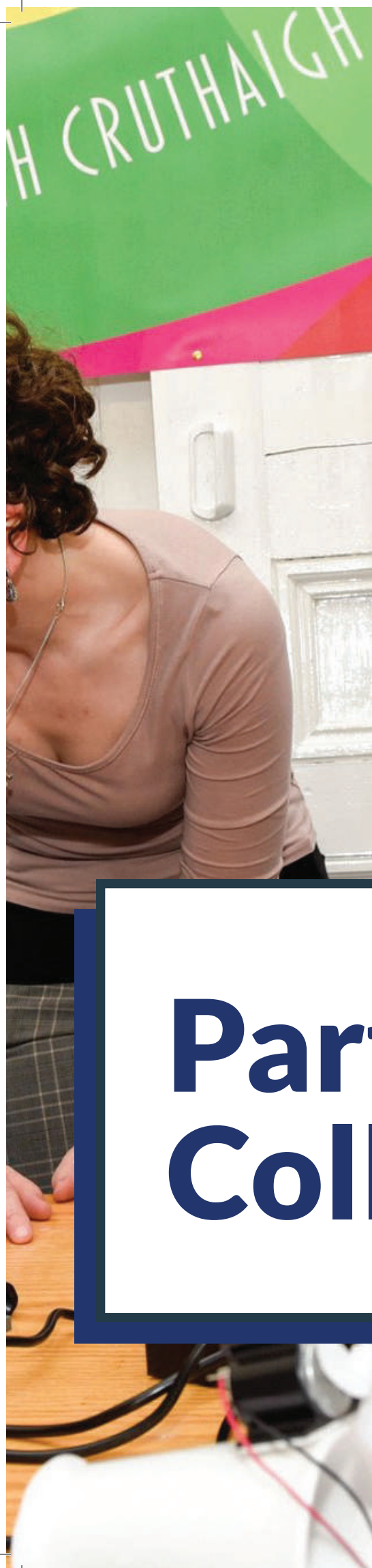
We also opened a makerspace at The Guinness Enterprise Centre (GEC), our base in Dublin. This will provide local young people and youth groups the opportunity to engage in creative technology activities supported by volunteers from our network of friendly GEC-based industry experts.



SAMHLAIGH

SAMHLAIGH CRUTHAIGH
AGUS BI SPREAGTHAÍ
BI PAIRTEACH I TECH FÉILE

tesa
tesa



Partnership & Collaboration



Partnership & Collaboration

Collaboration underpins all of our activities. From strategic development to delivering on our vision and mission, we believe in working in partnership to maximise the impact and reach of interventions that have a positive impact on the lives of young people. Our project portfolio is wide and varied and this is reflected in the range of corporate, statutory and like-minded organisations that support what we do and what we aim to achieve.

Key partners:



An Roinn Cultúir,
Oidhreacht agus Gaeltachta
Department of Culture,
Heritage and the Gaeltacht



Energy for
generations



SONALAKE

RETHINK
IRELAND







Celebration & Events

Celebration & Events



ESB Creative Tech Fest 2019

ESB Creative Tech Fest took place on October 30th 2019, at Dublin's Convention Centre, and celebrated the work of young people, youth workers and teachers who have participated in their local TechSpace by showcasing digital creativity projects, engineered inventions and scientific inspirations to inspire future generations.

404 young TechSpacers attended ESB Creative Tech Fest supported by 153 TechSpace Educators from over 50 youth organisations and schools invited from all 26 counties in Ireland through the TechSpace Network. Members of the TechSpace Network exhibited projects which were awarded with over 15 ESB Creative Tech Fest awards, covering STEAM, digital creativity, group projects, individual projects and educators' contributions. A range of partners and supporters of the TechSpace programme provided inspirational workshops for young people and educators to enhance their STEAM and Digital Creativity project ideas for 2020 in their local youth club, classroom or youth project.



Tech Féile

Tech Féile took place in March 2019, at the Blackbox Theatre in Galway, and celebrated the work of young people, youth workers and teachers who have participated in their local TechSpace – showcasing digital creativity projects, engineered inventions and scientific inspirations to inspire future generations.

220

young people attended.

19

institutions including schools and youth organisations attended.

60

youth projects submitted.

24

workshops and exhibitions provided

1

Computer Science BBC Microbit workshop delivered as Gaeilge

5

Youth Exhibitions

National Media Coverage included

- Tuairisc Nuacht TG4
- Físeáin ar líne le TG4
- Gailearaí na nGrianghraf ar tuairisc.ie
- Tráchtairacht i nuachtáin áitiúla

COLAISTE AN EACHREIDH



An Roinn Cultúir,
Oidhreacht agus Gaeltachta
Department of Culture,
Heritage and the Gaeltacht

SONALAKE

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Our People

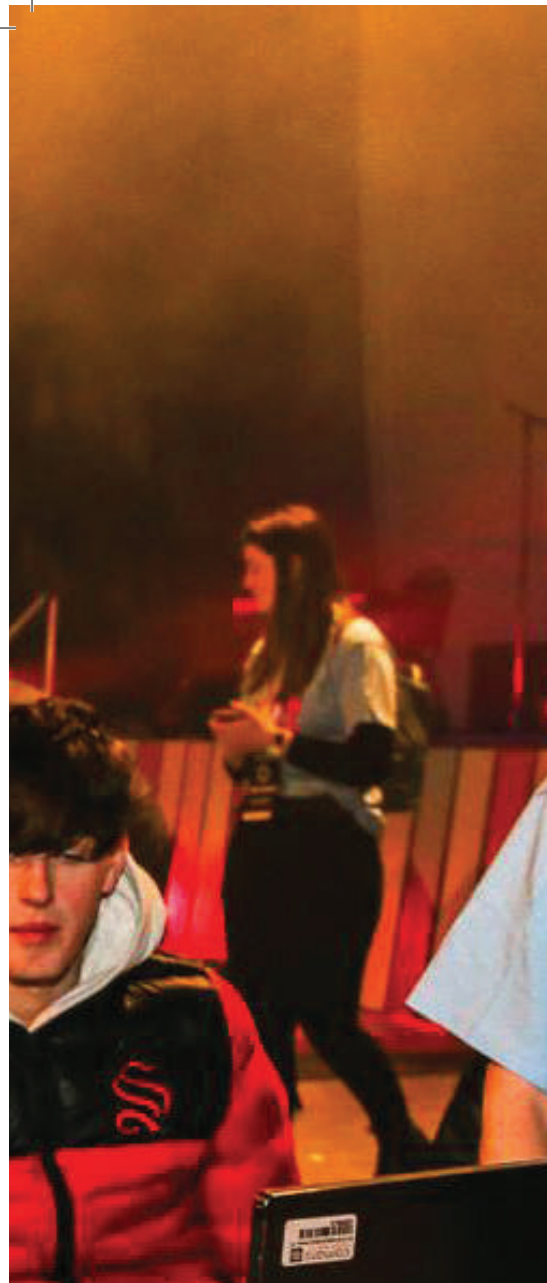


Our People

We are very fortunate to have a voluntary Board of Directors who give of their time and expertise so willingly. This year Philip Sharpe was appointed Chairperson and we welcomed Diarmaid MacAonghusa and Kieran Walsh on to the Board. The Camara Ireland team grew with recruitment on our Schools and TechSpace teams as we scale our reach with the support of our partners. Our plan for 2020 is to continue to grow our Board of Directors as well as our team as we implement plans to expand our project portfolio.







Project Portfolio

Project Portfolio

Project Title	Funded by	Delivery Partners	Brief
Clár TechSpace	DCHG	Conradh na Gaeilge, Muintearas, Foróige	Develop and Deliver STEM content and curriculum as Gaeilge to schools. Provide hardware and kit.
STEAM in Youth Work	SFI/ESB	NYCI/TUSLA/SCP/Youth Work Ireland/Crosscare	Develop and Deliver STEM training to youth workers nationally.
Inver TechSpace Digital Media	Inver	Foróige & Youth Work Ireland	Develop and deliver Digital Creativity training and equipment in youth clubs in 12 locations across the country
Digital Media	CDYSB	CDYSB	Deliver training and support to Dublin-based youth groups.
Computer Science	Google.org	Foróige	Develop and deliver Computer Science training to youth workers, provide hardware and set up new TechSpace sites.
TechSpace Network	DCYA	-	Develop a custom build online community of practice and online short courses.
Adobe Project	Adobe	Foróige, YMCA Ireland, SWICN Clubhouse, Foróige Clubhouse, Blanchardstown CTC	Distribute 50 licences to youth centres and provide support.
Schools Framework	Google.org	-	Develop schools' digital strategies and deliver training to teachers and school leadership. Provide hardware.
Computer Science First	Google.org	Education Centres	Train and support teachers to use the CS First platform.
Maths-Whizz	Linesight	Irish Youth Foundation	Train educators to support young people to use Maths-Whizz online platform.
Schools' Clusters Project	Salesforce	-	Deliver training to selected teachers and leadership in schools according to their specific needs. Provide equipment.

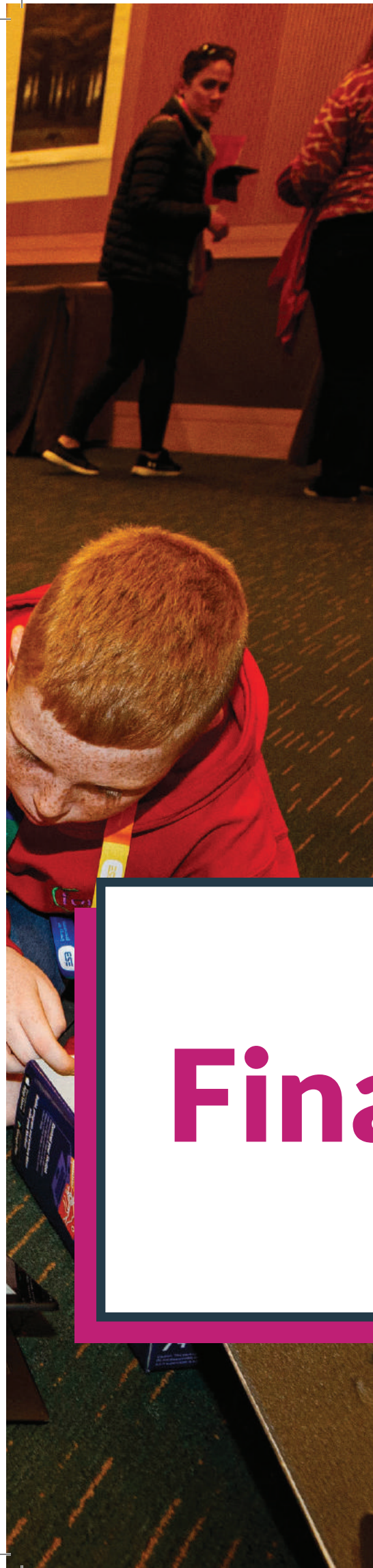
Events

Project Title	Funded by	Delivery Partners	Brief
Creative Tech Fest	ESB	TG4, Seachtain na Gaeilge, 2020 Stráiteise	Celebrate with 400 young people and 150 Educators
TechFéile	DCHG	TG4, Seachtain na Gaeilge, 2020 Stráiteise	Celebrate technology and innovation as Gaeilge with 250 young people and 60 Educators from 40 schools
Google for Education Regional Events	Google PIP Funding	Google for Education	Four regional events with a potential reach of a total of 7,500 people.

Further Education and Research

Project Title	Funded by	Delivery Partners	Brief
NUI Cert Digital Creativity 2019/20	-	Maynooth University	Develop and deliver a QQI Level 8 Special Purpose Award
KA2 Digital Youth Work	Erasmus+	Lead - YouthLink Scotland (YLS) with Six European Partners	Engage with a two- year European project on best practice.
KA2 Skill IT for Young People	Erasmus+	Lead - Youth Work Ireland (YWI) with Five European Partners	Engage with a two-year European project on best practice.
QCBI	DCYA	-	Online courses and support to educators in STEAM and Digital Creativity and provide equipment to support training.





Financial

Financial



The Directors and Management take a multi-year approach to assessing and monitoring the financial position of Camara Ireland. It is the goal of the organisation to maintain sufficient restricted and unrestricted funds to deliver a sustainable and consistent level of service from year to year. As this policy requires Camara Ireland to receive income in advance of the charity committing to expending these resources it is likely that financial years achieving a surplus could be followed by a deficit as the funds are used. The directors believe this will ensure the long term viability and financial stability of the Camara Ireland. While 2019 resulted in a reduction of funds brought forward, we forecast that 2020 will result in a surplus and a replenishment of these funds.

Deferred Income is included under Creditors and relates to multi-year projects where funding is received in advance for services that the charity will provide, at least in part, in future periods. The amount of funding that relates to services still to be provided at the end of the period is deferred.

Legal and Administrative Information

Directors:

Philip Sharpe Chairperson
Jean Cox-Kearns
(retired September 2019)
Sean Coughlan
Suzanne Delaney
Diarmaid MacAonghosa
Kieran Walsh

Company Registration Number:

CRO 577094

Registered Charity Number: CRA

20102418

Charitable Status Number:

Registered Office:

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Galway Office:

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Dominick Street, Co. Galway
www.camaraireland.ie | www.techspace.ie

Statement of Financial Activities for the year ended 31 December 2019	Unrestricted Funds 2019 €	Restricted Funds 2019 €	Total Funds 2019 €	Total Funds 2018 €
Income from:				
Donations and legacies	75,000	929,944	1,004,944	1,143,148
Charitable Activities	272,658	-	272,658	252,269
Total Income	347,658	929,944	1,277,602	1,395,417
Expenditure on:				
Raising funds	118,148	-	118,148	115,536
Charitable Activities	361,681	975,395	1,337,076	921,140
Total Expenditure	479,829	975,395	1,455,224	1,036,676
Net movement in funds before other recognised gains	(132,171)	(45,451)	(177,622)	358,741
Other recognised gains	-	-	-	57,828
Total funds brought forward	269,561	147,008	416,569	-
Total funds carried forward	137,390	101,557	238,947	416,569

Balance Sheet as at 31 December 2019	2019 €	2018 €
Current Assets		
Debtors	97,962	358,230
Cash at bank and in hand	738,879	192,968
	836,841	551,198
Creditors: amounts falling due within one year	(597,894)	(134,629)
Net current assets	238,947	416,569
Total assets less current liabilities	238,947	416,569
Total net assets	238,947	416,569
Charity funds		
Restricted funds	101,557	147,008
Unrestricted funds	137,390	269,561
Total funds	238,947	416,569

Creditors and Deferred Income due within one year	2019 €	2018 €
Trade creditors	55,881	125,268
Other taxation and social security	15,210	8,911
Other creditors	4,134	450
Deferred Income	522,669	-
	597,894	134,629
Deferred Income	-	-
Resources deferred during the year	522,669	-



