

Outcome- and activity-based funding for Get Back in the Game Program

Target-led outcomes-based funding

The performance and payment of a grant holder in this outcomes-based grant program will be based on the achievement of the following outcomes;

- Outcome 1: Enrolment and commencement of a Career and Transition Plan
- Outcome 2: Engagement in education, employment or training for 5 days
- Outcome 3: Engagement in education, employment or training for 12 weeks
- Outcome 4: Engagement in education, employment or training for 26 weeks

These outcomes will have an annual target and maximum funding cap aligned to that target. Payments will be calculated and paid quarterly. Outcomes will be paid per achievement up to the maximum cap amount using the following payment per outcome:

TARGET-BASED OUTCOMES	Regional	Semi-Metro	Metro
Enrolment + transition plan	\$640.00	\$620.00	\$600.00
Engagement 5 days	\$530.00	\$480.00	\$430.00
Engagement 13 weeks	\$700.00	\$650.00	\$600.00
Engagement 26 weeks	\$805.00	\$755.00	\$720.00

Targets are assigned for each outcome, and will differ per region. See Appendix 1 for further details on targets.

Activity-based funding

Service providers can also undertake or refer participants to specific activities to progress them towards work readiness or to incentivise preferred outcomes. These are paid at different rates depending on the activity. Providers are allocated an annual maximum cap. Payments will be calculated and paid quarterly. The breakdown of the amount and the young people who receive these activities is at the

discretion of the provider to allow young people with higher needs to receive the assistance that they need.

Activities payments made according to the achievement of the following;

ACTIVITY	\$
Resume and writing course	30
Tax file number	100
My Gov account	20
Bank account	100
Medicare card	30
Universal student identifier	30
Smart & Skilled training course	200
Language Literacy Numeracy course	100
Financial Literacy course	50
Other non-accredited training	30
1:1 Mentoring sessions	30
Referral accommodation support	30
Referral health/mental health support	30
Work readiness sessions	100
Work experience	150
GTO Pre-employment training	100
Apprenticeship or Traineeship	250
School, employment	150
Fee for service VET	100

On their Path Bonus

An 'On Their Path' bonus is attached to Outcome 4 if a participant has been engaged in a single, stable continuous engagement for 8 weeks prior to their 26-week outcome. The bonus amount payable is determined based on the nature of the engagement to incentivise high value engagements such as apprenticeships and traineeships.

ENGAGEMENT TO TRIGGER ON THEIR PATH BONUS	\$
Apprenticeships/Traineeships/SBAT	500
School	300
VET	300
Employment (15+ hours per week)	300

Providers are allocated an annual maximum cap for the 'On their Path' bonus. Payments will be calculated and paid quarterly.

Discretionary funding

To assist young people in achieving the specified outcomes of the program, a discretionary fund is available for ad-hoc spending to support participants with specific needs to assist in work readiness (e.g. job interview or work outfits, payment for white card training) or transitioning to education or training (e.g. learning materials).

Providers are allocated an annual maximum cap for discretionary fund spending. Payments will be calculated and paid quarterly.

Examples of what discretionary spending can be used for include:

General support	Activity	Crisis support	Activity
Identification	<ul style="list-style-type: none"> • Birth Certificate 	Accommodation	<ul style="list-style-type: none"> • Emergency accommodation • Short term accommodation
Transport	<ul style="list-style-type: none"> • Fares • Public Transport • Learners Permit • Driving lessons • Petrol 	Utilities	<ul style="list-style-type: none"> • Emergency payments for <ul style="list-style-type: none"> • Gas • Water • Electricity
Technology	<ul style="list-style-type: none"> • Basic Phone • SIM • Data • Dongle • Data 	Health	<ul style="list-style-type: none"> • Mental health • Medical appointments • Emergency payment for Medicines
Clothing	<ul style="list-style-type: none"> • Personal Protective Equipment • Job interview clothes 	Food	<ul style="list-style-type: none"> • Emergency food
Care	<ul style="list-style-type: none"> • Child care • Family carer 		