

## Improving Well-Being of Seniors through FUN! FUND

### Frequently Asked Questions (FAQ)

**1. We are a provider of Community Care Services for seniors and other services, can we apply for FUN! Fund?**

Yes, CCOs with multiple services may apply for the Fund to support programmes that are targeted at seniors receiving Community Care Services.

**2. Can we submit more than one grant application/proposal?**

Yes. Each Parent Organisation may submit more than one application for different proposals. If the same proposal is implemented across multiple sites under the Parent Organisation, it will be considered as a single grant application. Please indicate the multiple sites in the proposal. CCOs are strongly encouraged to approach your Account Managers to discuss your grant proposal.

**3. Can we collaborate with another Parent Organisation or external partners?**

Yes, CCOs may collaborate with other CCOs to submit a joint proposal. CCOs are strongly encouraged to approach your Account Managers to discuss your grant proposal. AIC may also approach CCOs with similar proposal ideas to explore collaboration.

CCOs can work with external partners such as private organisation, social enterprise, grassroots/ground-up groups and individuals who can support the CCOs with programming expertise or share their knowledge with the CCOs. Please indicate the external partners that you are working with in the grant application.

**4. We have applied for FUN! Fund in 2023. Can we apply for the fund again?**

Yes, CCOs that have applied for the fund in 2023 may apply for the fund again with a new proposal. CCOs should not apply for the fund using the proposal that they have submitted in the past.

**5. When will we be notified of the outcome of our application?**

Applicants will be informed of the outcome by June 2024.

**6. Can the programme participants be our volunteers and staff, to help them improve their skills and capabilities to organise the fun activities?**

The grant is focused on designing and delivery of programmes that benefit seniors. For staff/volunteer capability building, it may be considered as part of the programme delivery.

**7. Are there any restrictions to the funding scope?**

The main purpose of FUN! Fund is to support programmes that inject fun elements to improve seniors' well-being. In general, we will consider expenses that support the successful delivery of fun programmes. The following items may be considered as part of the grant application, subject to approval:

- Purchase of materials and equipment for the proposed programme
- Manpower-related and training costs required to deliver and sustain the programme successfully after the first round of implementation
- Marketing expenses incurred as part of the proposed programme scope

### **8. Are there target outputs and outcomes that we need to achieve for our programmes?**

As part of the CCO's programme proposal, CCO is required to indicate the desired outputs and outcomes that you aim to achieve through the fun programmes for your seniors. The funding will take these into account and be commensurate with the target outputs and outcomes.

### **9. Would we be required to submit invoices when reporting?**

To simplify reporting for CCOs, you are only required to submit an interim and final report. Please keep all invoices with you. In the event that you are selected for audit, we would require you to provide us these documents.

### **10. Can we apply for funding from other sources for our FUN! Fund proposal?**

If your proposal is fully funded under FUN! Fund, you should not apply for other sources of funding to avoid double funding. However, if your proposal is not fully funded under FUN! Fund, you can apply for other sources of funding, subject to the alternative funding's guidelines.

### **11. What are the programme ideas that were supported in 2023?**

The following programmes were supported by FUN! Fund in 2023 and CCOs should avoid submitting proposals in 2024 with very similar ideas:

- Seniors learnt magic tricks and put up a performance for their family and friends.
- Seniors competed in rummikub, mahjong and seated bowling competitions.
- Seniors and staff were trained in drumming through online learning and facilitated drumming lessons with other seniors using exercise balls.
- Seniors learnt robotics, used simple coding software to programme the robots they built, and were then trained to guide other seniors in robotics lessons.
- Seniors widened their digital knowledge by learning phone apps Google PhotoScan, Pic Collage and InShot, and creating collages to share happy moments and memories of activities with their loved ones or seniors from the centre.
- Seniors re-invented festival celebrations that allowed them to engage their five senses through varied activities to appreciate different cultures - storytelling/craft, baking/cooking, learning musical instruments, outing and photography competition.
- Seniors were trained and equipped in various food, dessert-making and beverage courses, and they volunteered to prepare food and drinks at the community kitchen for other seniors in the community.
- Eco-activities for seniors that incorporated appreciation of nature, meditation and mindfulness practice.
- Project thematic content on the ceiling of Nursing Home wards or screens using portable projectors to engage bed-bound seniors with limited activity options.
- Nursing Home resident chefs cooked their favourite food and shared with seniors in the same ward, with the help of mobile kitchen set-ups.
- Melody of Touch – using soundscapes and sense of touch to trigger memories and facilitate conversations with seniors who are less responsive and less communicative.
- A virtual playground for home care seniors, that involved the use of Google Glass to allow home care clients to experience live sights and sounds of places of interest, and Poly Room Zoom set-up to engage seniors in group virtual games and activities.

### **12. How can we learn more about the fun programmes that were tried by various CCOs?**

An e-Playbook that features the fun programmes will be produced and shared with the sector. The e-Playbook is tentatively scheduled to be completed by May 2024.