



EDITH LANDO VIRTUAL LEARNING CENTRE (ELVLC)

Digital Pedagogy Lab Grant

Budget and Timeline

Budget Request

Keeping in mind the [ELVLC eligibility guidelines](#), please provide a numeric budget that shows how funds will be spent on **specific** expenses. Also, provide a **narrative justification** for **each expense** in relation to the objectives and scope of the project. Take special care to delineate how funds will be spent, particularly as they relate to and support direct impacts to communities. If desired, please include a bursary for time spent devoted to the project itself, generally valued at \$1500 total or \$200 per month. Please note, the adjudication committee is authorized to reduce/adjust funding requests.

Item:	Description:	Rate/Hour or Cost/Unit:	# of Hours or Units	Total Cost:	Additional specifics:
Student Worker	Support for developing resources and creating database	25/hour	100	2500	Hired through UBC
Workshop supplies	Pens, paper, scissors, and glue	Around 140	7 sessions	1000	Purchased by Jane Doe
Online development support	Hours with UBC web developer	25/hour	20 hours	450	Hired through UBC Education Department
Guest Speakers	Remuneration for speakers from the community and experts	Sliding scale per guest	No more than 20 hours	2000	Contacted through community connections by Jane Doe
Grant Applicant's bursary	Compensation for hours allotted to the project	Suggested around 1500 total		1500	Justified in narrative justification of budget below



Narrative Justification of Budget

The student project assistant will help develop learning modules with detailed explanation and research support for each session as well as develop creative expressions art project guidelines and supplies list, including logistics of doing an art project.

We'd like to invite experts in this field as well as Indigenous knowledge keepers to share their wisdom, including resources with the community.

These funds will be used to support the community and participant-led art projects; this includes any supplies and support that they might need, including speaking to an elder in their community.

Total Funds Requested: \$8950

Approximate Timeline

Please provide a timeline for the course of the projected duration of the project. Your timeline should include specifics such as; hiring process, who is conducting each task, where, and a description of the task itself. Additional details on how each step will support your project and community impact are encouraged. If you require additional space, feel free to submit this form a second time.

Month and Year	Task Description	Who	Additional details
May-June 2022	Consultation and stakeholder engagement sessions with targeted communities	Jane Doe	
July 2022	Hire a student to help support development of the learning modules and details of the community art projects	Jane Doe and Student	
August - December 2022	the working group will research and develop learning modules, confirm experts and speakers	Team	
January-March 2023	Launch the digital platform and promotions for the program participants	Team	



	and develop learning resource guides		
April 2023	Offer the virtual sessions, collect feedback and program assessment	Jane Doe and team	
May 2023	Update online platform with session recordings and learning resource guides; promote resources available to educators and community members.	Student	

Additional Details on Timeline

Project Goals

To this end, we'd like to propose three main objectives of this project:

1. To develop digital virtual learning modules on key themes related to anxiety,
2. Offer a safe space for youth in partnership with their parents or teachers, to develop and express their climate-related emotions through creative expressions (or an art project), and
3. To create learning resource guides for the community and educators on various topics related to anxiety

Over the course of the year we believe that the foundation our modules will lay will then support the creation of the safe space for the youth. Edith Lando Virtual Learning Centre will then be a host for the in-depth and important resources that are created by this project.