Recruitment and Club Roles

As club leader, you will need to recruit volunteer members to join your club for events and activities. These volunteers can be your peers, teachers or mentors, other clubs or groups you may wish to collaborate with, or individuals and clinicians who will receive completed devices. You are expected to have at least ten volunteers engaged in your club activities, but your volunteer members can be any age and the total number of volunteers is cumulative throughout your club's events and activities.

Club Roles

Your club members may come from various interests and while there may be strong interests in the technology and electronics part of your club, there are also various roles and responsibilities your club members can fill.

You may wish to assign individuals to fulfil various supporting roles to help your club success. These roles can include:

- Outreach: Responsibilities may include delivering completed devices to individuals and clinicians, and coordinating requests from the community for devices to be built at events
- Marketing: Responsibilities include promoting events and club activities throughout various platforms that may include social media or school or media publications
- Tech Lead: Responsibilities may include ordering and ensuring the correct materials and quantities for devices builds, troubleshooting or quality checking completed devices

Club Meetings

While not a mandatory part of your Clubs That Care grant, you may wish to have ongoing meetings or events for your club. Having a consistent meeting time, whether it be weekly or monthly, can help volunteers engage with your club on an ongoing basis. Consistent meetings can also help spread the word about your club as members may attend one month and bring friends and colleagues to the next meet-up and allow new volunteers the opportunity to see your club in action. These meetings also present an opportunity to work on ongoing projects and collaboration with your club members.

Club Spaces

Community spaces may present an opportunity and space for your club to hold meetings and events at. These spaces may include but are not limited to:

- Libraries
- Makerspaces – both community and academic
- Schools and academic spaces
- Recreation centres and community rooms