

CRATER

Crater is a youth incubator that nurtures students into young changemakers that create positive impact on society.



Company Profile

Through workshops, programmes, mentoring and coaching, we create opportunities for youths to experience **working with impact-driven organisations**, which are dealing with various complex social and environmental issues.

This can help students develop **future-ready skills** in Design, Innovation, and Changemaking.

We are situated in St. Andrew's Secondary School, partnering with the school to design and **innovate meaningful projects** before rolling them out. Being there helps us to be close to the heart of youth and education but we **also engage in projects with schools** across Singapore.

Development
Partner



Supported By



Highlights of Past Projects

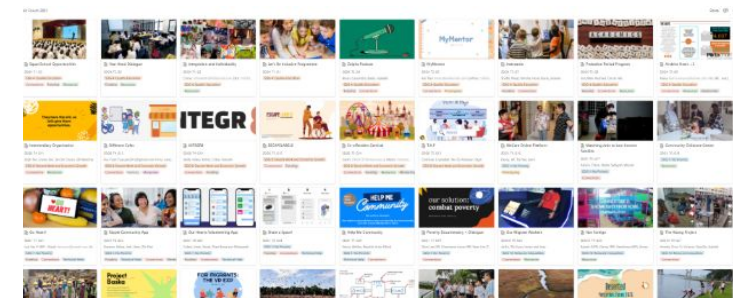
Clients	Project Scope	Total Scale of impact
St. Andrew's Secondary	Design of community trail for career exploration and discovery of community needs	60 Students & 6 Educators
Cedar Girls, Nanyang Girls, Authentica x Uni of Florida	Social issues immersion and Design Thinking Programme Facilitation	100 Students & 10 Educators
Various MOE Schools & National Youth Council	Custom-designed games and simulations to learn complex issues related to social issues, various careers, and future-of-work	400 Students & 20 Educators
Ngee Ann Polytechnic x A Good Space	Curation and design of social issues immersion as well as design thinking facilitation for social impact projects	600 Students & 30 Educators



Social issues immersion and DT Programme



Custom-designed simulation and games



Collection of social impact projects from PolyForum 2021



Summary of Packages

Name	Basic	Medium	Complete
A. Community and Social Issues Immersion	Pre-designed trail 8 hours 50 participants Total Cost: \$6,250	Co-design + Train the Teacher 12 hours 50 participants Total Cost: \$14,700	Customised Trail 20 hours Up to 300 participants Total Cost: \$39,900
B. Innovation Programme	1 Day Bootcamp 8 hours 50 participants Total Cost: \$6,700	3 Day Bootcamp 18 hours 50 participants Total Cost: \$14,500	Impact Accelerator 32 hours 50 participants Total Cost: \$25,500
C. Design & Innovation Consultancy	Ideate & Prototype Product/Programme 9 hours 50 participants Total Cost: \$8,700	Ideate & Develop Product/Programme 12 hours 50 participants Total Cost: \$11,100	Ideate, Develop, & Deliver Programme 24 hours Up to 300 participants Total Cost: \$30,300

*No proration allowed.

Package A. Community and Social Issues Immersion Basic - Join pre-designed trail	Package Price		\$6,250	
	No.	Description of Services	Specifications	Remarks
Programme Description Participate in a community and social issues immersion in the Potong Pasir neighbourhood to learn about community and social issues first-hand. Takeaways <ol style="list-style-type: none"> Develop qualitative research and interview skills. Gain empathy and nurture curiosity to learn about people and their life experiences. 	1	Adjustment of trail to meet school needs	Finding out needs of school and minor tailoring of trail to meet the needs	1 session of consultation
	2	Pre-Programme Workshop	Setting context of what students will learn in the trail. Learn interview skills.	1 hours teacher training 3 hours student training
	3	Production of Standard Programme Materials	Includes: - Booklets - Stickers	
	4	Facilitation of Trail		3 hours session Approximately 6 facilitators and guides
	5	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	6	Audit Report	External audit of expenditure	
Target Audience Schools - students, educators, school staff				
School Level Secondary 2 and above				

Package A. Community and Social Issues Immersion Medium - Co-create with educators	Package Price		\$14,700	
	No.	Description of Services	Specifications	Remarks
Programme Description Co-design a community-based trail with educators with consultancy and guidance so that the school can execute their own unique learning experience with community stakeholders. Takeaways <ol style="list-style-type: none"> Develop design and innovation capabilities Strengthen partnership capabilities Create a proprietary learning trail situated in school vicinity 	1	Understanding needs	Finding out needs of school	1 session of consultation
	2	Community mapping	On-job-training in performing community mapping to establish partnerships	2x 3 hours sessions
	3	Co-design trail	Support in creating designs and materials for trail as well as liaising SOP with community partners	2x 3 hours sessions
	4	Review trail design	Observe and give feedback on trail experience that students eventually participate in	
	5	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	6	Audit Report	External audit of expenditure	
Target Audience Schools - educators, school staff				
School Level Educators				

Package A. Community and Social Issues Immersion Complete - Customise & Conduct community trail	Package Price		\$39,900	
	No.	Description of Services	Specifications	Remarks
Programme Description Customise a community trail according to school's requirements and conduct for students and educators as well. Takeaways <ol style="list-style-type: none"> Gain deeper awareness of specific social and community issue tailored to schools needs Develop qualitative research and interview skills. Gain empathy and nurture curiosity to learn about people and their life experiences. 	1	Understanding needs	Finding out needs of school	1 session of consultation
	2	Community mapping	Performing community mapping to establish partnerships	3x 3 hours sessions
	3	Trail Design & Production of Standard Programme Materials	Includes: - Booklets - Stickers	Customise & Conduct
	4	Pre-Programme Workshop	Setting context of what students will learn in the trail. Learn interview skills.	3 hours session
	5	Facilitation of Trail		3 hours session Approximately 6 facilitators and guides
	6	Post-Trail Workshop	To synthesise lessons and insights from trail experience	3 hours session
	7	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	8	Audit Report	External audit of expenditure	
Target Audience Schools - students, educators, school staff				
School Level Secondary 2 and above				

Package B. Innovation Programme Basic - 1 Day Bootcamp	Package Price		\$6,700	
	No.	Description of Services	Specifications	Remarks
Programme Description Learn the basics of Design Thinking, applied specifically into the context of education and learning situations through a hands-on training. Takeaways <ol style="list-style-type: none"> Understand and embody design thinking mindsets and practices Identify problems and opportunities for innovation in your school Develop basic solutions and prototypes Nurture a strong innovation and transformation mindset 	1	Needs analysis consultation	Finding out needs of school and tailoring bootcamp to fit learner profile and needs	1 session of consultation
	2	Production of Standard Programme Materials	Includes: - Booklets - Activity materials	
	3	Programme Facilitation		1x 6 hours session
	4	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	5	Audit Report	External audit of expenditure	
Target Audience Schools - students, educators, school staff				
School Level Secondary 1 and above				

Package B. Innovation Programme Medium - 3 Day Bootcamp	Package Price		\$14,500	
	No.	Description of Services	Specifications	Remarks
Programme Description Practice Design Thinking, applied specifically into the context of education and create a working prototype that can be further developed and used. Takeaways <ol style="list-style-type: none"> Identify insights and critical areas that can leverage change in school Develop working prototypes and solutions Nurture a strong innovation and transformation mindset 	1	Needs analysis consultation	Finding out needs of school and tailoring bootcamp to fit learner profile and needs	1 session of consultation
	2	Production of Standard Programme Materials	Includes: - Booklets - Activity materials	
	3	Programme Facilitation		3x 6 hours sessions
	4	Post-programme consultation	To support viable ideas in translating to execution and implementation	2x 3 hour consultation
	5	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	6	Audit Report	External audit of expenditure	
Target Audience Schools - students, educators, school staff				
School Level Secondary 1 and above				

Package B. Innovation Programme Complete - Impact Accelerator	Package Price		\$25,500	
	No.	Description of Services	Specifications	Remarks
Programme Description An extended programme that brings participants to meet with actual relevant stakeholders and actualise a solution for implementation from start to end. Takes place weekly over 4 to 6 months. Takeaways <ol style="list-style-type: none"> Hone actual research and ideation skills Create a working solution that is implemented and sustainable as well Nurture a strong innovation and transformation mindset 	1	Needs analysis consultation	Finding out needs of school and tailoring bootcamp to fit learner profile and needs	1 session of consultation
	2	Production of Standard Programme Materials	Includes: - Booklets - Activity materials	
	3	Programme Facilitation		16x 2 hours sessions
	4	Ongoing consultation on-demand	To offer personalised support to project groups during the programme duration	Up to 16x 1 hour consultation
	5	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	6	Audit Report	External audit of expenditure	
Target Audience Schools - students, educators, school staff				
School Level Secondary 3 and above				

Package C. Design & Innovation Consultancy Basic - Ideate & Prototype Product/Programme	Package Price		\$8,700	
	No.	Description of Services	Specifications	Remarks
	1	Needs analysis consultation	Finding out needs of school and participants to decide on resources needed to produce solutions	1 session of consultation
	2	Design & Innovation Consultancy	Work alongside participants to design the product/programme	3x 3 hour consultations
	3	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	4	Audit Report	External audit of expenditure	
Programme Description Support participants in creating, validating, and developing an idea that may come in the form of a physical/digital product, or programme.				
Takeaways <ol style="list-style-type: none"> How to prototype and validate an idea Learn to make use of minimal resources to prove viability of idea Create a roadmap for executing a solution 				
Target Audience Schools - students, educators, school staff				
School Level Secondary 3 and above				

Package C. Design & Innovation Consultancy Medium - Ideate & Develop Product/Programme	Package Price		\$11,100	
	No.	Description of Services	Specifications	Remarks
Programme Description Develop a product/programme based on participant needs and produce materials and products to achieve the stated objectives. Takeaways <ol style="list-style-type: none"> How to prototype and validate an idea Learn to make use of minimal resources to prove viability of idea Create a roadmap for executing a solution Produce a working and attractive product/programme 	1	Needs analysis consultation	Finding out needs of school and participants to decide on resources needed to produce solutions	1 session of consultation
	2	Design & Innovation Consultancy	Work alongside participants to design the product/programme	4x 3 hour consultations
	3	Production of Customised Materials	Includes: - Booklets - Worksheets - Posters - Products	Subject to complexity of product/programme
	4	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	5	Audit Report	External audit of expenditure	
Target Audience Schools - students, educators, school staff				
School Level Secondary 3 and above				

Package C. Design & Innovation Consultancy Complete - Ideate, Develop, & Deliver Programme	Package Price		\$30,300	
	No.	Description of Services	Specifications	Remarks
Programme Description Beyond developing a programme based on the participants/schools specifications, we will also deliver the programme with the augmented manpower we can offer. Takeaways <ol style="list-style-type: none"> How to prototype and validate an idea Learn to make use of minimal resources to prove viability of idea Create a roadmap for executing a solution Produce a working and attractive programme Execute the programme with our support 	1	Needs analysis consultation	Finding out needs of school and participants to decide on resources needed to produce solutions	1 session of consultation
	2	Design & Innovation Consultancy	Work alongside participants to design the product/programme	4x 3 hour consultations
	3	Production of Customised Materials	Includes: - Booklets - Worksheets - Posters - Products	Subject to complexity of programme
	4	Programme Facilitation	If the output is a programme, our team can anchor in executing the programme	Manpower available is subject to complexity of programme
	5	Project Reporting	Summarise data from pre/post-survey Final report on project	1 pre-survey and 1 post-survey 1 final report
	6	Audit Report	External audit of expenditure	
Target Audience Schools - students, educators, school staff				
School Level Secondary 3 and above				

Rate Card

No.	Description of Services	Specifications	Unit of Measure	Price (S\$)	Remarks
1	Project Reporting	Pre/post Surveys and Interim & Final Reports	Per project	1200	Cost for conducting the pre/post survey and doing the interim and final reports.
2	Design Thinking (DT) Consultancy	Identification of School Needs and adaptation into programme	Per project	9600	Complete Programme Design Consultancy 2 days needs identification 1 day data synthesis 0.5 day presentation of needs and insights 0.5 day ideation workshop 2 day programme prototyping 1 day train-the-trainers * benchmarked to a 1-day programme
3	School Process Review	Consultancy services to review school processes	Per project	8000	Implementation Support for Major Processes 2 day training 2x 0.5 day mid-point check-in on implementation 2x 0.5 day review of adjustment to process improvement 0.5 day closing review
4	School Programme Review	Consultancy services to review school programme	Per report	9600	Programme Redesign Consultancy 2 days needs identification 1 day data synthesis 0.5 day presentation of needs and insights 0.5 day ideation workshop 2 day programme prototyping 1 day train-the-trainers * benchmarked to a 1-day programme Report, Redesign, and Implementation
5	Updating of DT Curriculum Materials	Updating of lesson materials for school from existing materials.	Per set	2500	1-2 hour lesson redesign
6	Designing of new DT Curriculum Materials	Includes: • Syllabus • Lesson Plans • Related resources	Per set	5000	Workshop <4 hour of lesson design for up to 40 pax

Rate Card

No.	Description of Services	Specifications	Unit of Measure	Price (S\$)	Remarks
7	Production of Standard Programme Materials	Includes: • Printing of lesson materials such as Worksheets / Posters / Charts	Per set	4	Booklets ~20 pages per set
8	Internal Manpower Cost for Facilitation – Senior Speaker/ Facilitator	Includes: • Main facilitator for programmes • Main presenter for talks	Per facilitator per hour	100	
9	Internal Manpower Cost for Facilitation – Junior Speaker/ Facilitator	Includes: • Support roles for programmes	Per facilitator per hour	40	
10	External Manpower Cost for Facilitation – Senior Speaker/ Facilitator	Includes: • Main facilitator for programmes • Main presenter for talks	Per facilitator per hour	150	
11	External Manpower Cost for Facilitation – Junior Speaker/ Facilitator	Includes: • Support roles for programmes	Per facilitator per hour	40	
12	DT Project Mentoring	DT Mentor for specific projects	Per mentor per hour	100	
13	Audit report	External audit of actual expenditure by practitioner	Per report	2000	Cost to engage an external audit firm to audit the actual expenditure of the programme.

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Contact Us

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<https://www.crater.sg/>

