



# Try, Test and Learn Fund

## Initiative: *Care Plays NT*

Location: Northern Territory

## What are we trying to achieve?

An increase in the number of young Northern Territory jobseekers, particularly Indigenous young people, attracted to work in the burgeoning aged care and disability services sector.

## What is *Care Plays NT*?

Through a Virtual Reality (VR) multimedia game, young people in the Northern Territory will be introduced to care sector work. If interested, the young people can undertake training including work experience and be placed into jobs.

The VR game will be culturally appropriate, featuring local Indigenous talent acting out some of the typical scenarios of work in a care sector role.

Young people will be referred by schools, youth programs, jobactive and Transition to Work providers, the Community Development Program and word of mouth. They will be initially given the opportunity to try the VR game, and those that express interest will be screened for suitability for work in the sector.

Candidates can then enter a six-week training program, based on the Get SET—Skills, Employment, Training Program. This comprises a suite of resources, specifically tailored for entry-level care sector work in the Northern Territory. Training will prepare participants to enter the care workforce as a support worker. It will also provide an understanding of what skills would help them embark on a career within the sector.

After completing training, participants will be supported to seek a traineeship, go on to further study, or be placed in available jobs. They could also receive support to address transport, licenses, housing, health and lifestyle issues including any cultural considerations that may act as barriers to employment.

## What does the evidence tell us?

- The barriers to further education and employment for young unemployed people are varied. While some will face minimal barriers to engaging in further education or taking up employment opportunities, others will face a number of challenges to making a successful transition.
- There is a growing need for people to work in the care industry.

## How is this initiative new and innovative?

This project will design a VR experience specifically for young Indigenous jobseekers in the NT that immerses the young people in typical care sector work scenarios. Those who signal interest in working in the sector are supported onto a training program that is also designed specifically for working in the NT context.

Using insights from the Priority Investment Approach, the \$96.1 million Try, Test and Learn Fund is gathering evidence on new or innovative approaches to addressing barriers to work.

The Try, Test and Learn Fund will help achieve the objectives of welfare reform—that is, to develop a modern welfare system that increases the capacity of individuals, reduces the risk of welfare dependency and maintains a strong welfare safety net.

## Fast facts

**Priority group:** At-risk young people

**Participant numbers:** 130

**Locations:** Darwin, Alice Springs, Tennant Creek

**Trial period:** 21 months

**Total funding:** \$1.27 million

**Service provider:** Workforce Plus with Industry Skills Advisory Council NT, Karen Sheldon Group, National Disability Services.

**Potential Savings:** This project is one that supports participants who for the purposes of the Try, Test and Learn Fund are classified as a sub-group of a priority group. This group of people was identified through the provider's experience in working with vulnerable people, and other research. At this stage, potential future savings for this group have not been calculated using the Priority Investment Approach model. This calculation may be possible once we have data on participants, depending whether a comparison group can be identified on which to base those calculations.