

# rescuce

Recover Spaces for traumatized children in community settings

## Tender for Contracting

**WP2: Co-creation of digital and collaborative resources**



Co-funded by the  
European Union

**SJD**  
Sant Joan de Déu  
Fundació de Recerca

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## 1. INTRODUCTION

The requested services are part of the RESCCUE4COVID project, cofounded by the CERV Programme (CERV-2021-DAPHNE) of the European Union - No. 101049371.

As SARS-2-CoV continued to spread worldwide infecting more than 174 million people and becoming the cause of death of more than 4 million people many countries worldwide established different measures to limit the social contact and, therefore, the spread of the COVID-19. Among these measures, children and adolescents became one of the collectives that suffered a major impact as schools were closed and classes became online. Moreover, many spaces traditionally used by this collective to “scape” and socially integrate were also closed so these environments were not accessible for them.

The combination of financial stress, uncertainty over the future, and families being confined at home during the lockdown inevitably led to more anxiety cases and other mental health problems. This, along with the overuse of internet by many adolescents and children, increased different types of violence which also worsened mental health, creating a vicious circle difficult to stop.

The risk of children and adolescents becoming victims of violence has increased in up to 30% due to COVID-19. Moreover, during the pandemic and related with the overuse of internet it has been reported a 30% increase in the abusive messages compared to 2019, 106% growth in post related to physical violence.

REcover Spaces for traumatized Children in CommUnity sEttings post COVID-19 (RESCCUE4COVID) project aims at recovering safe spaces to support, detect and prevent domestic and online violence against children and adolescents. The project is led by Fundació Sant Joan de Déu (FSJD) and has the following partners: Hospital Sant Joan de Déu (HSJD), Department of Equality Policies of Ajuntament de Cornellà, Universitat Oberta de Catalunya (UOC) and the Bambino Gesù Pediatric Hospital in Rome (Italy). The activities of the project will be mainly implemented in Cornellà de Llobregat with a smaller scale replication in Rome.

The scope of the project is divided into three blocks:

- Block 1: Co-creation of didactic and collaborative resources with minors and adolescents:
  - Co-ideation sessions with students
  - Design and creation of resources
- Block 2: Series of workshops aimed at high-school students (12-16yo) from Cornellà de Llobregat using the resources created in Block 1:
  - WORKSHOP A: Two hour workshop to empower self-esteem
  - WORKSHOP B: Two hour workshop to explore one's role in a situation of online violence
- Block 3: Series of workshops aimed at the educational community from Cornellà de Llobregat using the resources created in Block 1:
  - WORKSHOP C: Two hour workshop to empower teachers to take care of their mental health
  - WORKSHOP D: Two hour workshop to help teachers build strong connections with their students to become a safe space for them
- Block 4: Therapeutic sessions aimed at families from Cornellà de Llobregat about dealing with situations of domestic and online violence with minors and adolescents.

## 2. CONTRACTING SERVICE

RESCCUE4COVID has conducted co-creation sessions with minors and adolescents to generate ideas for the educational and collaborative resources that will be used in Block 2 and 3. From these sessions, RESCCUE4COVID has created a list of all the resources that need to be created.

RESCCUE4COVID is looking for an external organization to develop the collaborative and educational resources from the ideas that were generated in the co-creation sessions. These resources will have their physical version (to be used in the in-person workshops) and the online version that will be uploaded to RESCCUE4COVID's website and will be freely accessed by the general public.

RESCCUE4COVID is requiring two types of service: 1. Full conceptualization of the resource or 2. Layout of the resource. See below the resources associated to three workshops and the service needed for each.

#### **WORKSHOP A: Loving yourself to reconnect with others**

- The *Feel Good Calendar*: in this activity students will be asked to write something nice about each one of their classmates. Each student will then have their own Feel Good Calendar in which each day has something nice that has been written about them. During one month, they will be able to see a nice comment every day. Service needed: layout.
- The *Town*: in this activity, RESCCUE4COVID will list the different roles that are needed in a class for everyone to feel loved and connected (e.g., the one that mediates, the one that says good morning, the one that asks "how are you"). There will be a rotation of roles and during the school year each student will perform one of the roles. Service needed: layout.

#### **WORKSHOP B: Your role in an online violence situation**

- *Choose your Adventure*: this activity will be a PRINT AND PLAY board game to be played in small groups during the workshop. In this game, students are going to learn about different online violence situations and they will experience how they can act and react in each situation. During the co-ideation sessions we asked students to come up with multiple situations, reactions, consequences, motivation and solutions and we will provide this information to the external organization. Service needed: full conceptualization of the resource.

#### **WORKSHOP D: Building strong connections with your students**

- *The Bond Guide*: this activity will include all the strategies and actions that can be taken to strengthen the student-teacher bond, empowering teachers to become a safe referent for the students. From adding a "how are you" question at the end of the exam to establishing systems of evaluation that reinforce the student's self-esteem. Service needed: layout.

Aside from the specific resources, we expect the external organization to create an overarching narrative about the concept of safe spaces and the need to recover them.

All the materials will need to be created in Catalan and adapted to Spanish, English and Italian.

### **3. REQUIREMENTS FOR THE SUPPLIER**

- Be flexible and creative to be able to "land" all the creative ideas that came up during the co-ideation sessions.
- Previous experience with creating educational resources for teenagers.
- Stablished expertise developing gamified interventions.
- Previous experience developing materials about sensitive content.

### **4. REQUIREMENTS FOR THE PROPOSAL OF SERVICE**

Design the framework to create every deliverable detailed in this tender, including:

- Detailed planning of creation and validation process
- Calendar
- Team
- Budget: the maximum amount available is 17.000 euros.

## **5. WORKING METHODOLOGY**

The contractor selected will work under the coordination of FSJD and will collaborate with the other partners in the consortium.

## **6. BUDGET**

The quality of the description of the services required and the related Budget will be considered in the assessment phase to choose the contractor.

## **7. SUBMISSION OF PROPOSALS AND EVALUATION**

### **7.1. Deadline for the submission of the proposals**

The deadline to submit proposals is 15 days after the publication of this tender at 12pm CET.

### **7.2. Documentation to be submitted**

Documentation about the supplier: Credentials with case studies of related content or actions.

Composition of the team: Resume of the staff involved in the activities.

### **7.3. Criteria of evaluation**

An interdisciplinary team of FSJD and HSJD will assess the different proposals submitted. This will be formed by:

- Social Innovation Officer
- Project Coordinator and PI of RESCCUE4COVID
- Head of the Community Mental Health Area for children and adolescents.

The expertise and the proposal of activities will be evaluated together. The maximum score for every aspect will be:

- Curriculum of expertise of the institution with gamified interventions: 5 points
- Case studies with similar content: 5 points
- Creation and validation process: 10 points
- Budget: 5 points

Only the proposals which achieve at least 20 points will be considered as candidates to perform the activities of this contract. The best creative process proposal with the fairest budget will be selected.

## **8. CONTRACT DURATION**

The contract will start as soon as the organization has been selected and the provision of services contract has been signed by both parties and will last until the end of August 2023.

## **9. ADDITIONAL INFORMATION**

For any additional information related to this tender, the contact persons and email will be:  
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