



DigiTribe EOTAS and EHCP Provision Guide

DigiTribe, part of Creative Active Lives CIC, offers individual and small group provision for children and young people with SEND. This guide explains how our activity can contribute to an agreed education package, what we record and how we price commissioned work. We agree each placement against the young person's needs and the commissioning brief.

What we provide

Our work brings together digital youth work, play, creative learning and supported social connection. We offer fully online sessions and provision at our Halesowen hub. A young person may begin with an interest-led Minecraft session, a Roblox game, digital music, a creative project or a supported social group. Staff use that starting point to build a relationship and introduce appropriate learning and participation.

DigiTribe has been accepted onto Dudley's alternative provision dynamic purchasing system for hub and online delivery and Worcestershire's alternative provision framework for online delivery. Each placement still needs an individual referral, agreement and commissioning decision. We can supply one component of an EOTAS package, Section F provision or another agreed alternative provision arrangement.

From EHCP need to recorded progress

We review the relevant EHCP or referral information with the family and commissioner. Section B identifies the young person's special educational needs, Section E sets out outcomes and Section F specifies special educational provision. Our individual plan states which agreed needs and outcomes DigiTribe will address, the activities and support we will provide, session frequency and how we will review progress.

Communication and interaction

We accept speech, text, in-game actions and other agreed communication methods. A young person might first indicate a choice by moving their avatar or sending an emoji, then build towards asking for help, sharing an idea or taking part in a group. We record the starting point, staff prompts and changes in participation.

Cognition and learning

A Minecraft build might involve reading instructions, estimating materials and planning a sequence. Music production can involve listening, pattern making, editing and completing a project. We can adapt tasks and collect evidence towards AQA Unit Awards or Arts Awards when that fits the learner's plan.

Social emotional and mental health needs

Predictable sessions and a trusted adult can support confidence, emotional awareness, connection and trying again after a setback. We agree low-demand approaches and regulation strategies with the young person and family. Our youth workers offer supportive relationships and safeguarding responses; we do not describe this as clinical therapy.

Sensory and physical access

We agree communication preferences, breaks, session length, platform, camera use and sensory adjustments at the outset. At the hub we plan access and environment adjustments in advance. We work with what helps the young person participate.

Planning and reporting

We start with a free consultation. Where commissioned, we prepare a learner profile and baseline, agree achievable targets and create an individual delivery plan. Staff record attendance, engagement, support used and examples of progress after sessions. We agree the frequency and format of parent updates, commissioner reviews and formal reports at placement stage. Progress might include a first response in text chat, sustained participation, an independent choice, a completed creative task or evidence towards an award.

Flexible participation

For a young person experiencing autistic burnout, anxiety, fatigue or prolonged absence, we may begin with shorter contact, familiar activities and one trusted worker. We can agree a gradual route into a small group or accreditation when appropriate. The commissioner and family should agree any change to the contracted session length, frequency or outcomes.

Commissioned prices

All prices below are indicative only. We confirm the full quotation and any included elements before a placement starts.

Provision	Price
Initial consultation and placement planning meeting	Free
One hour individual online session: mentoring, creative or digital learning, Minecraft, Roblox, music production or supported AQA work	£85+VAT
Two hour individual session	£160+VAT
Initial assessment, learner profile and baseline, one-off	£195+VAT
Additional preparation and planning, per hour	£65+VAT
Routine progress recording	Included
Formal end-of-term, EHCP or commissioner report, unless included in package	£120+VAT
Professional meeting or review beyond agreed allocation, per hour	£50+VAT

Groups memberships and accreditation

Provision	Price
Weekly after-school Zoom social or gaming group, per session	£25+VAT
MineMania moderated Minecraft community access, per month	£25+VAT

Discord social community access for ages 13+, per month	£10+VAT
Combined MineMania and Discord access, per month	£30+VAT
AQA Unit Award registration, per learner per school year	£55+VAT
Additional AQA unit assessment and certificate, each	£10+VAT
Arts Award programme	Quoted individually

For enquiries, contact rachel@creativeactivelives.org.uk

We can discuss a tailored package with the parent or carer, school and local authority.