



Quest Active Communities 2016 Module Guidance Notes Index

Issue 29 April 2017

Module Number	Module Name	Issue Number	Issue Date	Quest for Active Communities	Non Scored Modules	S4D
Day One Core Modules (Entry and Plus) Active Communities						
People 3	People & Skill Development	One	July 2016	✓	x	x
Delivery 2	Partnership and Collaboration	Three	July 2016	✓	x	x
Delivery 3	Quality Assurance	Two	July 2016	✓	x	x
Delivery 4	Insight & Marketing	One	July 2016	✓	x	x
Delivery 5	Increasing Participation and Reducing Inactivity	Three	July 2016	✓	x	x
Purpose 8	Continuous Improvement	One	July 2016	✓	x	x
Purpose 9	Active Community Outcomes	One	July 2016	✓	x	x
Day Two Generic Modules (Plus) Active Communities						
GPLUS5	Contribution to Health & Wellbeing	Three	July 2016	✓	x	✓
GPLUS10	Engaging with Disabled People	Three	July 2016	✓	✓	✓
GPLUS13	Engaging with Children 0 – 11 years	Three	July 2016	✓	✓	✓
GPLUS18	Talent Development in Sport	Four	July 2016	✓	x	✓
GPLUS20	Sports Specific Development	Two	July 2016	✓	x	x
GPLUS21	Financial Management and Business Development	One	July 2016	✓	x	x
GPLUS22	Engaging with Older People	Two	July 2016	✓	x	✓
GPLUS23	Engaging with Young People 12 – 19 years	Two	July 2016	✓	✓	✓
GPLUS24	Engaging with Clubs	Four	July 2016	✓	x	x
GPLUS25	Engaging with Volunteers	Two	July 2016	✓	✓	x
GPLUS26	Engaging with Women and Girls	One	July 2016	✓	x	✓
GPLUS27	Engaging Black, Asian and Minority Ethnic (BAME) Communities	One	Apr 2017	✓	x	✓
GPLUS29	Insight	One	Aug 2016	✓	x	✓
GPLUS30	Safeguarding	Four	July 2016	✓	✓	✓
GPLUS31	Getting the Inactive Active	One	July 2016	✓	✓	✓
GPLUS33	Engaging with Communities	Two	July 2016	✓	x	✓
GPLUS34	Promoting Mental Wellbeing	One	July 2016	✓	x	✓
GPLUS35	Exercise Referral Programming	One	July 2016	✓	x	x
GPLUS36	Doorstep Sport	One	Apr 2017	✓	x	✓
Day Two Specific Modules (Plus) Active Communities						
SPLUS14	Event Management	Four	July 2016	✓	x	x
SPLUS34	Governance	Three	Jan 2017	✓	x	✓
SPLUS38	Arts Development	Two	July 2016	✓	x	x
SPLUS42	Leadership	Three	July 2016	✓	x	x
SPLUS48	Health and Safety Management	Six	July 2016	✓	x	x
SPLUS49	Delivering Sport for Development Projects	One	July 2016	✓	x	x



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Sport 4 Development Core Modules						
S4D1	Delivering Sport for Development Projects	One	May 2016	x	x	✓
S4D2	Sport for Development Community Outcomes	One	May 2016	x	x	✓
S4D3	Sport for Development Continuous Improvement	One	May 2016	x	x	✓
S4D4	Sport for Development Partnerships & Collaboration	One	May 2016	x	x	✓
S4D5	Sport for Development and Skills Development Team	One	May 2016	x	x	✓