

# Flexible Workforce Development Fund

The Flexible Workforce Development Fund is now open for applications from organisations with fewer than 250 employees. Eligible employers will be able to access up to £5,000 of funding.

Launched by the Scottish Government in 2017, **Museums Galleries Scotland** has partnered with the **City of Glasgow College** to bring this opportunity to the museums and galleries sector.

The aim of the fund is to provide eligible employers with workforce development training to up-skill and re-skill their existing workforce. This training will enable employers to address skills gaps within their workforce and allow them to become more productive and efficient, as well as helping with post-COVID recovery.

## KEY FACTS ABOUT THE FUND 2022/23

- Employers with fewer than 250 employees are eligible to apply for up to **£5,000** of training.
- Applications are now open until **31st July 2022** and awarded on a first come first serve basis until the full value of the fund has been reached.
- Funding is limited and will be issued on a **first come first served basis**, across all sectors, so we would advise applying as soon as possible.
- High quality training programmes will be developed and delivered by the City of Glasgow College aimed specifically at the needs of the museum sector.
- Training programmes must commence by 31st August 2022 and be completed by 31st March 2023.

## GET IN TOUCH

To help explore your training needs, and/or get help with your application contact **Dhiann Kelly**, Business Development Officer, at the City of Glasgow College [dhiann.kelly@cityofglasgowcollege.ac.uk](mailto:dhiann.kelly@cityofglasgowcollege.ac.uk)

Or feel free to contact **John Campbell**, Senior Skills Development Manager at MGS, to find out more about the fund [johnc@museumsgalleriesscotland.org.uk](mailto:johnc@museumsgalleriesscotland.org.uk)

You can also find out more by visiting the website: <https://www.cityofglasgowcollege.ac.uk/work-with-us/flexible-workforce-development-fund>

