

Programme	Eligible for Reaching Communities programme
Advice	Reaching Communities can now consider projects that provide advice on rights and responsibilities, as well as those that offer softer advice such as counselling
Family Learning	Reaching Communities is now able to support projects that provide family learning activities – shared learning between adults and children in the family. Reaching Communities continues to consider projects that offer general family support such as parenting skills.
Well - Being	Reaching Communities will continue to consider health, well – being or physical activity projects.
Young People	Reaching Communities will now consider projects that have young people as their primary beneficiaries
Children’s Play	Reaching Communities can consider activities that include play such as after school clubs or one o’ clock clubs, and small-scale refurbishments up to £50K capital grant and maximum £200K capital project
Community Buildings	Reaching Communities can consider small-scale refurbishments of up to £50K capital grant and maximum capital project size of £200K.
Community Libraries	Reaching Communities will continue to fund services taking place within libraries.
Parks	Reaching Communities can consider smaller projects within a park such as a park warden, or a refurbished football pitch. Maximum grant of £50K, maximum capital project size £200K
Programme	Ineligible for Reaching Communities
BASIS	Reaching Communities has never considered any projects that want infrastructure funding. This type of project is still ineligible for Reaching Communities
Changing Spaces	Projects which meet the eligibility criteria of Reaching Communities but which we might expect to fund under the Changing Spaces programme remain ineligible for Reaching Communities
Research	Reaching Communities has never been able to consider research projects, which produce knowledge aimed at an external audience with the aim of increasing the body of academic research. Research projects will remain ineligible for Reaching Communities