Contributive growth model

Introduction:

The contributive growth model's <u>goal</u> is to cause an economical and an intellectual stimulation through independent productions for a healthy society.

Exchange of goods and services is an effective <u>driving force of growth</u>. The facilitation of exchanges will need to be financially supported throughout at least 4 seasons just so the people learn of challenges and possibilities in their environment, and then the quality of products should improve over time when we expand our understanding of our resources.

Products that stimulate the community's economy and consumers' critical thinking skills should be <u>financially supported</u> and given the chance flourish. To limited abuse of any funding program, each person can be given a limited amount of available funds.

To avoid delays and to encourage independence, the Contributive growth model is designed to be <u>simple to follow</u>. A base amount will be allocated for all products, bonuses will be included with a simple to use calculation. The bonus is meant to acknowledge the values of the producers' efforts. The reports made by producers should only prove the time spent, quality of product and the product's impact level.

All producers will need to <u>respect available resources and schedules</u> of anyone who might give support to the project, such respect encourages independence and creativity to the producer. For example, overworked supervisors such as teachers and administrators shouldn't be expected to give more time supporting producers.

Considering readily available resources and public demands, <u>projects can be made available by financial contributors</u>. The contributors should set cost limit.

Remember the model is meant to stimulate an economy and all the thinking behind product design, presentation and reception. The model isn't meant to sustain the costs of products determined by the pay measuring calculator.

The pay measuring calculator and the reporting method are detailed in other pages.

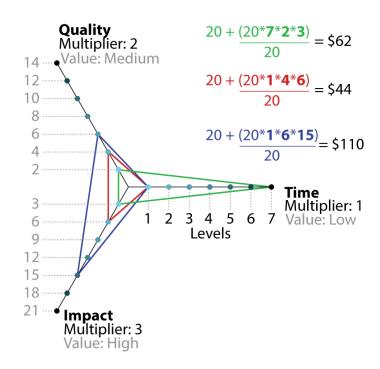
Pay measuring calculator:

Any final product should be paid for by the financial contributor, the base amount can be \$20. Depending on the time taken to produce, the quality of the product and the level of impact by the product, the pay will differ starting from the base amount. The calculator is visible below. Time is the least valued, product quality is second and the product impact level is the highest contributor to the final pay amount. Each factor has a multiplier per level; 1,2 and 3.

Financial contributors can limit levels per product and per multiplying factor. A 15-second video tutorial for example can be limited to overall level 2 of potential cost, meaning that it can cost between \$20 to \$68. If any multiplying factor (Time, Quality or Impact) is at level 0, the pay will automatically be \$20. If the quality and the level of impact aren't important for any reason, it is not a problem to provide the minimum amount as long as the producer was made aware.

A product by an individual or a group can be given a limit per multiplying factor, each product can be given a code indicating maximum multiplying factors. A food recipe can be given 7.2.3, meaning that the person or a group who made it can receive up to \$62. The code is identified by first indicating Time, Quality is second and Impact is third; 7(Time).2(Quality).3(Impact).

The reporting method is used by the producer and makes pay calculation simple and time efficient. It is explained in the follow page.



Example of products:

Here are examples of some products:

				0 to 7 scale			
Date	Product	Code	Base	Time	Quality	Impact	Pay
2019 03 30	Inuttitut language tutorial	1.6.15.001	\$20.00	1	6	15	\$110.00
2019 03 30	Bannock recipe	2.2.3.002	\$20.00	2	2	3	\$32.00
2019 04 02	Mini table	7.2.3.003	\$20.00	7	2	3	\$62.00
2019 04 08	Uluk	7.2.3.004	\$20.00	7	2	3	\$62.00
2019 05 12	Mittens	7.4.3.005	\$20.00	7	4	3	\$104.00
2019 05 18	Dogs documentary	5.4.6.006	\$20.00	5	4	6	\$140.00
2019 06 12	Bannock	1.0.0.007	\$20.00	1	0	0	\$20.00

Production and report procedure:

- 1. Open an excel file called "Contributive.growth.model.reports.xlsx"
- 2. In the first tab called "Funds", record information to be able to trace transaction.

 Remember to add the maximum levels the financial contributor will accept, the pay for the producer will later fall between the base and the max pay amounts.
- 3. Each available contract should have unique contract number written on both "Funds" and "Report" tab document. The multiplying factor numbers will be used to identify properties if the product.
- 4. Open the second tab called "Report" and print it, give it to the producer. Link the report to an available contract with the number.
- 5. Once the producer has complete work and provided the report, calculate the owed amount by entering numbers on the top right of the "Report" tab of the excel file. Review consistency of the product and the report.
- 6. Once the product and the report have been reviewed, pay the producer and ensure he or she signs the document as proof that the contract has been completed.

Reporting method:

The producer will need to make a simple report each time they provide a product to the financial contributor, and only when the product becomes available. Any sign of purposeful misreporting will remove the producer's eligibility to receive payment next time, the financial contributor will judge if the report seems correct. The report is quick and simple so not to hinder progress.

The following form is available as an excel and pdf document. One document would be used per product to keep everything as simple as possible.

				U to	/ level s	scale			
Name	Start date	Product description	Base	Time	Quality	Impact	Pay		
	YYYY MM DD		\$20.00	1	3	5	\$110.00		
Project name				Mult	iplying fa	actors	Contract #		
				1	6	15	001		
Self assesement Time: How many hours Quality:	will you need to c		5 6 7	Other:					
Quality of product in compa	if you think it is a	of a professional in the same about at the same level. And	Impact level of the Check mark items paper showing pro	if there	are sign		act. Proving		
Visual presentation			The product i	makes a	buzz				
Method of delivery	How?		Sign of produ	ıct use					
Obtainability	Where?		Local demand	d for pro	oduct				
Durability	How long?	(Non-local demand for product						
Consideration of people with special needs			• Reproduction of a variant by self						
Environmental impact consideration			Reproduction by other						
C Local resources use	Eloborate:		Social change	e					
Note:		Signatur	e by financial cont	ributor:					
		Sign	ature by producer	if naid:					

Project examples:

Here are possible projects during the summer when the school is closed:

Recreate one of Nunavik's communities' Roads

- Have a robot follow the road
- 3D and 2D reproductions

Videos

- Educational
- Documentary
- Movie

Music

- Throat song
- Instrumental
- Vocal

Visual art

- Print making
- Painting
- Drawing
- Photography

Consumable

- Solid for sale
- Liquid for sale
- Recipe

Hand made

- Clothing
- Tools
- Bags
- Decorative

Education material

- Mathematical activities
- Grammatical activities
- Physical activities
- Critical thinking activities
- Historical activities

Digital

- Programming
- Robotic
- 3D modeling
- 3D printing

Summary:

The contributive growth model's values impact over quality and time, it gives the producer and the financial contributor the time to focus on the results of products.

There are two recommend payment methods towards producers, the producers should agree in one method in advance before making an agreement to work.

- The financial contributor buys healthy food or work-related equipment that in terms of cost are equivalent to the amount they'd normally receive following the work report.
- The second is to pay the producer through a contract, either through regular timeconsuming contracts or by providing coop purchase certificates.

The graph below illustrates how the model encourages producers to be efficient while offering quality products.

