

1. Overview

The Air Cadet Charity supports the RAF Air Cadet family by providing funding that enhances opportunities for Cadets and Volunteers. As part of our commitment to increasing access to high-quality aviation and technology-based training, we offer a dedicated Immersive Technology Grant Programme focused on flight simulators and Esports equipment.

This programme is designed to ensure every squadron, regardless of size, location, or existing resources, can deliver immersive aviation-themed learning. To manage demand effectively the programme runs in structured phases.

Structured Phases

To manage demand and prioritise need effectively, the programme operates in structured phases:

- **Phase 1** – For squadrons that do not currently have any flight simulator or Esports equipment.
- **Phase 2** – For squadrons that already have some flight simulator or Esports equipment and would like to add to their existing kit using one of the available options.
- **The October 2026 application window is primarily for Phase 2 applications.** However, if your squadron does not currently have any flight simulator or Esports equipment and would therefore fall within Phase 1, please let us know.
- **Grant Windows:** Windows typically remain open for **1 month**. Successful applicants have **1 month** after receiving approval to submit formal quotes or invoices so funds can be released.
- **Payment Requirement:** Funds are released upon receipt of a formal quotation from a supplier or an official invoice (funds are paid via bank transfer, not retrospective claims).
- Squadrons may select one of three pre-approved grant options. Each option has a maximum overall grant award, as set out below. The amounts stated for individual items in the accompanying guidance are the Charity's maximum contribution towards those items. The Charity will normally not fund more than the stated amount for an individual item, even where the total cost remains within the overall maximum grant award. Squadrons may use local non-public funds to meet any additional costs or to purchase upgrades. Any exception to an individual item funding limit will be considered at the Charity's sole discretion.

2. Funding Options & Approved Kit Lists

Squadrons can select one of three structured grant options. Funding covers essential package items, and Squadrons may supplement the grant with local non-public funds for additional items or upgrades.

Grant Option	Description	Maximum Grant Value	Total Estimated Cost of Full Kit
Option 1	Xbox Kit Grant	£1,250	£1,730
Option 2	Gaming Laptop Kit Grant	£2,250	£2,570



Option 3	Xbox in a Box Grant	£1,250	£1,310
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Approved Kit Breakdowns

Option 1: Xbox Kit Grant (£1,250 max grant)*		Maximum charity contribution
Joystick with rudder pedals	HOTAS 1 with additional pedals	£150
Xbox		£425
34" screen		£325
MSFS	2024 Standard	£70
Meta Quest 3	Headset plus tether cable	£620
Quest 3 case		£65
Gaming keyboard and mouse		£25
Game pad		£50
	Approximate total for all items	£1,730

Option 2: Gaming Laptop Kit Grant (£2,250 max grant)		Maximum charity contribution
Joystick with rudder pedals	HOTAS 1 with additional pedals	£150
Laptop	15.6 " 144hz I7 RTX 4060 1TB	£1,210
34" screen		£325
MSFS	2024 Standard	£70
Lockheed Martin P3D Academic flight sim licence		Included as part of the grant
Meta Quest 3	Headset plus tether cable	£625
Quest 3 case		£65
Gaming keyboard and mouse		£25
Game pad		£50
Shockproof Laptop Sleeve		£25
Laptop backpack for accessories		£25
	Approximate total for all items	£2,570

Option 3: Xbox in a Box Grant (£1,250 max grant)		Maximum charity contribution
Xbox in a hard storage case	Xbox, gaming monitor and HOTAS joystick in a hard storage case	£1,140.00
Rudder pedals		£100.00



MSFS	2024 Standard	£70.00
	Approximate total for all items	£1,310.00

* Option 1 - Meta Quest 3 and Xbox considerations

Subscription: The Meta Quest 3 can stream flight simulation content from an Xbox using Xbox Game Pass Ultimate, which is a recurring subscription and is not included within the grant. The Squadron will be required to cover the subscription through funds or existing subscriptions (currently £124.99 annually).

Technical information: When connected to an Xbox, the Meta Quest 3 headset displays flight simulation in a 2D “large screen” format rather than full 360-degree virtual reality. However, the headset can also be used as a standalone device, providing access to free immersive aviation applications and 360-degree training videos that do not require an Xbox or subscription.

Future proofing: Securing the headset at this stage ensures the Squadron is prepared for future developments in virtual reality training. Should the Squadron move to a gaming PC at a later date, the included tether cable and headset will allow immediate access to full 3D VR flight simulation without the need for additional equipment purchases.

Excluded and Non-Fundable Items

We will only fund items that are included on the approved kit list for your chosen option. Squadrons may purchase additional items beyond the approved list using their own funds; however, these expenses cannot be covered by the grant.

We will not normally fund:

- Items not included in the official kit list
- Furniture, storage units, desks, or room refurbishment
- Consumables, accessories, or replacement items not specified in the grant option
- Software, games, or add-ons beyond the approved flight simulation licences
- Delivery, shipping, or import costs
- Retrospective purchases (items bought before the grant is approved)
- Ongoing subscription services or recurring software fees
- General IT equipment unrelated to flight simulation or Esports through this grant. This can be applied for through our Core grants programme.

3. Application Questions and Guidance

Applications must be submitted online at <https://www.aircadetcharity.org.uk/immersive-tech-grant>.

You'll first be asked to provide some basic details, including your primary contact information, Squadron, and contact preferences. Once you submit this information, you'll be redirected to the complete application form. We'll also send you an email with a link, so you can easily access it later. You don't need to complete the form all at once; it can be saved and reopened at any point. To save your progress and return later, type **N/A** in any required fields (highlighted by an *), then click '**Save**' at the bottom of the page. You'll be able to go back and edit these responses later. Please save the form regularly to prevent losing any of your work.



Application Questions:

Please note that there is no word limit for the application questions. Responses should be detailed but concise. Remember to click the 'Save Changes' button at the bottom of the form regularly while completing your application.

Form Question/Label	Guidance
Programme	Immersive Technology Grant
Application date	<i>Pre-populated</i>
Stage	<i>Pre-populated</i>
Immersive Technology: Simulator/Esports Kit Option	Please select from the drop-down list. Based on the breakdown of each option above.
How will the simulator/Esports kit be used by your Squadron?	Clearly state how your Squadron will use the simulator/Esports kit. Please also include plans or ideas you aim to achieve with this kit. Explain the tangible benefits it will provide for cadets and volunteers and describe the broader positive impact it will have on your squadron.
Number of cadets to benefit	Estimate the number of cadets that will be impacted by the Immersive Technology Grant.
Number of volunteers to benefit	Estimate the number of volunteers that will be impacted by the Immersive Technology Grant.
Other beneficiaries	List any other groups or communities (e.g., local schools, partner organisations, parents) that will be impacted and provide an estimated number if possible.
Risk assessment and mitigation	Identify and describe any potential risks associated with this equipment. For each identified risk, explain your proposed mitigation strategies. Also, consider any potential opportunities arising from the project and how you plan to leverage them.
Other funding sources	Detail any other sources of funding that will contribute to the simulator/Esports equipment, including other grants applied for, confirmed funding, or funds raised through other activities. Please state the amount and source for each.
Financial reporting attached	Indicate which document you are attaching as evidence that financial reporting is up to date. You can obtain these documents by contacting your Civilian Committee. You can choose from the below: • Charity Commission annual accounts • OSCR annual accounts • F60 (Squadrons)/independent examiners report • F61 (Wings)/independent examiners report • HQ (no attachment required)
Supporting financial documentation	Please upload your documentation in either Word or PDF format here.



Do you give permission for the application to be shared with your chain of command	Indicate whether to permit us to share the complete application with your chain of command (eg Wing OC) as part of our due diligence checks.
Declaration - I can confirm that we do not have any existing flight simulation kit.	Check the box to confirm your acceptance of the declaration statement.
Do you have any comments or feedback on the Immersive Technology Grant Programme?	Please share any comments, thoughts or feedback you may have relevant to the programme and your squadron.
Application complete and ready to submit	Change this to 'Yes' once you have completed all sections of the application form and you are ready for the Air Cadet Charity to start assessing your application. Click the 'Save Changes' button before exiting to save your application form. If you want to return to your application form at a later date to continuing editing it, please ensure you select 'No'.

4. Next Steps and Timeline

- ✓ We will contact you via **email**, so please ensure your contact details are always up to date.
- ✓ Your application will be **screened** by the Air Cadet Charity. We'll email you to let you know if we need any further information or if your application can move to the **assessment stage**.
- ✓ During the assessment stage, due diligence checks will include the Air Cadet Charity sharing your application with your chain of command. For a squadron, this is the Wing OC.
- ✓ We will upload a copy of your **application form to your portal** so you can access it at any time.
- ✓ You can check the status of your application by **logging into your portal** using the link sent to your email when you registered. Please save this link for your records.
- ✓ We'll send an email with an **estimated timeline** of when to expect an update on whether your application has been successful.

If you have any questions before or after submitting your application, please contact us at grants@aircadetcharity.org.uk.

