Good Things Australia

Annual Report 2024/2025

Closing the digital divide so no one is left behind

Digital Champions
VALID Conference, VIC

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Cover: Digital Sisters participants
Coffs Harbour Neighbourhood Centre, NSW

A message from our Chair

The past year has been one of great progress and transformation for Good Things Australia. Building on strong foundations, we have deepened our impact across urban, regional, and remote communities. Every day, we see how digital inclusion changes lives, helping people gain skills, confidence, and connection to participate fully in our increasingly digital world.

This year, we focused even more on measuring our impact - for participants, community partners, and the systems that drive long term change. The stories and data in this report show the real difference our work makes in helping Australians connect, learn, and thrive.

A major milestone was our transition to independent Australian governance, marking the next chapter in our evolution. While we now stand on our own, we continue to share purpose and partnership with Good Things Foundation UK, united by our vision of a world where everyone benefits from digital.

Our new governance structure gives us strong oversight, clear accountability, and a solid base for long term sustainability. I'm proud to report that Good Things Australia is in a sound financial position, reflecting strong stewardship and our commitment to integrity, transparency, and impact.

I want to sincerely thank our retiring Directors, Heather Rea and Isabella Wallington, for their years of dedication and contributions to the growth of Good Things Australia, and warmly welcome Manisha Amin, Janet Liu, and Lesley Podesta, whose experience will strengthen our work and help us continue to thrive.

My heartfelt thanks also go to our CEO Jess Wilson for her outstanding leadership, and to our talented team and many community partners for their passion and commitment. And to our government, corporate, and sector partners - thank you for your trust and collaboration.

Together, we are making digital inclusion a national priority, empowering every Australian to participate, contribute, and belong in our digital society.

Jo Cavanagh OAM MAICD, Chair, Good Things Australia

A message from our CEO

Digital inclusion remains a major challenge in Australia, with 1 in 5 people still digitally excluded. Our 2024 research by economist Nicki Hutley showed that overcoming this exclusion could conservatively yield a $467 million annual benefit to the Australian economy. Digital inclusion is therefore not only a social issue but an economic imperative.

That's why Good Things exists: to close the digital divide. Through our networked model of diverse community partners, we deliver grassroots, tailored digital skills learning opportunities, supported by targeted funding and cutting edge content. This year, we supported 70,000 people to build their digital skills. By updating our impact measurement, we see the real outcomes: 75% of learners increased their everyday independence and 61% increased their social connection.

Beyond impactful program delivery, we have focused on bringing the voices of the people we serve to the national conversation. As national and global attention focuses on the impact of AI, the voice of the community sector and those most at risk of being left behind is vital. We have actively brought the true experiences of refugee and migrant women, older people and people with disability to roundtables and conferences, ensuring they are heard by decision makers.

This work is only possible through partnership. A huge thank you to our funders, including the Australian Government, Telstra, Microsoft, Google, auDA Foundation, ANZ, Aussie Broadband, TPG Telecom Foundation, Guide Dogs ACT/NSW and Bendigo Bank for their vital support.

I am proud to lead our diverse, passionate and committed team, and I extend a particular thank you to our Chair Jo and all our Board Directors for their continued guidance and commitment.

We will continue to advocate, partner, educate and innovate to ensure no one is left behind in the digital world.

Jess Wilson, CEO
Good Things Australia

Good Things we achieved this year

The 2024/25 year has seen people across Australia gain the digital skills, confidence, and connections they need to thrive. Learners in our digital skills programs have become more independent, better connected, and more engaged in their communities and the digital world. It has been a year of real impact and growth for Good Things Australia, showing that when people can participate safely, confidently, and affordably online, Good Things happen.

Together, with our network partners, funders and supporters we're creating opportunities for inclusion and connection across the country. We're strengthening communities and boosting participation, demonstrating the real power of digital inclusion to open doors to opportunity and transform lives.

Good Things Australia is working collaboratively to shape the national conversation on digital inclusion. We are driving measurable change through our programs, shaping policy through our advocacy and building impactful partnerships across sectors to ensure that no one is left behind in our digital world.

Growing our impact

70K

People directly supported in local communities to build digital skills and confidence

75%

Digital skills learners increased their everyday independence

1000+

Digital mentors upskilled on providing quality support to people in their community

Leading and influencing

Amplifying community voices

Centring the voices of community organisations and digitally excluded people to advocate for change

Researching the digital divide

Producing and sharing Australian first research on AI and the economic benefits of digital inclusion

Advocating for digital inclusion

Influencing decision makers through targeted campaigns, advocacy and engagement

Partnering for purpose

4000+

Community organisations in the Good Things Network committed to closing the digital divide

$4.8M

Grant funding to build digital skills in local communities through our network

Sector partnerships

Collaborative and funding partners helping us close the digital divide

"I was fortunate to have this training as I was feeling so lonely as a new migrant in this country, and this platform not only provided me with great networking and mentors but also much needed skills."

Digital Sisters program participant

“Technology is making life a whole lot easier”

Digital Connect Central Coast provides workshops for over 50s living in regional NSW. Funded and supported by Good Things Australia through the Be Connected program, their goal is to ensure seniors in their community remain connected and can safely navigate the rapidly changing digital world.

“A lot of people who come to our sessions are really afraid of technology, and so we spend a lot of time teaching them that these things can’t be broken and to try things out,” says Trudie, digital mentor at Digital Connect.

By delivering their sessions and events in comfortable community settings such as retirement villages and the local leagues club, Digital Connect is supporting their community to not just build essential digital skills, but grow their independence and social connections as well.

“I’ve learnt so much this year on how to make life easier with technology. I do all my banking online now which is fabulous,” says Robyn, Central Coast resident and program participant.

The organisation’s digital skills support is also helping people to connect across generations.

“I don’t know all that’s on my phone so I want to learn more. I want to be able to talk to my 16 year old granddaughter on the same level!” says Bob.

Get Online Week event
Digital Connect, NSW

“It’s too easy to get left behind as an older person... using the computer and the phone allows you to access information and other people. It opens up a whole new world.”

Bob, Get Online Week 2024 participant
Digital Connect, NSW

Strategy 2024/2027

This is the first year of Good Things Australia's 2024/27 Strategy guiding the organisation as it steps into a new era of rapid technological change.

In year one of the strategy, a focus has been placed on enabling people in Australia to thrive in the digital world through leadership, advocacy, partnerships and innovative programs reaching new audiences, as well as setting the organisation up for the future through governance and digital transformation initiatives.

Impact measurement and elevating the voices of people at risk of digital exclusion remains a core part of Good Things' approach to ensure we are delivering on our mission to close the digital divide so no one is left behind.

We will close the digital divide so no one is left behind by:

Growing our impact

Leading and influencing

Partnering for purpose

Our work will be supported by

Engaged people, fit for purpose technology, a focus on sustainability and good governance

How Good Things makes an impact

Good Things is focused on increasing the number of people and communities across Australia who are digitally included.

Our purpose	**To close the digital divide so no one is left behind**		
Inputs	**Funding, expertise, purposeful partnerships, evidence based practice frameworks and digital literacy resources**		
Activities	**Good Things will:** • Co-design digital inclusion programs, resources and content • Fund community organisations to deliver programs • Build capacity within community organisations through training and support	**Our Network of community organisations will:** • Recruit and support digital mentors • Deliver digital skills training and support to the community • Contribute to ongoing learning in community of practice sessions and training	**Together we will:** • Influence the broader system by undertaking research and evaluation • Raise awareness of digital inclusion programs • Advocate the importance of closing the digital divide
	Participants	**Community organisations**	**System**
Outputs	• 500,000 people directly supported • 1 million people reached	4,000 community organisations supported through our network	• Research reports • Stories of impact • Case studies
Short term outcomes	**People who participate in our programs will have increased:** • digital skills • confidence to use technology • social connection • ability to be safe online • access to support services	**Digital Mentor and community organisations who participate in our programs will have increased:** • confidence and capability to deliver digital literacy programs • Network connections • sense of belonging	Good Things programs will contribute to increased digital inclusion, awareness, leadership, action and investment by Government, Corporate and Community stakeholders
Impact	Participants will have increased ability to participate socially and economically, have more independence and improved wellbeing through digital inclusion	Capacity of organisations and communities to deliver digital inclusion programs will be strengthened	Government, policy makers and funders will have an increased awareness of and investment in digital inclusion programs, helping to close the digital divide

Growing our impact

This year, 70,000 people across the country were supported to gain digital skills and confidence, building greater social connections and increased everyday independence. We focused on reaching those most at risk of digital exclusion, including older Australians, people with disability, and refugee and migrant women.

Our network of community partners and digital mentors are at the heart of this impact. With support through grants, learning materials and training, they are helping people develop skills that open doors to education, employment and participation. Each digital skills session delivered, conversation shared and connection made contributes to a greater feeling of belonging and inclusion.

Our programs

Our programs have not only expanded in reach but deepened in impact. From helping older Australians connect safely online to supporting women and people with disability to lead digital inclusion initiatives in their communities, we are empowering people to actively improve their own, and others, digital skills and confidence.

Be Connected

Thousands of older Australians benefitted from the Be Connected program in 2024/25, with 85% of learners wanting to keep learning and 90% recommending the program to others. Delivered in partnership with eSafety and the Australian Government, Be Connected remains a critical digital inclusion pathway for older Australians and is funded through to 2028.

Digital Sisters

Migrant and refugee women are gaining greater social inclusion and independence through the Digital Sisters program, with 80% of participants increasing their everyday independence. The program is helping to close the digital gender divide and, with an extension of government funding, continued in 55 communities across Australia in 2024/25.

The Bridge Initiative

People with disability are leading the way, building new opportunities for connection, creativity and learning, through our Digital Champions program. The program built skills, confidence, leadership and inclusion as the Champions shared their lived experience and expertise about how to support others with intellectual disability to gain digital skills. Hundreds of people attended Digital Champions presentations in 2024/25, with many more to come.

AI for Good

Migrant and refugee women are building confidence and understanding of emerging technology through our AI for Good program, with 83% now more confident spotting and verifying AI content. Supported by Telstra and Microsoft, our AI for Good pilot commenced in 20 community organisations. Good Things continues to lead national discussions on both the risks and benefits of this rapidly evolving technology, including what it means for people who are digitally excluded.

Digital Communities

Supporting community organisations to collaborate, design, and deliver digital inclusion activities that meet local needs through our Digital Communities program, is creating lasting impact and stronger community connection. Our place based partnerships are uniting sectors and strengthening local networks. In 2024/25, 23 Bendigo Bank branches were connected with local organisations, referring people who need it to local digital skills support.

Get Online Week

Thousands of Australians took their first digital steps during our national, annual campaign. Get Online Week brings communities together to celebrate learning and inspire confidence, sparking ongoing participation in digital inclusion programs year round. The motivational impact of the campaign continues, with 96% of event attendees saying they want to keep learning, thanks to Get Online Week.

Digital Sisters: AI for Good report launch, NSW

Program participants

77% increased digital skills

75% increased everyday independence

88% would recommend the programs to others

Digital mentors

82% plan to continue volunteering or working in role following training program

90% feel more connected to their community

1,000+ digital mentors upskilled across Good Things programs

Our reach

70K people directly supported

44M people reached through our campaigns

Measuring our impact

In 2024, Good Things' new Theory of Change and Impact Measurement Framework was implemented. They help the organisation to better understand how our work contributes to closing the digital divide and impacts social and economic participation. Both capture local experiences and national trends in digital inclusion, with our community partners engaged in ongoing review and analysis to continuously improve program delivery.

From 1 July 2024, Good Things Australia introduced new organisational outcome measures to strengthen understanding of our progress towards strategic and program goals, in line with these tools. Five key measures are now tracked across all programs through our Digital Skills Checkers - increased digital skills, confidence to use technology, ability to be safe online, social connection and everyday independence. A new Digital Mentor Skills Checker, piloted through the Be Connected Capacity Building program, is also providing valuable insights into professional development needs for this essential workforce. We're proud to already see outcomes from this new Checker, with 90% of digital mentors reporting stronger connections to their community thanks to this program.

Together, this impact measurement approach provides deeper insight into learners' and mentors' digital inclusion journeys, enabling better analysis and guiding our actions to grow impact and close the digital divide at scale.

Our programs reach people most in need of digital inclusion support including

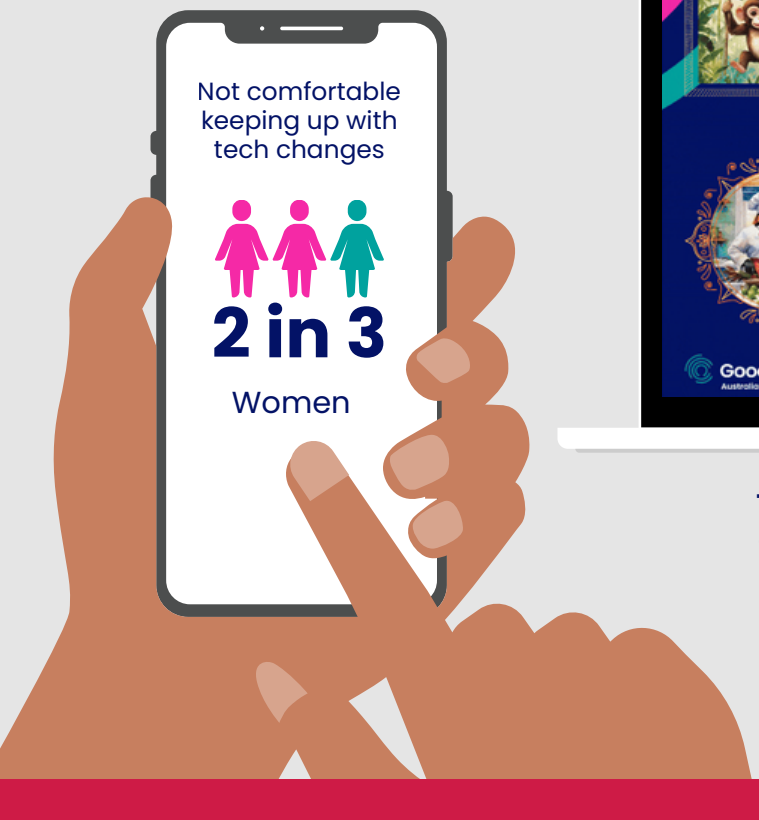
Our focus on AI for Good

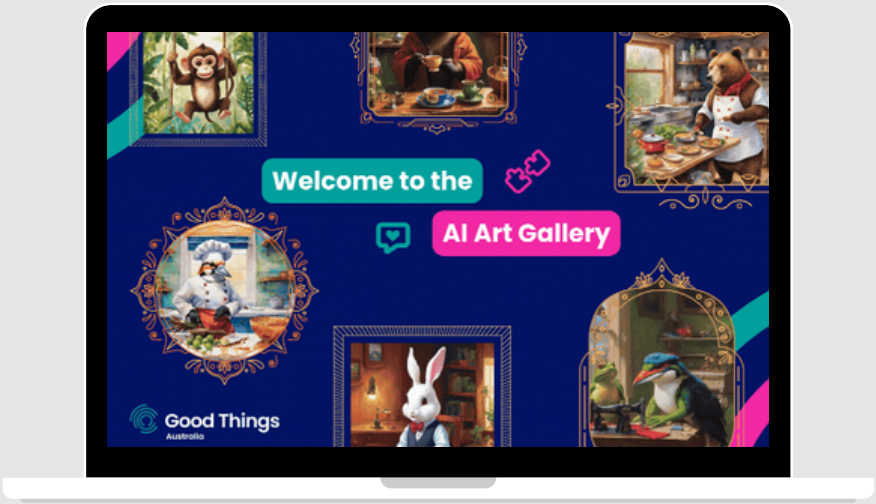
With the rapid rise and adoption of AI (Artificial Intelligence) across platforms, devices, essential services and workplaces, it is critical that people with low digital skills and confidence are supported so they do not fall further behind. Good Things is actively working to support the 1 in 3 Australians worried about what AI will mean for them (Australian Attitudes to Getting Online 2024).

Our Digital Sisters: AI for Good program, supported by Microsoft and Telstra, built on our Australian first research on the impact of AI on digital inclusion. The initiative brings together free local support, the latest research and online learning opportunities to support refugee and migrant women to keep up with tech.

Good Things created 42 brand new AI literacy resources to support program delivery and educate people at risk of digital exclusion on key topics including verifying information, generating AI content and online safety.

20 community organisations received grant funding, training and support to deliver the project in a 6 month pilot, with the program supporting over 600 women in communities across Australia to develop their AI skills and literacy and seeing real world benefits such as building confidence to enter the workforce.





The AI Art Gallery supports prompt engineering skill building in a free, fun and safe environment

The AI for Good program demonstrated that AI literacy can and must be embedded within broader digital inclusion programs to ensure equitable access to emerging technologies.

Taking the learnings from this initiative, Good Things will be rolling out AI for Good to broader cohorts and continuing to learn alongside our partners about how to best support AI literacy for people who are digitally excluded.

AI for Good learners

83%

Increased knowledge of AI

83%

Increased confidence to spot and verify AI content

86%

Happy with the support they received

Digital Sisters participants Coffs Harbour Neighbourhood Centre, NSW

“One lady just screamed loudly saying, ‘I did it, I did it! I sent my first email!”

Rosemary, Digital Sisters digital mentor
Arise Women’s Support Association, QLD

“We’ve become a sisterhood”

Arise Women’s Support Association have been delivering digital skills support through the Digital Sisters and AI for Good programs to hundreds of South Sudanese-Australian women and multicultural communities in Brisbane, Queensland.

Hosted in people’s garages and living rooms, libraries, community halls, and even local parks, the organisation offers free welcoming support that is transforming lives.

“Most want to get more out of their GPS apps, write resumes or job applications, or navigate through myGov – which nearly everyone uses,” says Rosemary, digital mentor at Arise Women’s Support Association.

“When you see those ladies smile – or hear about the amazing cover letter that ChatGPT helped them write – that makes you really happy!”

Ester started attending the AI for Good sessions in 2024. **“It was amazing, learning how to use Google Translate and online searches – and then Rosemary took me straight into the NDIS portal,”** she says. **“Suddenly it all made sense.”**

In addition to starting working remotely for a support organisation and being better connected to family, Ester started helping other women in the classes, becoming a mentor herself.

“We’ve become a sisterhood, really. Even though we’re from different countries, we are all together – sharing the best ways of living in Australia.”

Leading and influencing

In 2024/25, Good Things Australia strengthened its national leadership in digital inclusion, amplifying community voices, delivering Australian first research, and driving government and sector action.

Amplifying community voices

The lived experience of learners, digital mentors and community partners shaped our work and influence this year. Good Things supported our community to share their first hand knowledge on how building digital skills changes lives.

The stories of Digital Sisters participants from Arise Women's Support Association were brought to life through film, shared widely across our channels and by our corporate and sector partners, demonstrating the importance of this program and the need in the community.

Our passionate Digital Champions, Alanna, Chris, Sarah, Jerry, Eoin, and others, shared their experiences at high-profile events and meetings, demonstrating the power of people with lived experience leading change in digital inclusion. Highlights included presentations at the Technology for Social Justice and VALID conferences, as well as meetings with eSafety and the Good Things Board.

Across the country, our network hosted government, corporate, and community stakeholders at local sessions and spoke to media about their role in bridging language, cultural, and confidence gaps. They were also front and centre at the high-profile launch of the Economic Benefits report and reached millions through Get Online Week media interviews.

Digital Champion, Alanna, was featured in the program announcement video alongside our collaborative partners Down Syndrome Australia.

Advocating to close the digital divide

Our community stories and evidence were also used to demonstrate the social and economic value of digital inclusion. Through submissions, events and direct engagement with federal and state governments, we positioned digital inclusion as a key component of Australia's economic and social reform agendas.

Collaborative action remained central to our advocacy, leveraging the voices, influence and expertise of organisations across the digital inclusion sector. Through participation in sector initiatives such as the nbn Regulatory Proposal Forum, membership of the Australian Digital Inclusion Alliance (ADIA), and contributions to the Australian Council of Social Services, we helped shape national conversations and policy alignment on digital inclusion.

In 2024/25 we joined sector calls for coordination and accountability at a federal level, through our contributions to, and support for, ADIA's National Approach to Digital Inclusion campaign.

We also formalised a partnership with Work Ventures and Good360 to progress the creation of a National Device Bank, a practical, scalable solution improving access to technology for those who need it most.

We continued to raise awareness and drive action through representation at leading forums, from the Salesforce World Tour to the WA Council of Social Services, ensuring that digital inclusion remains central to discussions around Australia's digital future.

Get Online Week reaches 44 million

Real stories from learners, Digital Mentors and community organisations were the focus of Get Online Week 2024, showcasing how gaining digital skills can change lives. Supported by our national media campaign and social content, these stories reached 44 million Australians, raising awareness of digital inclusion and inspiring people to start their own digital learning journeys.

Australian first research

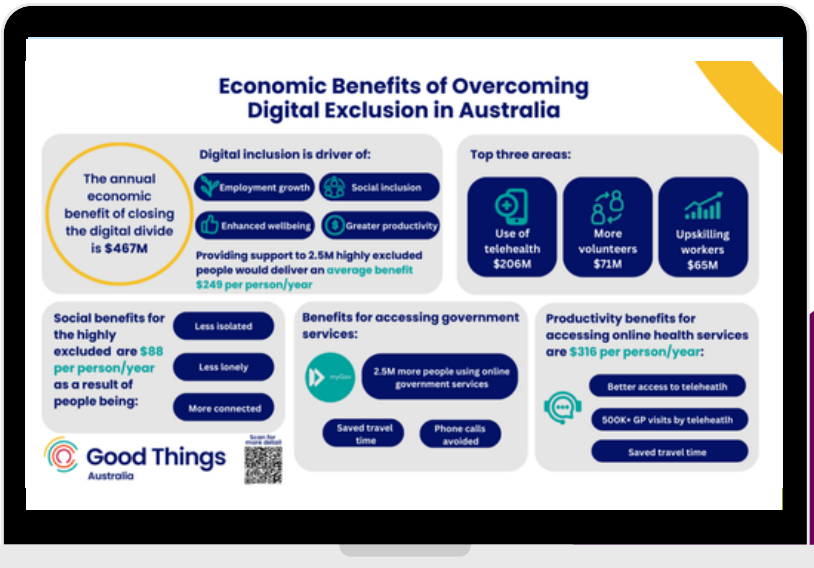
Evidence remains central to our advocacy and thought leadership. In 2024/25, Good Things released landmark research that reshaped national understanding of digital inclusion and its economic and social impact.

The Economic Benefits of Overcoming Digital Exclusion report, authored by economist Nicki Hutley, found that closing the digital divide could unlock nearly half a billion in annual economic benefits. Launched at Parliament House by the former Assistant Minister for Social Security, Women and Ageing, Kate Thwaites MP, it has informed government, business and sector priorities around productivity and participation, and provides a critical evidence base for ongoing advocacy.

Our Understanding AI Literacy and Digital Inclusion report examined how emerging technology affects people's lives and learning. Featuring voices from learners, digital mentors and industry partners, it highlighted Good Things' role as a leading voice on AI equity and inclusion.

More than half of adults in Australia do not feel comfortable keeping up with rapid tech changes.

The Australian Attitudes to Getting Online 2024 survey showed how cost of living pressures limit access to devices and data alongside the impact of rapid tech changes on digital confidence, sparking widespread media coverage and shaping our Get Online Week campaign that reached millions.



Jess Wilson, CEO, Good Things launching the Digital Sisters: AI for Good report, NSW

“I feel proud I have a good job. I love the learning and experiences I’ve had. I feel I can teach others and I love technology even more. I have met new people and made friends.“

Digital Champion

Eoin, Digital Champion presenting at VALID Conference, VIC

“I like to do work that is inspiring”

As the Bridge Initiative continues to evolve, 10 people with intellectual disability from across the country have been employed as Digital Champions. They share their expertise, personal insights and passion for technology to close the digital divide for people with disability.

“As a Digital Champion, I like to help others to build confidence and skills and make the most of the internet,” says Jerry, a Digital Champion from South Australia.

To prepare for their role, the Champions participated in a capacity building training program. Together they developed leadership, workplace and presentation skills alongside important digital literacy skills.

Digital Champions are not just building their own confidence and skills, but those of hundreds of others through speaking engagements with community and corporate organisations, sector leading conferences and meetings with key decision makers.

“I have an opportunity to meet new people and grow my skills. I like to do meaningful work and work that is inspiring to me,” says Jerry.

The voice of people with lived experience is embedded throughout the program to ensure it reflects the real world learning needs of people with intellectual disability. This includes the Champions co-designing engaging online safety learning activities tailored to adults with intellectual disability, and building confidence sharing their personal stories about why getting online safely and confidently is so important.

This initiative, delivered in partnership by Good Things and Down Syndrome Australia, will continue throughout 2025/26 with a further 10 Digital Champions employed.

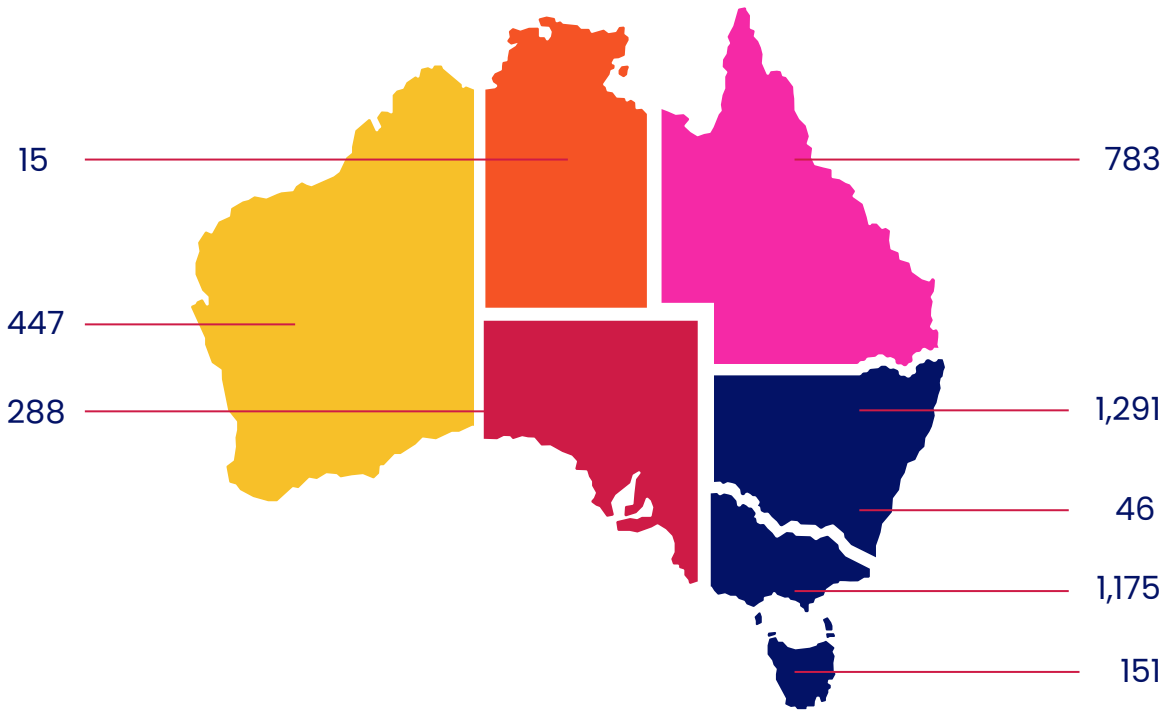
Partnering for purpose

Creating purposeful and collaborative funding and delivery partnerships that provide holistic, sustainable and impactful digital inclusion programs is core to everything we do at Good Things.

Our network

Underpinning our efforts across our programs is the dedicated commitment and support of Good Things' network of community partners. The beating heart of digital inclusion, the libraries, community centres, Men's Sheds, cultural support groups, disability services and aged care organisations in the network are critical to providing tailored, friendly and welcoming spaces where people can learn. The Network is spread throughout Australia, in metro, regional and remote communities.

Over 4,000 organisations are part of the Good Things Network, with 444 organisations joining as new Network Partners in 2024/25. Good Things distributed $4.8 million in small grants to organisations in the network in 2024/25, and created over 130 resources to support them to run grassroots digital inclusion programs in their community.



Thank you to our partners

Good Things is proud to work in partnership with funders and collaborative partners who share our belief that digital inclusion changes lives.

"At Microsoft, we believe that economic growth and opportunity should be accessible to everyone, equipping all individuals with the skills needed to thrive in a digital, AI driven economy... We're thrilled to collaborate with Good Things Australia and Telstra to empower more women."

Jo Dooley, General Manager,
Enterprise Commercial at Microsoft

Games for Good

In May 2025 Good Things launched Games for Good, partnering with people with intellectual disability to help others use the internet more safely and confidently.

Importantly, we are bringing the voice of people with lived experience into all aspects of this initiative, employing people with intellectual disability to co-design innovative, interactive games and resources that will be distributed far and wide.

Games for Good builds on our work under the Bridge Initiative where the voices of people with disability are shaping every stage of our programs. Under this initiative, people are helping us creating fun and engaging tools and resources that support people with intellectual disability to make safer online friendships, shop and manage money online, and use the internet with more confidence.

Understanding the importance of the community of supporters surrounding a person with disability, the program will also engage disability support workers and the community sector to improve their own digital skills through the creation of bespoke guides and training opportunities.

This program is made possible thanks to support from **Google.org**.

People, technology, sustainability and governance

In June 2025, Good Things Foundation UK and Good Things Australia became separate legal entities with independent governance. This transition has strengthened our Australian governance framework, providing robust oversight, clear accountability and a strong foundation for sustainable growth. Both organisations remain united by a common vision of a world where everyone benefits from digital and actively collaborate on initiatives to achieve this objective.

As part of our transition to an independent governance and operating model, in 2024/25 Good Things implemented a secure, cost effective technology infrastructure through a major digital transformation initiative. This included launching new websites and enhancing systems and processes to better support our network of community partners. By investing in separating technology infrastructure from Good Things UK and building internal capability within our team, Good Things is now better placed to serve the needs of the organisation and our network in the Australian context. With full ownership of our technology stack, we remain focused on data privacy, governance, and risk management, and on exploring how AI can enhance our work.

In 2024/25, we strengthened our commitment to reducing our environmental footprint by beginning to integrate sustainability across our operations and exploring opportunities to further reduce our impact in the years ahead.

Our team of 23 staff are passionate about digital inclusion and being part of a hybrid, flexible workplace that maintains a collaborative work culture. Visits to our network, meetings, events and quarterly team days help build connections and foster our creative spark as we work together to close the digital divide.

The Good Things team

Our Board

Good Things Australia's Board, chaired by Jo Cavanagh OAM, brings a wealth of experience from across industries. In 2024/25, we farewelled Directors Heather Rea and Isabella Wallington following many years of valued service, and welcomed Dr Manisha Amin, Janet Liu, and Lesley Podesta to the Board.

Jo Cavanagh OAM
Board Chair

Dr Manisha Amin
Board Director

Alice Cawte
Board Director

Roy Clare CBE
Board Director

Nadia Jamal
Board Director

Janet Liu
Board Director

Lesley Podesta
Board Director

Vishy Narayanan
Board Director

Amanda Wilson AM
Board Director

Thank you to our retiring Board Directors Heather Rea and Isabella Wallington. Isabella has been on the Board of Good Things Australia since 2017, and Heather since 2018. We are grateful for their generous time and support given over so many years.

Heather Rea
Board Director

Isabella Wallington
Board Director

Financials 2024/25

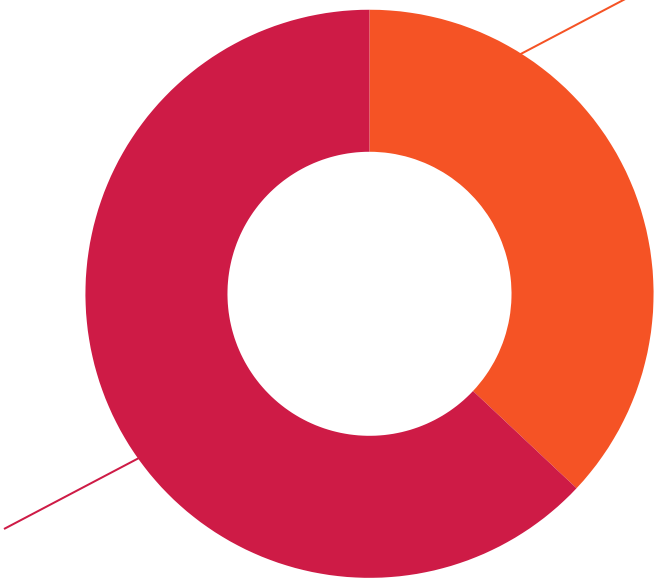
Good Things consistently allocates the majority of our income to grant funding for community organisations than it retains for program management, project delivery, and network capacity building.

Good Things is audited by Saward Dawson on an annual basis.

From 1 July 2024 - 30 June 2025

$2.8M

Program management, project delivery and capacity building the network



$4.8M

Grant funding distributed to community organisations in our network

Good Things Foundation Limited

ABN: 92 618 363 974

Statement of profit or loss and other comprehensive income

For the period ending 30 June 2025

	Note	2025 $	2024 $
Revenue	2	**7,719,762**	7,335,710
Grants paid and project costs		**(4,752,878)**	(4,696,520)
Employee benefits expense		**(2,260,229)**	(1,938,541)
Depreciation		**(19,366)**	-
IT costs		**(256,826)**	(569,616)
Rent expense		**(66,255)**	(86,192)
Professional fees		**(58,904)**	(23,585)
Management fees		**(25,000)**	(49,106)
Travel costs		**(23,638)**	(25,927)
Operating costs		**(15,969)**	(11,814)
Recruitment costs		**(4,030)**	(51,464)
Bank fees		**(2,027)**	(830)
Advertising		**(200)**	(33,259)
Other expense		**(29,680)**	(49,813)
Surplus/(Deficit) for the year		**204,760**	(200,957)
Other comprehensive income for the year		-	-
Total Surplus/(Deficit) for the year		**204,760**	(200,957)

Good Things Foundation Limited

ABN: 92 618 363 974

Statement of financial position

As at 30 June 2025

	Note	2025 $	2024 $
ASSETS			
CURRENT ASSETS			
Cash and cash equivalents	3	**4,136,562**	1,599,737
Trade and other receivables	4	**205,121**	321,357
Other assets	5	**53,968**	41,419
TOTAL CURRENT ASSETS		**4,395,651**	1,962,513
NON-CURRENT ASSETS			
Right of use assets	6	**135,563**	-
TOTAL NON-CURRENT ASSETS		**135,563**	-
TOTAL ASSETS		**4,531,214**	1,962,513
LIABILITIES			
CURRENT LIABILITIES			
Trade and other payables	7	**151,952**	187,684
Borrowings	8	**-**	118,737
Lease liabilities	6	**75,697**	-
Other liabilities	9	**3,388,680**	1,013,991
Employee benefits	10	**91,534**	103,940
TOTAL CURRENT LIABILITIES		**3,707,863**	1,424,352
NON-CURRENT LIABILITIES			
Lease liabilities	6	**60,773**	-
Employee benefits	10	**77,975**	58,318
TOTAL NON-CURRENT LIABILITIES		**138,748**	58,318
TOTAL LIABILITIES		**3,846,611**	1,482,670
NET ASSETS		**684,603**	479,843
EQUITY			
Retained earnings		**684,603**	479,843
TOTAL EQUITY		**684,603**	479,843

About Good Things Australia

We close the digital divide so no one is left behind.

Good Things develops and delivers a range of innovative digital inclusion programs to support those most in need, including people over 50 years of age, people with disabilities, refugee and migrant women, First Nations peoples, people with chronic health conditions, carers and low income families.

We partner and collaborate with other social impact organisations, industry and government to provide holistic, sustainable and impactful digital inclusion programs and to advocate to close the digital divide.

Good Things Australia is part of the Good Things Foundation Group, delivering digital inclusion programs in Australia since 2017 and in the UK for over 15 years.

Our behaviours

Collaborative

Creative

Curious

People focussed

Positive

Contact us

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Email connect@goodthings.org.au

ABN 92 618 363 974 **ACN** 618 363 974

Acknowledgement of Country

Good Things Australia acknowledges the traditional custodians of the land and pays respect to Elders past and present. We are committed to listening to the voices of Aboriginal and Torres Strait Islander peoples and support action towards healing and reconciliation.

Good Things
Australia