



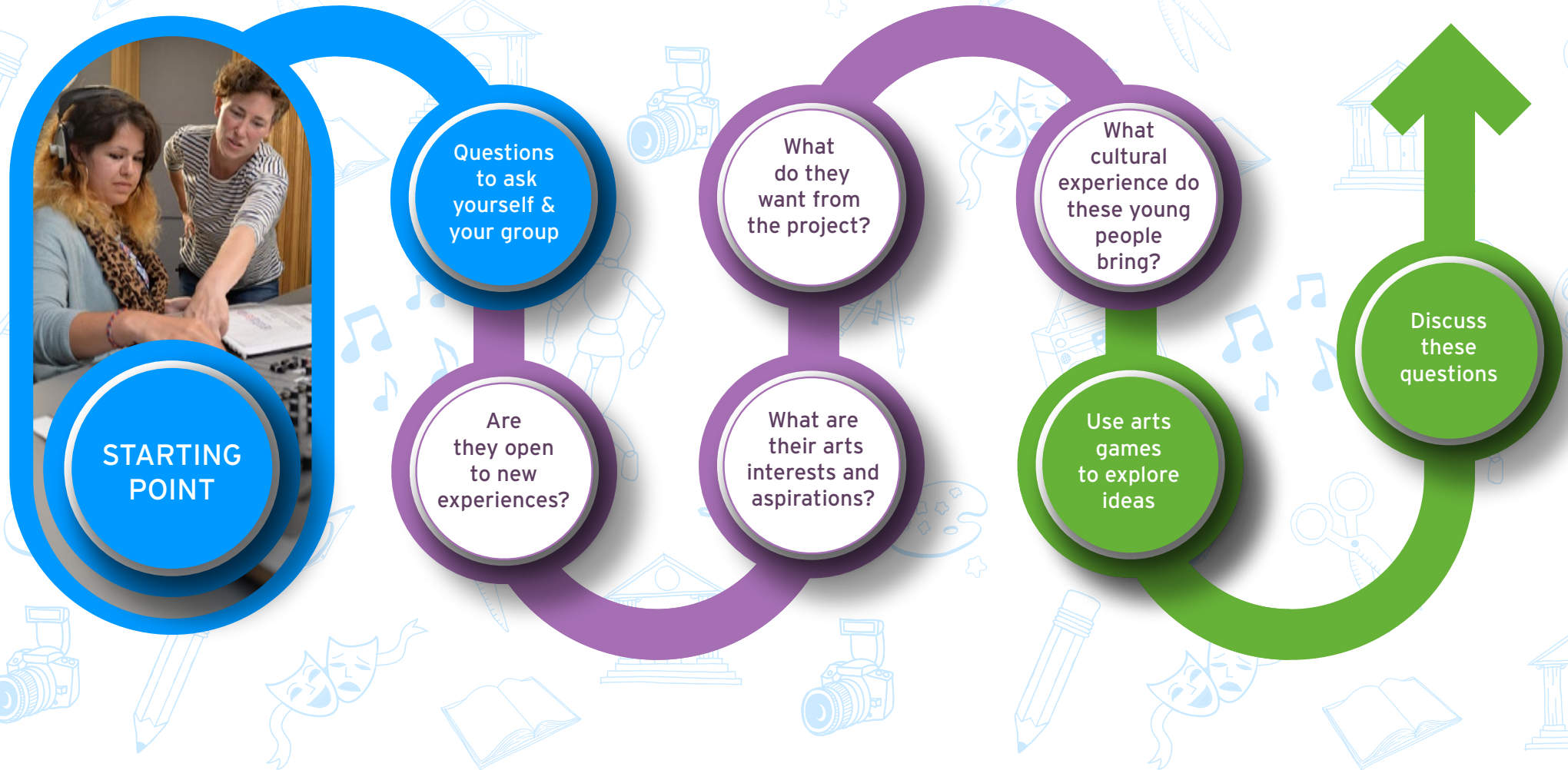
Planning and running an arts project with young people

- ▶ This short resource for Arts Award advisers outlines how you can plan a project in collaboration with young people
- ▶ If you involve young people in designing and developing a project, they are more likely to be motivated and gain greater benefit
- ▶ Arts Award is the perfect vehicle for supporting this process because it encourages learner agency and reflection within real projects
- ▶ You may find that some artists have less experience of collaborating with young people in this way, but if you explain the principles they are likely to embrace the approach
- ▶ The resource is designed as a five-step process but the steps will probably overlap
- ▶ The resource is based on research by Dr Frances Howard into the experiences of young people undertaking Arts Award as part of informal education, youth work and alternative education programmes. This resource has been developed for Arts Award by Upstart Projects who offer training in developing youth voice and co-producing with young people at upstartprojects.uk/training

Mapping the process



1 Planning with young people



Games for planning



Hot air balloon

This simple activity can help young people think about a new project. Take a piece of flip-chart paper, draw a hot-air balloon with a basket. Ask the group to use post-it notes to add the following ideas:

Balloon

What will make the project fly? What do young people think will make this project work well? (eg the right professional artist, pay travel expenses to attend, location of venue etc). These are things you should try to address.

Basket

What might challenge the project (pull it down)? What do young people think you should avoid doing? (eg not have meetings during school time, not use a 'posh' venue, not take too long). How can you overcome these?

The Sky

If the sky was the limit, what would young people want to do or experience? (eg a performance by a Top 10 artist? Have limos pick everyone up?) Maybe you can find a way of organising this? Maybe a local celebrity or someone with ties to the area would be interested?

Create the story

Generating ideas for the project

Take a piece of paper (one per group member) and pass it around the group with each person writing the answer to a preset question. Assume there's five people, these questions could include:

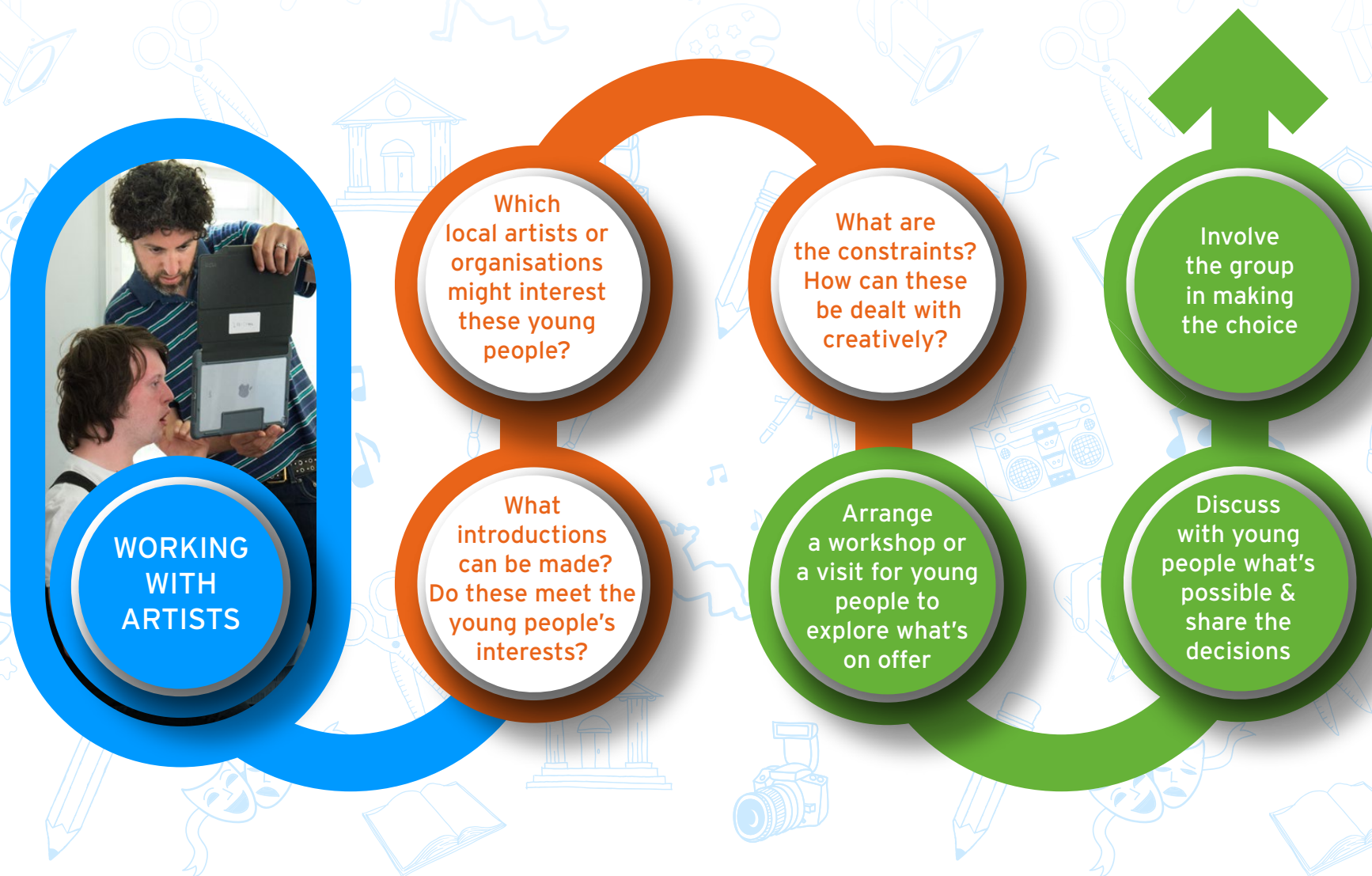
- ▶ What do we want to do?
- ▶ Who do we want to work with?
- ▶ Where should the project take place?
- ▶ What is the key attraction?

Now you have five stories to discuss.

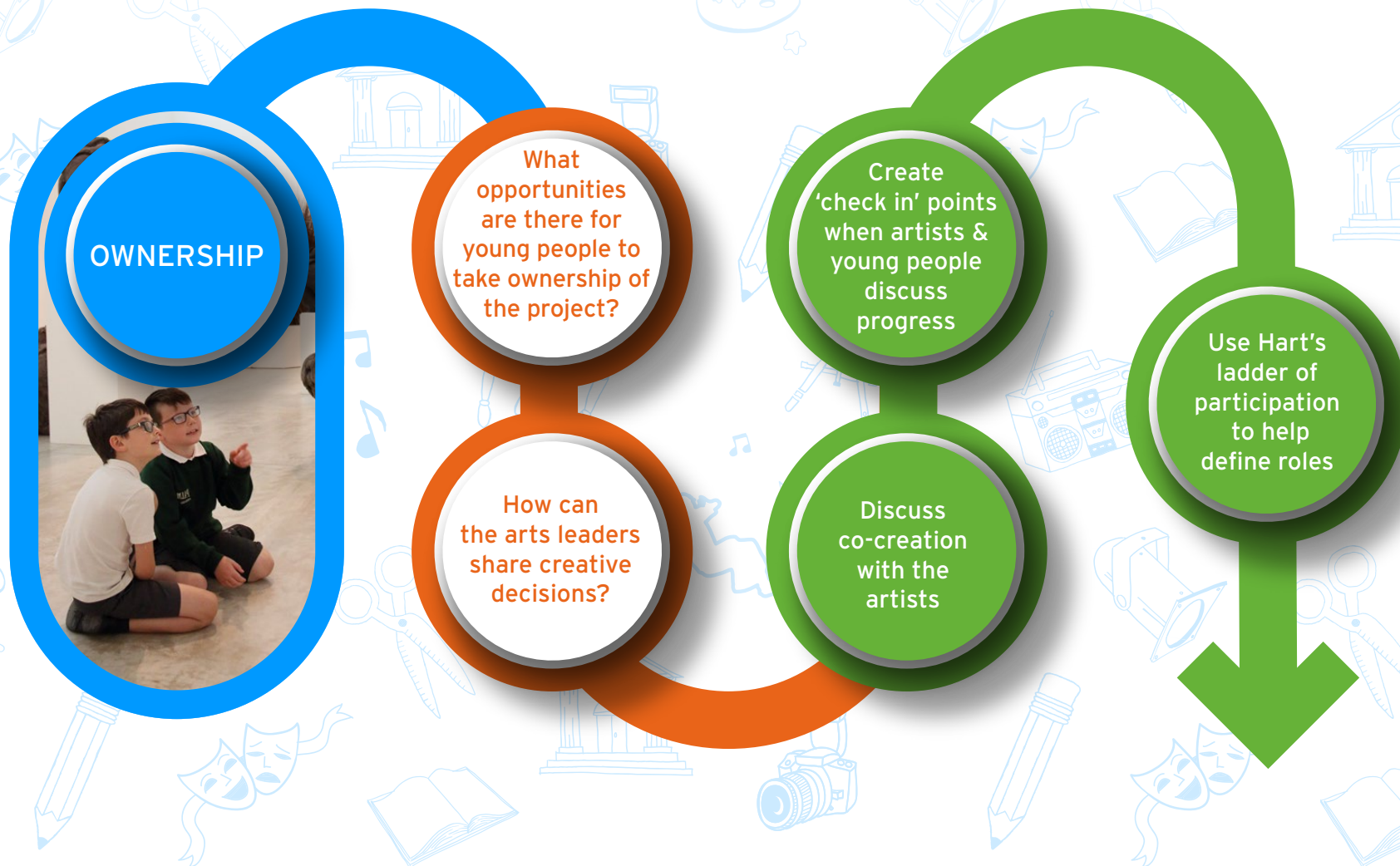
'Why?' Game

Participants work in pairs. Person A asks "What do you want to achieve through this project?" Person B responds and this is noted, Person A asks "Why?", and Person B needs to answer, again this is noted and the "Why?" is asked again. Repeat the "Why?" around six times. The end result should have distilled the reason why that participant wants the project to happen.

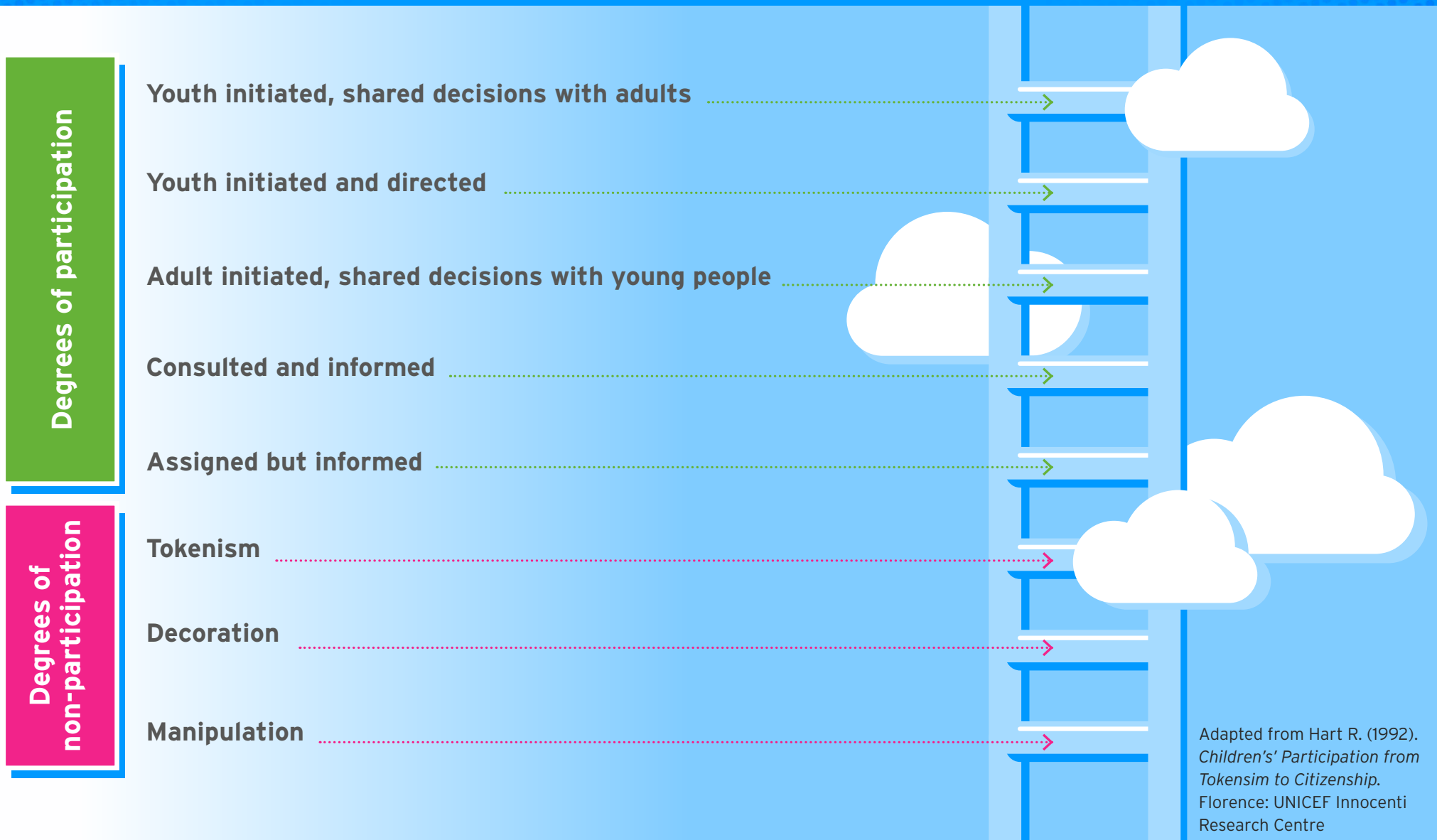
2 Connecting young people with artists



3 Developing ownership

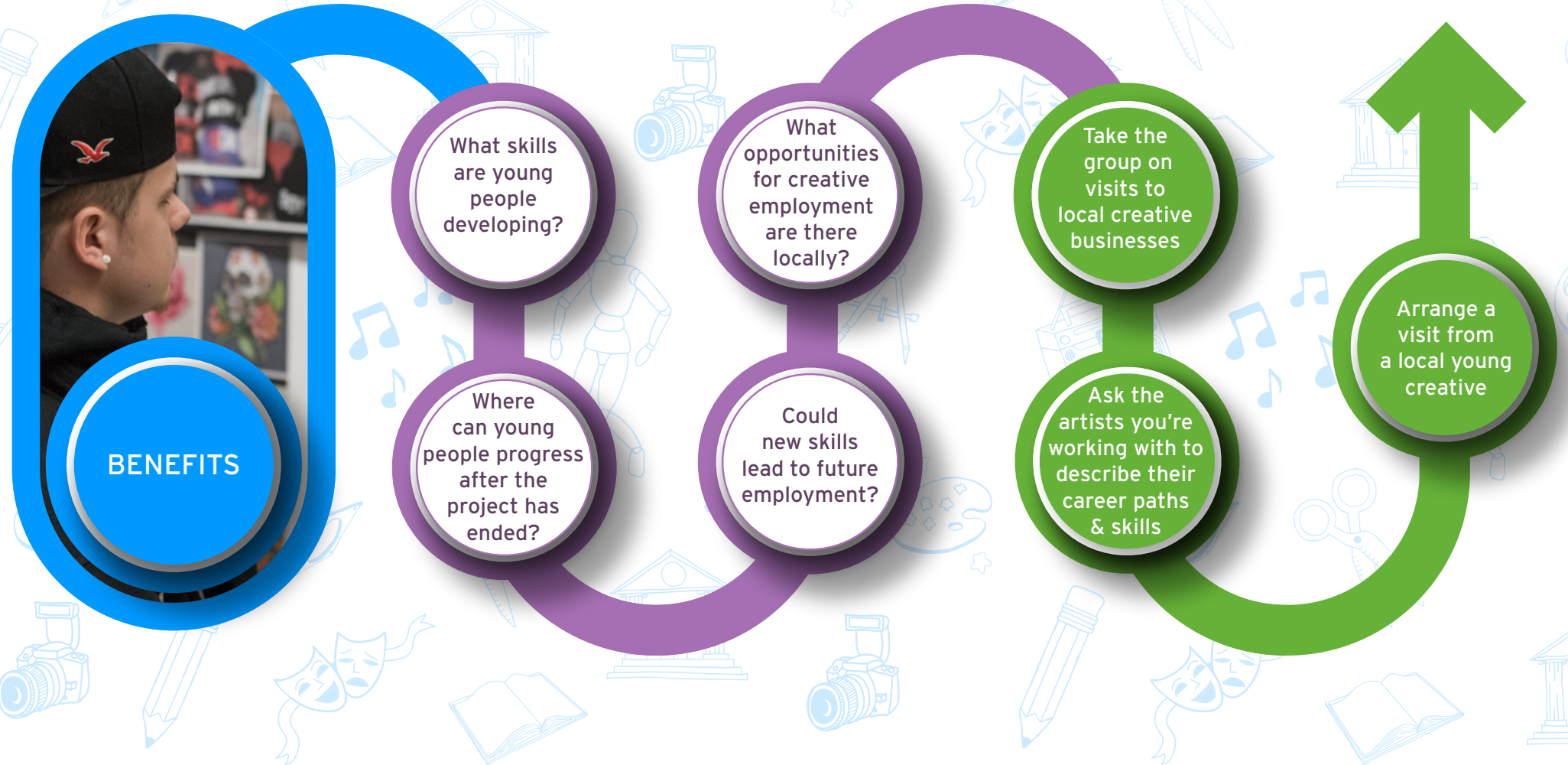


Hart's Ladder of participation



Adapted from Hart R. (1992). *Children's' Participation from Tokensim to Citizenship*. Florence: UNICEF Innocenti Research Centre

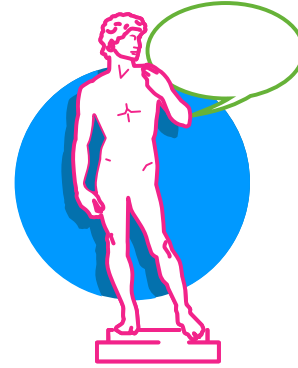
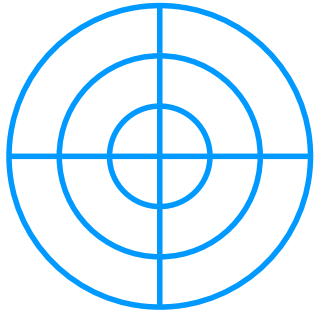
4 Making the project count



5 Evaluating with young people



Games for evaluation



Did we hit the target?

- ▶ Draw three concentric circles on flipchart paper, like a target. Label the centre 'Great', second circle 'Good', third 'OK' and outside the target 'Needs Improvement'
- ▶ Draw a cross through the target to make four segments, like quarters of a cake, and label them with some of the aims of the project, such as Learning skills, Working with artists, Creating art work, Influencing the project
- ▶ Give participants and the project team a set of sticker dots. Each person then sticks a dot in the relevant circle in each segment - allowing the group to see everyone's ratings as one image. Discuss where the dots coincide and where there are differences

Statue Responses

- ▶ Ask the group to walk gently around the space reflecting on the project/meeting/day
- ▶ Facilitator can vary the walking pace between one (really slow) and five (fast walk)
- ▶ Facilitator asks "What is one thing you will take away from today?", count down from three, repeat your question after one and call "Freeze". Participants then create a statue/frozen image representing their response to the question
- ▶ Facilitator can ask individuals to explain their response
- ▶ Repeat the process with different questions etc
- ▶ You can develop this to asking people to work in pairs or threes, with 30 seconds to agree a scene that represents their feedback

VoxPops

- ▶ Give participants two or three questions. Ask them to work in pairs to film simple VoxPops in response - shooting selfie style or interview style. Ensure both partners give responses
- ▶ Bring the group together and review the responses
- ▶ Alternatively young people record audio clips, or you could film a live interview with a panel of two or three young people responding to the questions, TV interview sofa style