## **Creative Outreach**

**Lesson Plans** = Schools. **Workshop resources** = Outside of Classroom.

Creative Digital workshops/resources = activity not set to the computing curriculum, outcomes aimed at producing a finished product, with room for creative expression.

**Cultural Orgs** = Arts Organisations, Museums and Libraries. **Firstsite** = Our pilot activity partner; Arts Organisation based in Colchester.

What	Partners	Aim	Why	How - Pilot	How - Longterm
Investing in learning departments of Cultural Orgs	Pilot:     Firstsite  Longterm:     Arts Orgs     Museums     Libraries  White Building     Arts Council England     Mozilla?	Develop a network of cultural orgs confidently delivering Creative Digital out-of-classroom workshops throughout the UK, particularly focused outside of London.	Additional platform for students:  Without Computing GSCE/A Level within school who haven't experienced creative computing before Arts/Music/Tech Students who would consider themselves only interested in the traditional creative arts and making Students who don't consider themselves computer savvy Supplementary learning for those studying Computing  Out of classroom learning for: Traditionally hard to reach groups; Girls Home Ed * NEET * Learning difficulties Playgroups FE / Adult Learning * Cultural Orgs often have pre-existing links with these groups.	Firstsite learning department (5) and tech department (1) receive intensive 2 day training from RPF team.  Firstsite and Artists collaboratively build 6 workshop resources with RPF.  Firstsite will jointly-manage the Artist commissions process. They will manage the exhibition of the completed artwork.  Firstsite will deliver >4 workshops based on the workshop resources. At least 2 workshops will be focused at hard to reach groups.	RPF continues to produce open-source resource  Scale training:  Delivery partner White Building has agreed to provide training space, trainers and accommodation for learning departments on an ongoing basis.  RPF trains a set of trainers at WB.  Respond to ongoing feedback from WB and participating learning departments. Review every 4-6 months.  Possible Mozilla partnership in distribution of resources and events.  RPF hosts national events for Learning Departments to showcase work the participants of workshops have done.
Encouraging cross curricular digital education	Pilot: Arts, Music and Tech teachers  Longterm: All other subjects	Primary and secondary teachers of any subject using computing as a creative way to explore their subject	<ul> <li>Reaching students who do not study computing.</li> <li>Reaching students who are not considered academic</li> <li>Reaching students with special educational needs</li> </ul>	10 Arts/Music/Tech teachers receive intensive 2 day training from RPF team.  4 local teachers' classes will attend a workshop at Firstsite.  6 nonlocal teachers will reach out to a local Arts Org.  Teachers to develop a series of lesson plans based on the commissioned Artworks and the workshops resources.	Continue to run Creative version of Picademy.  Develop example lesson plans for other subjects; history, geography, sciences.  Encourage non-computing teachers to attend Picademy
Equipment Library Network	Pilot: Firstsite  Longterm: Cultural Orgs - Learning and Tech departments	Have rentable workshop kits available through Cultural Orgs the UK.	<ul> <li>Can be used as a taster kit for groups who would not invest in equipment.</li> <li>Can be used when events need to extra kit temporarily.</li> <li>Accompanying training can be provided by the Cultural Org.</li> <li>Building links and start conversations between local youth groups, Raspberry Jams, tech events and cultural organisations.</li> </ul>	A kit will be given to Firstsite and we will experiment with how it would work logistically.  Firstsite will deliver training to >1 local youth group.  Firstsite to run a Raspberry Jam with local centre the Waiting Room.	Orgs will apply to become part of the Equipment Library Network.  Either as part of their Digital Confidence Training or if they are already a digitally focused Org if they can demonstrate that they would be able to supply the training required by their local community.
Art Award	Pilot: Art Award Participants  Longterm: Art Award Participants Partner Arts Org/s	Deliver an innovative inhouse Creative Digital programme for young people resulting in 30 UCAS points.	<ul> <li>Mentor a selected group of young people</li> <li>Have an internal focus and testing group for any resources we develop</li> </ul>	Offer Gold Arts Award course in two formats:  • Weekly evening session - 3 hours for 30 weeks - Max 4 participants  • Summer Camp - 6 hour days 3 times a week for 6 weeks - Max 8 participants  Offer Bronze Arts Award is distance learning online.  Exhibition / Graduation late August.	Repeat.  Depending on capacity search for partner org to help deliver the programme.  Reformat workshop resources to suit the Arts Award framework for other organisations to use.
Art Commissions	Pilot: 2 selected Artists  Longterm: Artists Partnering Arts Org	Encourage development of innovative creative digital work.	<ul> <li>Inspiring others through showcasing this work.</li> <li>Supporting showcasing of this work in organisations who have not previously shown this kind of work.</li> <li>Project Examples to be studied as part of schools curriculum</li> <li>Be a spokesperson in schools and the wider creative community.</li> </ul>	Commissioning 2 Artist to work produce work  Required to be active in RPF training, workshops and help with a series of lesson plans development.	Offering small amount of £, equipment, publicity for an artist and Arts Org partnership to develop and show new work. Support with G4A funding.  Requirement should be that all work is Open Source and artist keeps a project log.