

# RIRRO

## REACH IN REACH OUT



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**ARTS COUNCIL  
ENGLAND**

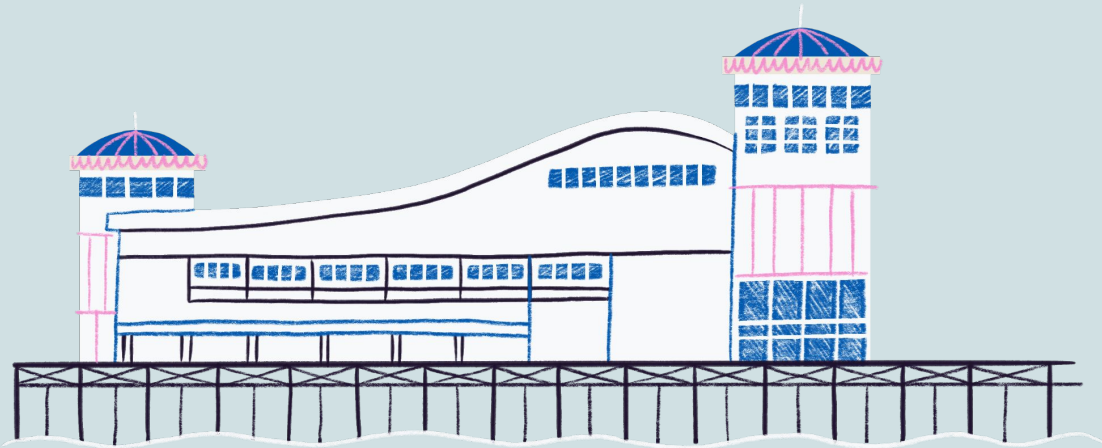


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**Heritage  
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SOUTH WEST



# Lessons learned from supporting youth creativity



# Introductions

**Shannon Johnson**

**Deborah Miles**

**Dr Julia Puebla Fortier**

**Louise Champion**

**Arthur Warburton**

**Victoria Hume**

**GEM**

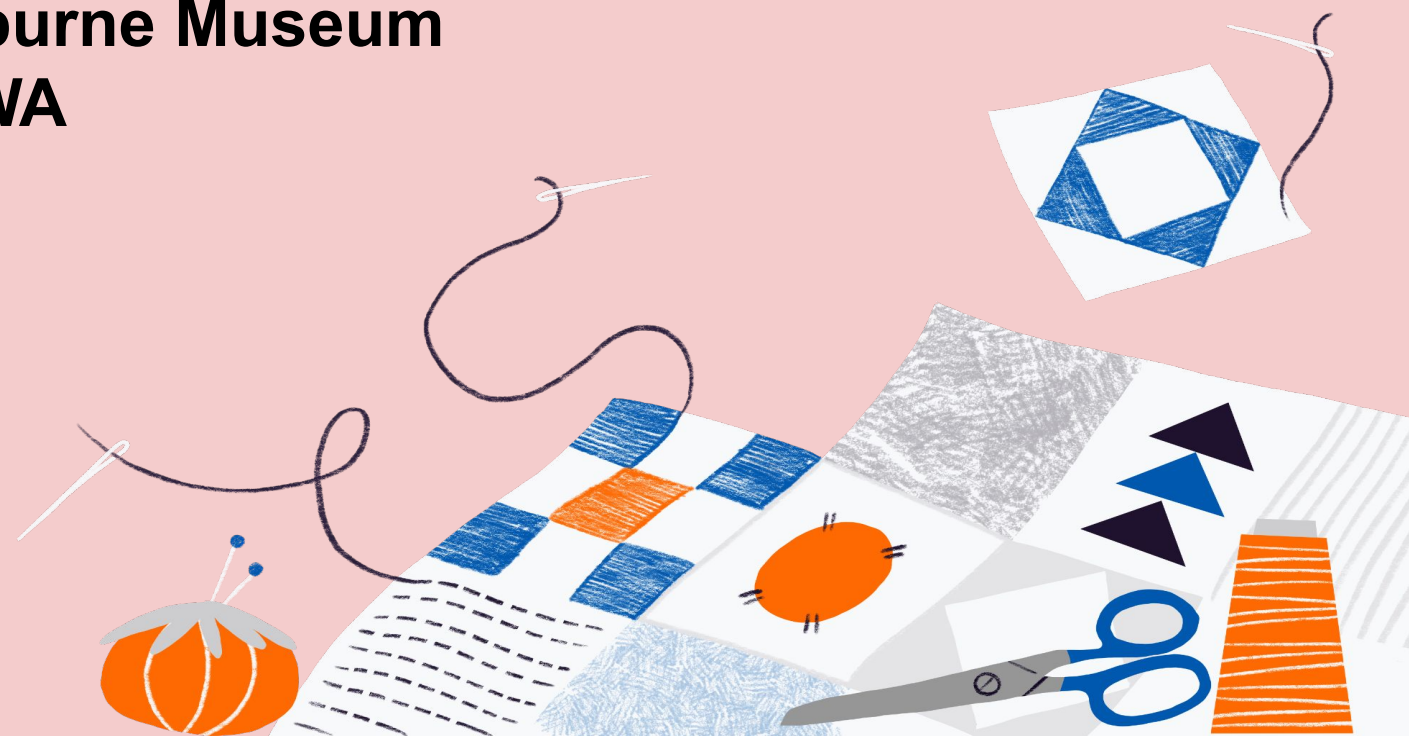
**RIRO (Arts & Health South West)**

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**Holburne Museum**

**Holburne Museum**

**CHWA**



# Agenda

10.05 - 10.10	Brainstorm Question
10.10 - 10.20	RIRO Overview
10.20 - 10.35	Breakout 1
10.35 - 11.05	Holburne Museum Case Study
11:05 - 11:10	<i>Comfort break</i>
11.10 - 11.25	Q & A with Louise and Arthur
11.25 - 11.35	Breakout 2 - Evaluation experiences
11.35 - 11.45	Reflective learning and evaluation
11.45 - 12:00	Final Q & A





**‘Reach In Reach Out’ (RIRO)** was a creative volunteering and wellbeing project that brought together young people, artists, creative producers, and researchers across four sites and seven organisations in the West of England from 2022-2024.



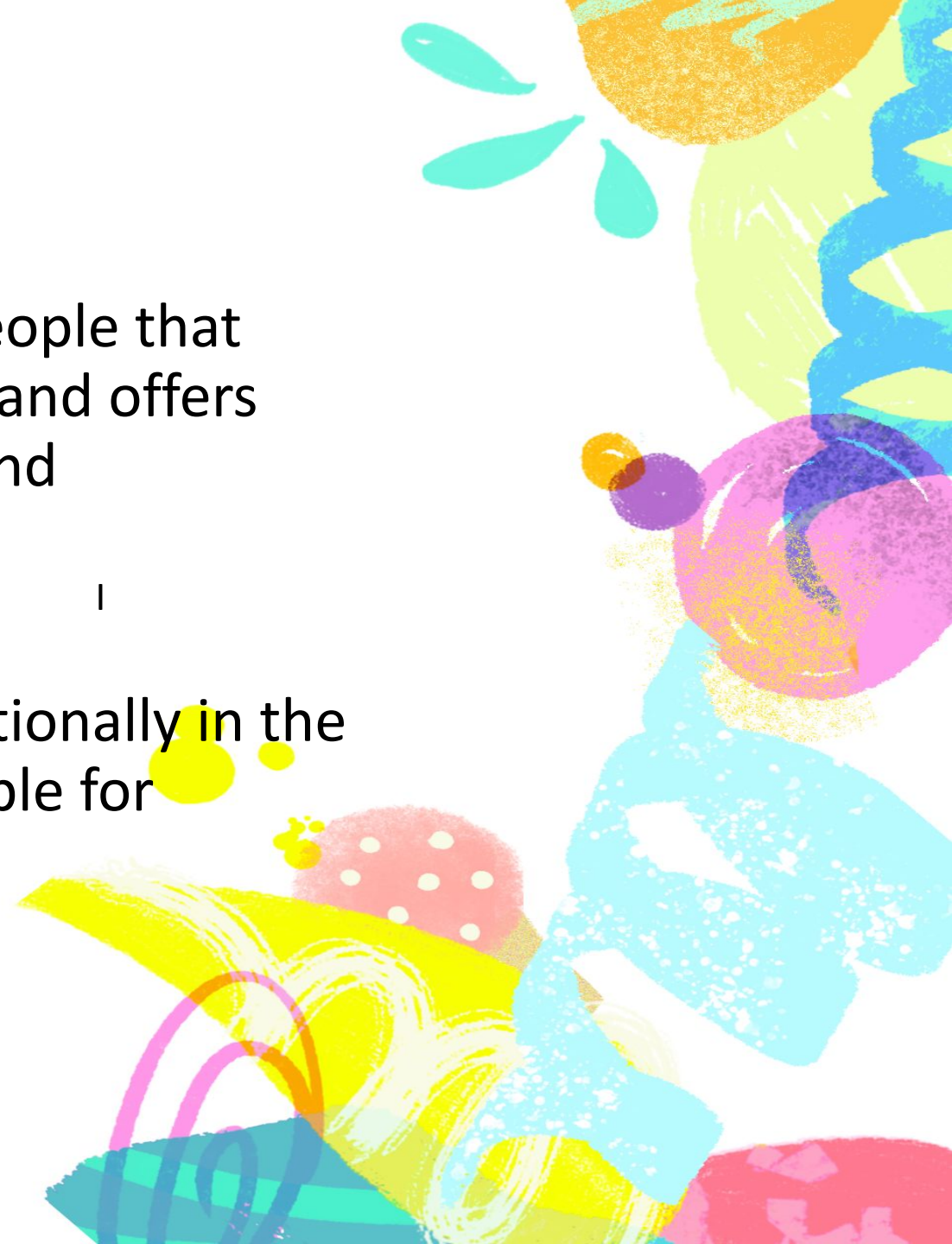
## **RIRO was coordinated by Arts & Health South West and co-produced with our partners:**

- ❖ Bath: Holburne Museum
- ❖ Bristol: creativeshift and John Wesley's New Room
- ❖ Weston-super-Mare: Super Culture
- ❖ Radstock: Creativity Works



# Our aims

- To co-create a programme for young people that supports their creativity and wellbeing and offers pathways to community engagement and volunteering in the cultural sector.
- To share our learning regionally and nationally in the form of an online toolkit that is accessible for different cultural organisations.





# RIRO: Key goals and co-development process

- Project co-production and co-creation with young people in arts, heritage and museum organisations
- Supporting wellbeing in creative projects for young people, including how to make creative accommodations for those with access needs
- Skills development for employment through cultural volunteering
- Participatory creative evaluation, including training for young community researchers
- Different ways of evidencing good practice

## Bristol

Art therapists design and guide opening sessions that focus on access and support alongside activities

## Bath

Ice-breaker graffiti social event for young people



## Weston-super-Mare

Outreach to young people through community partners like Loves Cafe - everyone helps with pizza making

*Reach In Reach Out: A creative, wellbeing and cultural volunteering project. Toolkit for co-creation, co-production, and participatory evaluation*

<https://www.culturehealthandwellbeing.org.uk/riro>



# Our Partner Programmes

# Bristol:

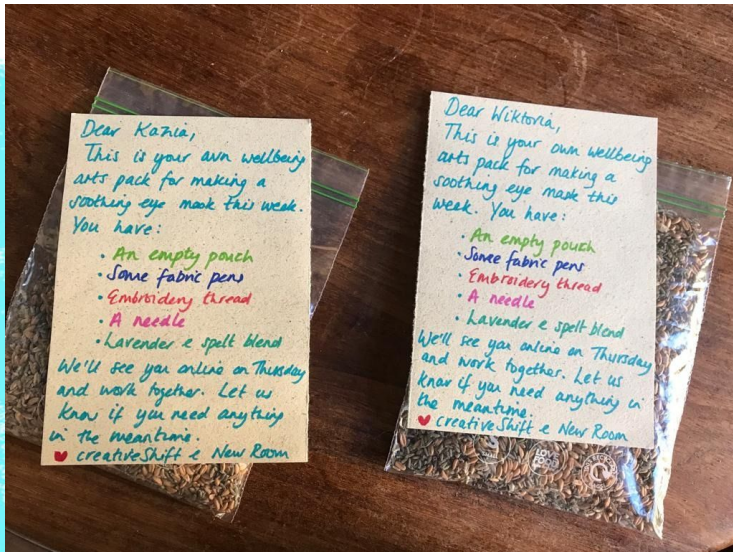
## creativeshift

### John Wesley's New Rooms



# The Programme

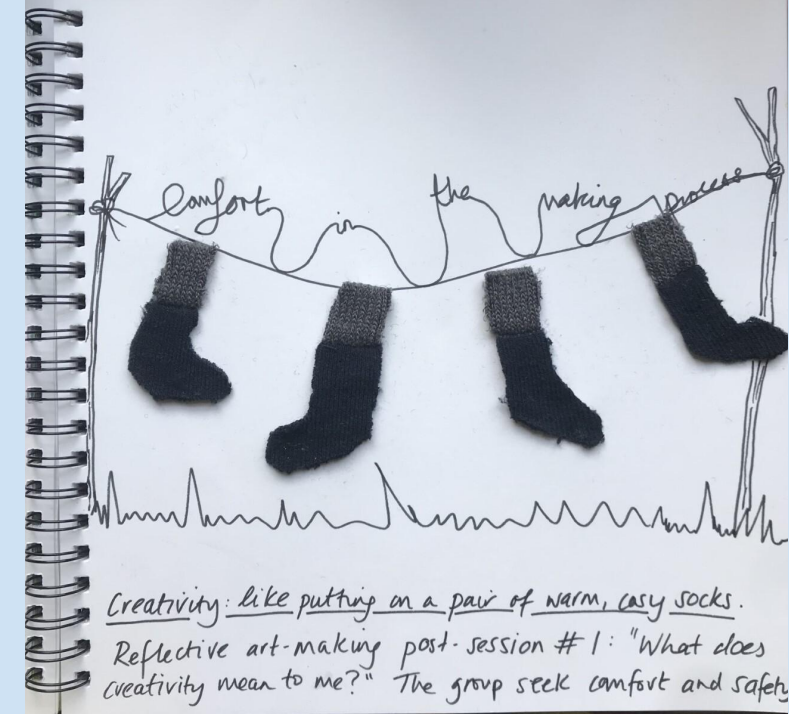
- Trusted referral routes into the project
- Small group of young people facing multiple barriers into work
- Meeting access needs: in person & zoom workshops, transport, lunch, museum pass, easy read documents, quiet break out space, fidget toys, permission to be.
- Provide support between sessions through reflective journals, project manager and 1-1 creative check-ins exploring aspirations, goals and overcoming challenges.



**Phase 1:** a series of 6 creative workshops exploring questions around wellbeing, creativity, community & volunteering.

**Phase 2:** young people co-facilitate the same workshops for new participants.

**Phase 3:** whole team works together to create a celebration of the project: The RIRO Exhibition



# Phase 3: The exhibition

Co-design Sept 23 - Dec 23  
Exhibition Jan 24 - Mar 24



# Radstock

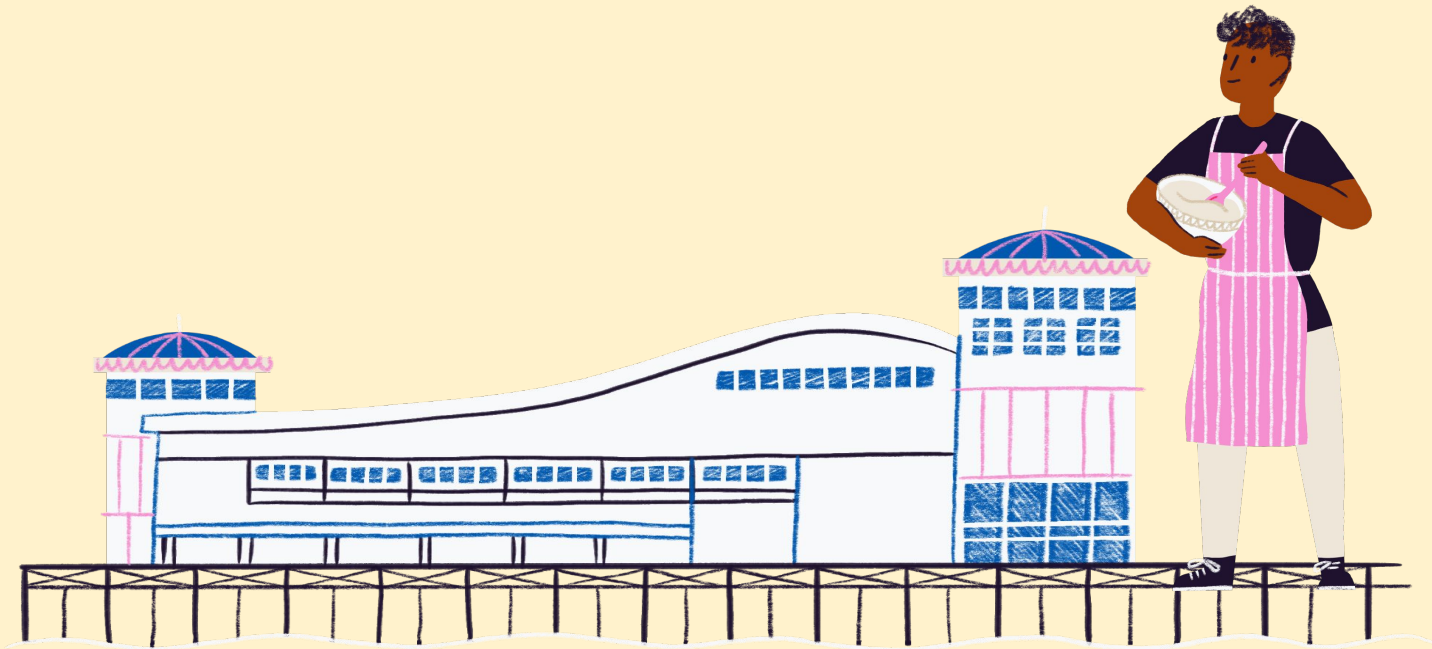




# Weston-super-Mare:

**SUPER**

**CULTURE**



# Solidarity Suppers





# *Young Culture Makers*

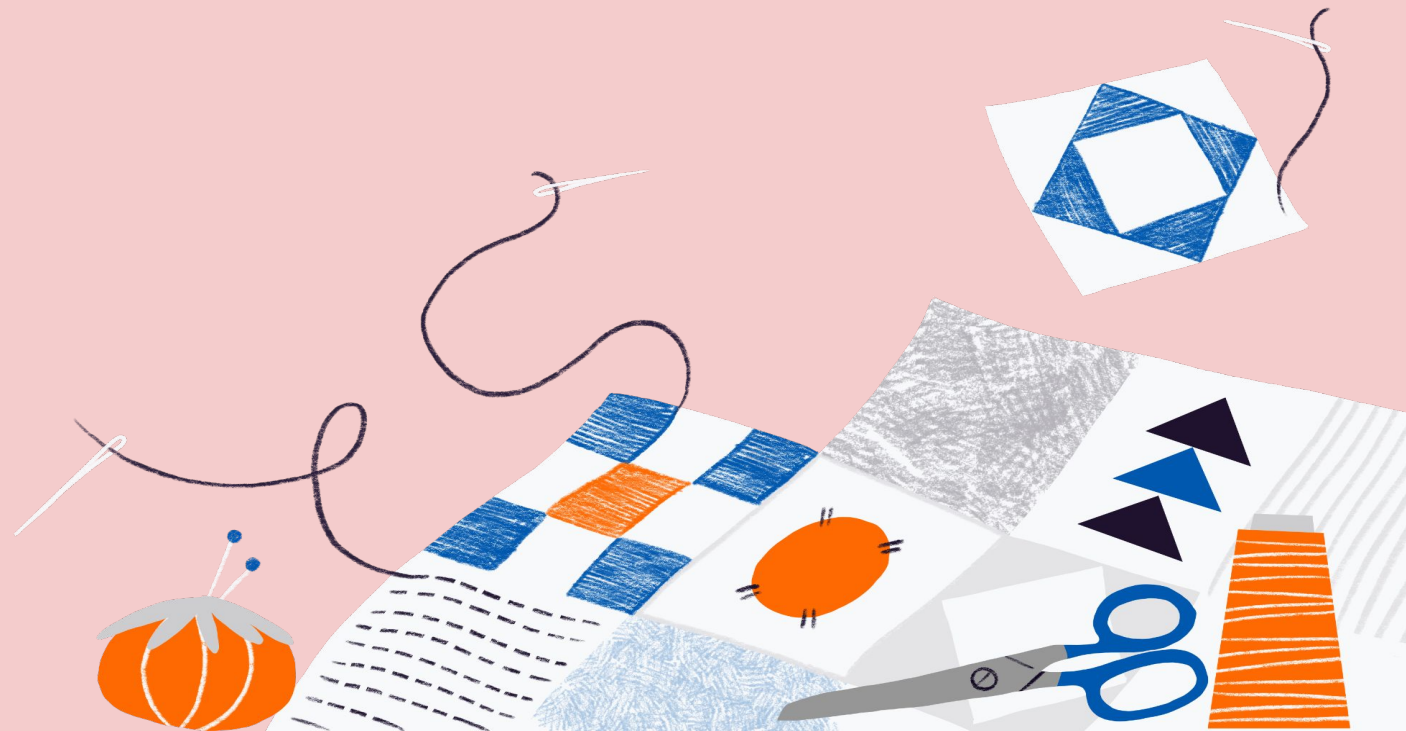




# Breakout 1:

What successes have you had working with youth/young adults with psychosocial or medical needs?

What is challenging?



# Bath: Holburne Museum

(see separate PDF)



# Breakout 2:

Your experiences **evaluating** creative programmes with youth:

What works? What's challenging?

How do you capture wellbeing improvements?







# Participatory Evaluation

A co-produced, reflective learning process

Quantitative, qualitative and creative elements

Training young community researchers

Teaching staff how to analysis data

Lessons learned for an online toolkit and training workshops

# Co-producing intentions and pathways

- Complex, multi-site project
- Coordinate our approach
- Have common aims
- Create an evaluation plan
- Collect complementary data
- Regular reflection and shared learning

## RIRO – Logic Model for Phase 1: Programme Co-Creation (May – December 2022)

**Overall aim, Phase 1:** Arts and health organizations, cultural organizations and young people can collaboratively explore and understand the views of YP on creativity, wellbeing, and volunteering, and co-create the creative wellbeing programme that will be delivered to groups of other young people during Phase 2 (programme and volunteering)

Inputs	Activities	Participants	Delivery partner outcomes	YP outcomes	Project outcomes
Co-production meetings and decision-making  Expertise of arts and health and cultural organizations, other community organizations  Expertise of YP  Research and other resources related to the project shared with all partners  Materials for co-creation workshops  Venue for workshops  VFF funds	Participation in project co-production meetings and activities (ongoing)  Preliminary planning discussions between organizational and YP partners  Running a co-creation exploration and programme development process through meetings/workshops with YP  Partners and YP participate in process and outcome related evaluation activities (see Evaluation plan)	Arts and health and cultural organizations  Other community partners  YP co-creators  AHSW team members	<b>Partners will:</b>  <b>Develop creative wellbeing and volunteer programmes for Phase 2</b>  Better understand YP views on creativity, wellbeing, and volunteering  Enhance expertise in working with YP  Enhance expertise in developing creative wellbeing activities  Begin developing new pathways of volunteer for YP  Build relationships with YP through the co-creation process  Support the wellbeing of YP participating in the programme	<b>YP will:</b>  Participate in co-creation activities  Share their knowledge about the project aims  Learn programme co-creation skills  Show positive wellbeing indicators  Enjoy their participation	<b>Project partners will</b>  Work collaboratively to coproduce all phases of the project  Strengthen their understanding of the needs and interests of YP and their capacity to work with them  Begin to develop learning/strategies/organizational changes that support ongoing work with YP  Gather and begin to analyse data about the co-creation and co-production processes  Participate in two project co-production events to share knowledge, celebrate progress, get to know each other better, and have fun

# Desired outcomes by theme

<b>Theme</b>	<b>Short-term outcomes</b>	<b>Mid-term outcomes</b>
<b>Creativity</b>	Learn/improve creative skills	Use creative skills in programme
<b>Engagement</b>	Participate in the programme Learn about volunteering pathways	Volunteer in cultural activities
<b>Wellbeing</b>	Enjoy their participation Feel supported	Progress on wellbeing goals
<b>Goal-setting</b>	Set creative, volunteering, and wellbeing goals	Progress on goals
<b>New: Community Researcher training</b>	Interested YP learn CR skills YP gather data on the project	YP propose, coproduce evaluation activities



# Bristol: Using creative activities to reflect, evaluate & plan together for the Phase 2



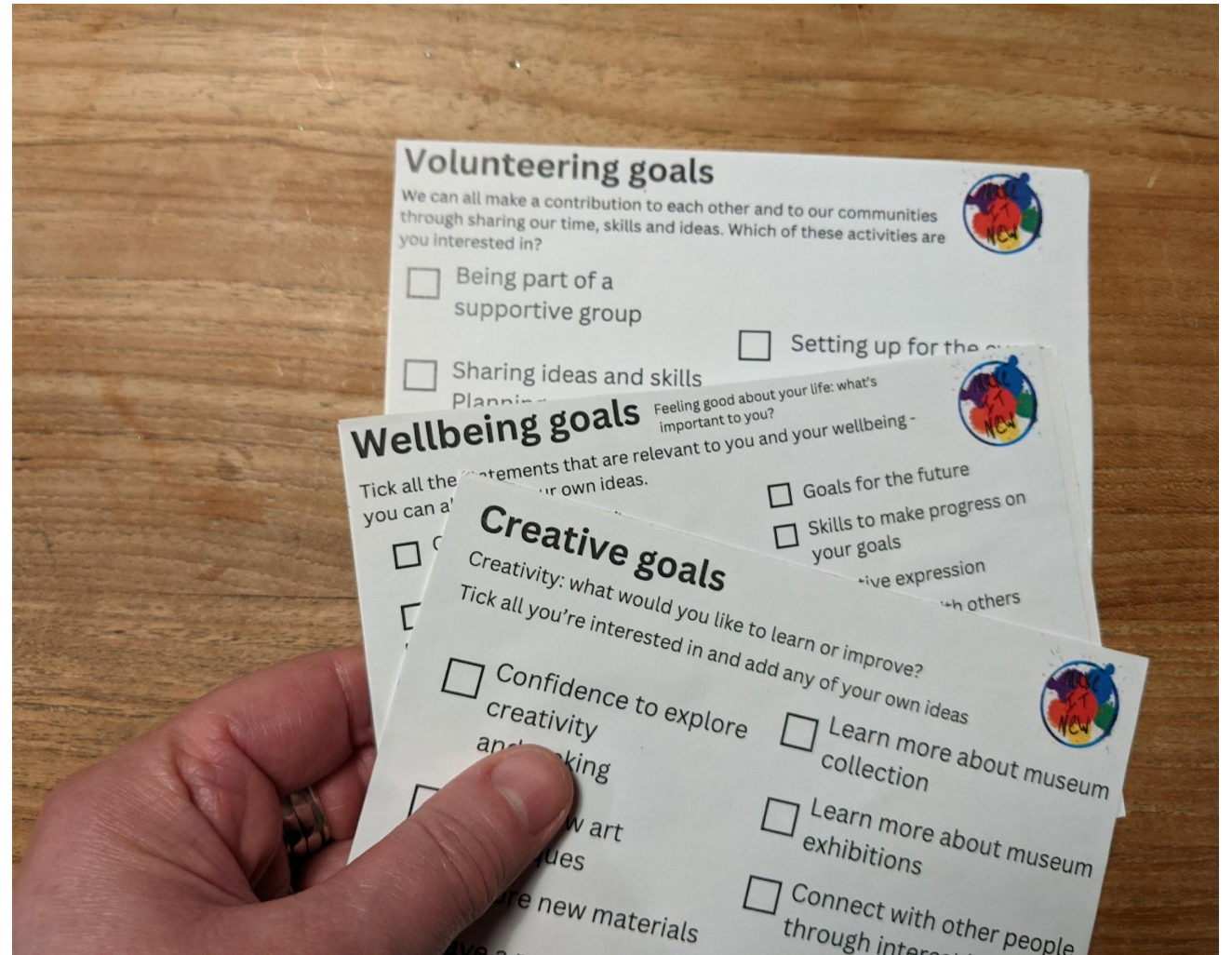




# Holburne Participant Journey Goal Cards

## Possible wellbeing goals:

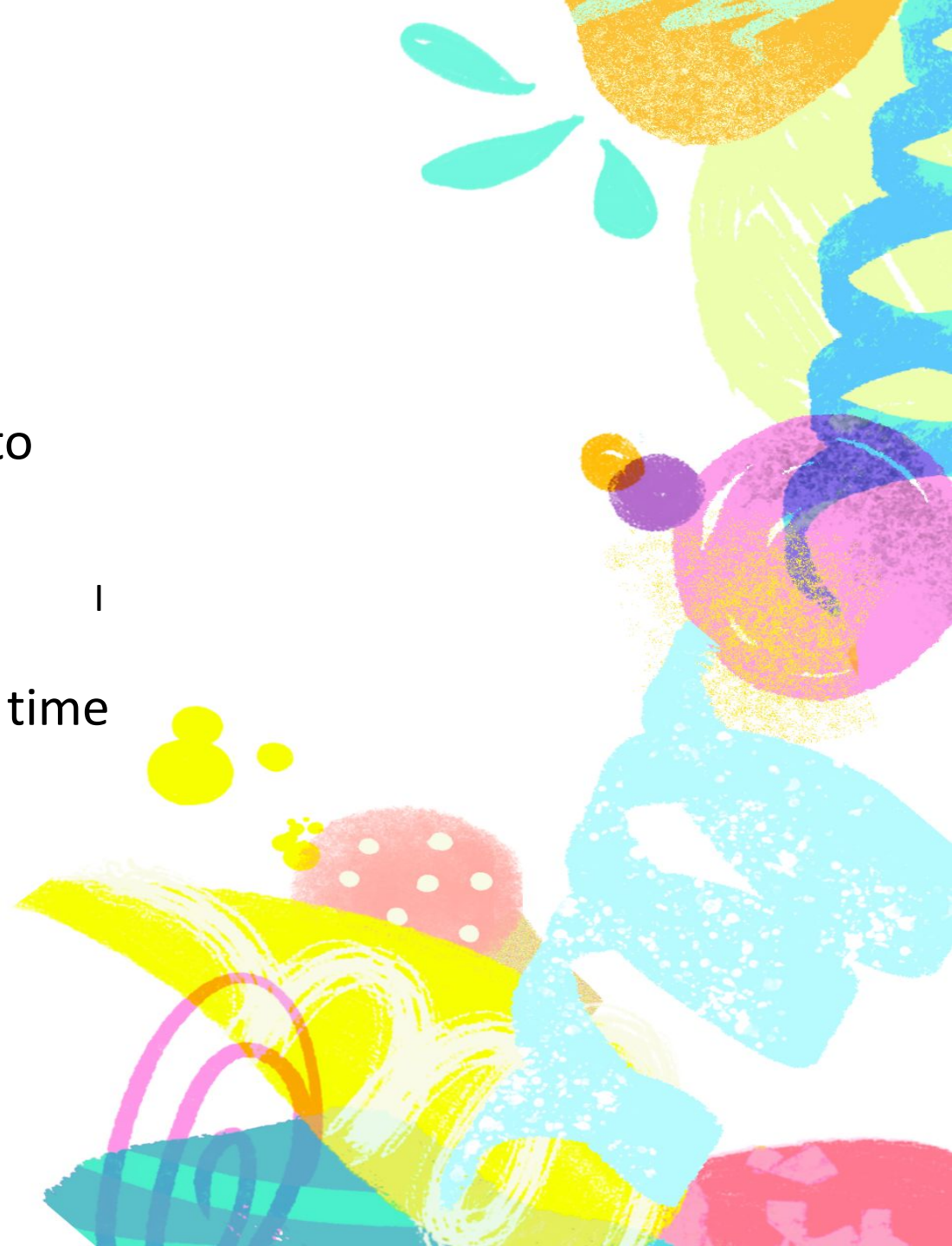
- ▶ Good feelings about yourself and your life
- ▶ Confidence and self-esteem
- ▶ Feeling appreciated
- ▶ Feeling calm and relaxed
- ▶ Doing something interesting and enjoyable
- ▶ Goals for the future
- ▶ Skills to make progress on your goals
- ▶ Creative expression
- ▶ Connecting with others
- ▶ Working collaboratively
- ▶ Connecting with the community





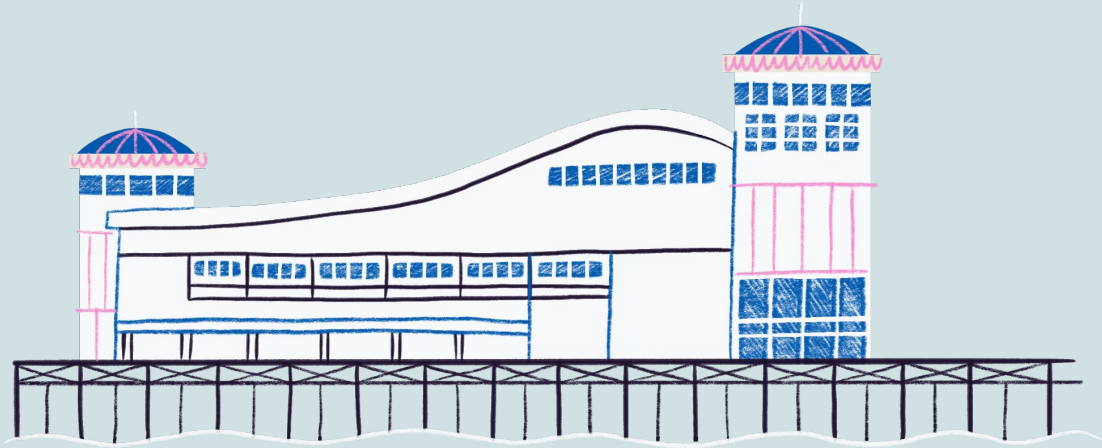
# A few lessons learned

- There are many robust and creative ways to evaluate
- Flexibility and adaptation is key
- Involve young people
- Managing reflection and learning requires time and capacity
- Consider the load and the output





# Online Toolkit



# RIRO Toolkit Contents

This toolkit shares the voices, stories, and lessons learned from this work, with specific guidance on:

- Getting Started
- Key Elements: Creativity, wellbeing, and volunteering
- Organisational Change
- Co-production
- Reflection and Learning





**SCAN ME**



**RIRO project and toolkit website:  
[www.culturehealthandwellbeing.org.uk/riro](http://www.culturehealthandwellbeing.org.uk/riro)**



# Thank you!

We celebrate the inspiration, creativity and hard work of everyone involved with the RIRO project



With the *biggest thanks* to all of the young people involved throughout RIRO, including:

Kasia, Wiktoria, Molly, Naomi, Mia, Alannah, Kiki, Rochelle, Gen, Alexis, Rhys, Kia, Connor, Nikki, Rhea, Poppy, Charleigh, Clarisse, Will, James, Ivy, Jade, Cameron, Courtney, Vitan, Sammi, Kaya, Leah, Sophie, Poppy, Molly, Kyra, Asuna, Lily, Ossna, Ryan, Ruby, Manjinder, River, Grace, Lata, Ella, Bella, Jen, Oscar, Bea, Tanusha, Farshid, Danish, Nazir, Nathaniel, Gasim, Mohammed, Vladimir, and the young refugees from Weston-super-Mare.

