

<b>BIRMINGHAM CITY COUNCIL LOCAL INNOVATION FUND</b> <b>"Doing things differently in neighbourhoods to make better places to live"</b> <b>WARD PROPOSAL FORM</b>	
<b>WARD</b> Edgbaston.....	<b>INNOVATION</b> <b>TITLE</b> Edging forward Together (EFT) Community Hub & Network Awakes the Aspiration of a Generation.....
<b>Innovations have to meet the LIF priorities and add value to the City wide core priorities listed below.</b> (Tick all those that apply)	
<b><u>City Core Priorities</u></b> <ul style="list-style-type: none"> <li>• <b>Children</b> - a Great City to Grow Up In <input checked="" type="checkbox"/></li> <li>• <b>Jobs &amp; Skills</b> a great City to succeed in <input type="checkbox"/></li> <li>• <b>Housing</b> a great City to live in <input type="checkbox"/></li> <li>• <b>Health</b> a great City to lead a healthy &amp; active life <input checked="" type="checkbox"/></li> </ul>	<b><u>LIF Priorities</u></b> <ul style="list-style-type: none"> <li>• Citizens' Independence &amp; Well Being <input checked="" type="checkbox"/></li> <li>• New approaches to investment <input type="checkbox"/></li> <li>• Active citizens &amp; communities stepping up <input checked="" type="checkbox"/></li> <li>• Clean streets <input checked="" type="checkbox"/></li> <li>• Improving local centres <input checked="" type="checkbox"/></li> </ul>
<b>What is your innovative idea and how does it show collaborative, partnership working and active citizenship?</b> <p>It is proposed that a community hub and network is established so that residents can take part in activities that foster active participation and contribution in the Ward.</p> <p>The majority of the Edgbaston ward is on Calthorpe Estate (CE) and has no centre to its community.</p> <p>A community hub would be linked with the current proposals for the Wider Botanical Gardens site because of the Birmingham Botanical Gardens (BBG) is near the centre of the community, has public transport links and is within walking distance of a significant proportion of the community.</p> <p>The establishment of a community hub is to be complemented by the establishment of a community website that would keep the community informed of what is going on so that residents of all ages could be involved and participate actively in a range of continuing activities that contribute to the LIF Priorities marked above. An example of this would include promotion of health and well-being across the whole age range by walking, cycling and gardening.</p> <p>The availability of a hub would enable improved dialogue between CE residents and the Estate managing agents.</p> <p>The aim is to create a central hub where the community can take part in a variety of meaningful and innovative social activities and events. These will increase social interaction between different local people, creating stronger community cohesion. This will also involve working with art organisations to awake a generation of people in Edgbaston. Edgbaston Ward comprises many micro-communities widely diverse in socio-economic and cultural circumstances and unconnected by any shared focus point (eg shopping centre, high street, public park or library) that might bring them together. Building positively on this fact, we propose to identify micro-communities and partner them in creative activities that enable them to demonstrate their own</p>	

sense of identity and share it with their peers across the Ward. In effect, we will employ arts and cultural practices as vehicles for Edgbaston residents in generating a new sense of community that is relevant to them and how they see themselves. Not only would our proposal pilot a different type of annual arts event that encourages continuous socio-cultural interaction across the Ward.

*Aspirations of a Generation* brings together Young People from across the Edgbaston ward to learn new skills and in doing so interact with their communities in an 'Active Citizenship Goal'.

*Aspirations of a Generation* will begin with a single day of open workshops for Children and Young People, an 'Innovation Day', with 6-9 different arts companies / contemporary art forms invited to interact with the community. Children and Young People will be invited to try out something they might not have had the opportunity to do so before. Art forms might include; DJ Skills, Spoken Word, Drama, Rock Choir, Yoga, Break Dancing, Graffiti Art and many more. At this 'innovation day' a team of volunteers and staff members on the project will interact with parents and give them all the information they will need for their child to take part in a workshop as well as a schedule of the workshops and times. *Aspirations of a Generation* workshops will take place 3 nights a week during term time at a local venue with a run of 10 workshops that each have their own 'Active Citizenship Goal'. Over the 10 weeks of workshops, Children and Young People will learn new skills in their chosen art form and then present the skills learnt and any performance work at a local public space or venue within their ward. An example might be a series of 10 workshops that work towards DJ Skills. The participants will take part in workshops to learn skills and create work before taking these skills into a school where they will offer a free lunch time disco to the students and in doing so showcase their work. A yoga workshop would see students learning necessary skills as well as thinking how they can apply these to teaching. The students would then take their skills into a local shopping mall or supermarket in an open 'yoga-off' offering anyone within the store the opportunity to try out different moves. The project takes away traditional interactions such as drawings in a supermarket display to create real and tangible interactions bringing positive change.

Each set of workshops offers a challenging yet achievable goal that promotes active citizenship through interaction with their local ward and wider communities as well as showing Young People in a positive light within their community. Each workshop provokes independence and confidence building as the participants interact with the public and show what they have learnt in an innovative way.

Workshops will only be available for ages 8-16 within two groups of 8-11's and 12-16's to ensure that content is suitable and set at challenging levels groups can achieve. During the *Aspirations of a Generation* project children younger than 8 years old will be invited to an open 'interaction day' with each of the 6-9 arts companies / art forms providing an activity they can take part in with their parents and a product they can potentially take home with them or perform within. This will create a younger generation who are interested in taking part in these kinds of activities in the future providing a future set of participants for the project. There will also be room for Educational activities and therefore linking with other organizations to develop employments skills and training for young and older people in the Ward.

**Time Frame – is it:-**

One off event/programme

Implement and complete within 6 months (2016)

Implement and complete within 12 months (2017)

X

**How will the innovation be implemented?**

The Idea of the HUB will take up to 12months to implement and complete. However, other elements of this proposal will have an almost immediate start with regards to the 'Arts' part of the proposal.

1. Continue with stakeholders identified already and continue to identify others
2. Arrange high profile neighbourhood forum – 3 at 3 month intervals (Councillors to attend)
3. Create and operate focus groups including: gardening community, parents & children, elderly, active citizens, local residents' groups, continuing education, arts, walking/cycling, litter picking
4. Liaison with BBG, CE, Birmingham City Council, Councillors to influence planning and management proposals for BBG.
5. Development of and partnership working with other services and organisations to support the project and local community.

We use co-creation methodology to discover what people – in their own estimation - feel would be best for them and then we co-produce creative activities with them and share our skills and knowledge so that they can achieve their aims. The basic principle behind EDGBASTON AWAKES, (creative empowerment leading to socio-cultural interaction) underpinned VEU-Days, a 2013-15 EU funded partnership conducted by ARTSCOOP members in which Edgbaston District residents created artworks and took them to exhibit with their peers at local festivals in Valencia (Spain), Brno and Prague (both in the Czech Republic). Rather than a pre-determined project with aims framed in Artscoop terms, EDGBASTON AWAKES sets up an open-ended, organic and evolving activity driven, as regards what it means and what effect it has, by a wide variety of local people in their own micro-communities. However, it will be conducted through partnership, and a central steering group composed of local representatives co-ordinated by ARTSCOOP will manage the structure and monitor progress according to the following schedule:

**Early Spring 2017**

From experience and previous activities, we are aware of some micro-communities but recognise that there are others, not necessarily isolated but unknown to us. We know neither how many there are nor what they do. Initially, we will consult with a wide range of local and city agencies to discover communities, but expect that they are likely to be associated with venues concerned with faith, leisure, retirement, sport, hobbies, education, health, etc

**Late Spring 2017**

Collaboration with residents in these micro-communities to identify which workshops (visual arts, crafts, music, spoken word, dance, drama or some other creative activity of their choice) they consider would not only improve their sense of well-being but also enable them to demonstrate their own sense of identity.

**Summer, 2017,**

Facilitating regular workshop sessions in residents' familiar venues and thus enabling them collectively and individually to acquire skills, knowledge and experience in their chosen creative activities with the aim of articulating who, where and what they are.

**Autumn, 2017**

A collectively agreed week when each micro-community will make their results (performance, exhibition, display, event or other form of presentation) available to all the others. We will organise visits between all five communities and collect evidence of what they feel they have achieved. This week will be planned as a shared celebration and an opportunity for social interaction. The following will also take place during the term time.

**Term 1**

- Innovation Day
- 3 x Arts workshops per week over 10 weeks. (Ages 8-16)
- 3 x Active Citizenship Goals (Public Interactions)
- 1 x Interaction Day (Ages 8 and below)

**Term 2**

- 3 x New arts workshops per week over 10 weeks. (Ages 8-16)
- 3 x Active Citizenship Goals (Public Interactions)

**What outcomes will the proposal achieve? What will success look like and how will its impact be measured? How will you ensure legacy/ continuation and what learning will the project provide?**

- Development of a community hub in BBG and a community website. This will lead to the development of support groups and utilise local skills on a volunteer basis for example a young or older person(s) to develop and maintain the website.
- Active participation of residents in activities at the community hub which will range from Walking groups, to mother and toddlers groups and even a reading group, which will continue the Health and Wellbeing agenda.
- Development of initial activities so that they become self-sustaining.



- Experience of mobilising residents, influencing decision makers and supporting the setting-up of a community hub and website. Shared knowledge and experience from people at meetings, from the contributions of participants and from continuing to progress the project.

### **Tangible Outcomes**

- Five diverse micro-communities being able to creatively articulate their own sense of who, what and where they are.
- Twenty inter-community visits resulting in individuals understanding the identities of people with outlooks, circumstances and approaches that differ from their own
- A new Ward-wide learning network characterised by localised pride and respect for others.

### **Evaluation**

- Impact would be measured in terms of the extent to which residents feel they have moved out of their socio-cultural comfort zone and what they have learned about others.
- Creative methods for collecting qualitative evidence will be used alongside standard ways of monitoring numbers and demographics involved.

### **Legacy:**

### **Learning:**

- Socially and for all involved (including ARTSCOOP members), EDGBASTON AWAKES would generate learning about 'communities of different others' who are also resident in our Ward: creative practices challenge accustomed perceptions and help us all to see things and other people differently entailing greater understanding of their differences and more respect for them.
- With regard to children and young people, it would go some way to address the currently narrowing school curriculum by providing creative learning opportunities, career tasters with regard to the creative industries and opportunities for Arts Awards; more generally, it would encourage them to think more imaginatively and in open-ended ways
- For adults, it would go some way towards locally replacing some of the features of the rich and popular, but now sadly defunct, national structure of adult education; people will continue to engage in creative learning for its own sake as a means of them enhancing their own quality of life and as measure of their well-being.

The success of the hub will produce the coming together of a close knit community, growing together from residents living in Edgbaston. The opportunity will be given to communities to provide feedback at residents and Ward meetings so that the hub can continue to grow in the right direction.

Success within the project will be shown through the Young People being confident in representing their community in their Active Citizenship Goals. Young People will take an interest in activities and gain a drive for continuing to pursue the new art forms. The wider community will be able to see the work achieved by the Young People and have a new perspective on what their ward's Young People

can achieve and aspire to be.

The impact of the project will be measured through ongoing evaluations with the Young People within the workshops, through recorded interactive discussions and exercises thinking about the young people's perceptions and how they are perceived in the wider community. Questionnaire's will be taken at Active Citizenship Goals by members of the public to record their interactions and perceptions of the event and the young people taking part. Throughout the project and Active Citizenship Goals participants and public quotes will be taken to see the project's positive and negative impacts. Popularity of public events will be measured through audience numbers and interest as well as numbers of interactions within the events (audience members). Each art form will provide a photo log of the project showing it's goals, achievements and considerations throughout.

The projects learning is in three major points:

1. Concrete Arts Skills
2. Transferrable Skills – such as socializing, confidence building, team work and future aspirations as well as citizenship.
3. Public Awareness – Allowing the wider population to see it's Young People being active citizens within their community.

The legacy of the hub will continue by attracting alternative funding, e.g. Big Lottery, and the regular recruitment of volunteers to support the project. Immediately, there is the opportunity for Edgbaston residents to share their achievements more widely in a community contribution to Weekender (Birmingham city-centre arts festival in September 2017)

Piloting a future Edgbaston-specific annual event, with larger numbers of residents simultaneously sharing creative activities between themselves and the wider public in a sort of cross-Ward socio-cultural 'safari'.

*Positive local difference* made by residents through significant and productive contact with others across the whole Ward.

*Focus on people*, by realising (that is, making real and alive to oneself and others) the diversity, richness and range of human assets in the Ward

*Residents crossing barriers* posed by age, educational attainment, faith, ethnicity and economic circumstances

*Hitherto separate micro-communities coming together* with the potential to create a more formal community-led neighbourhood hub

In ensuring legacy, the project will work as a demonstration of how art forms can interact with communities and help them to become active citizens. From this demonstration, the project will be used to encourage local Edgbaston businesses to donate or sponsor a single art form a year encouraging local businesses to fund local arts activity in their area through small donations each year building a relationship between the community and it's businesses. Businesses will be asked to provide only the money allotted for one art form's activity to create lasting longevity through relationship building. This whole community cohesion can then develop the project and aspire other wards to take on similar activity.

Young People and Children will be encouraged to join ongoing arts clubs and activities and the

project will look to find bursaries and scholarships at Birmingham clubs for continued arts activity. Young People who wish to continue the activities in a more permanent way can do so and continue their aspirations. Arts providers will be introduced through the projects to local schools to look at ways to include their work within school's curriculum for continuation of the work and to work together to find streams of funding.

**Have you considered other sources of funding and whether the project can be used to leverage further funding from elsewhere (please specify funding sources)?**

Yes. This will depend on the profile of users of the hub and website. For example, if the hub and website were used for Neighbourhood Watch training, funds would be sought from Active Citizens-West Midlands Police, Community Initiative Fund, a range of trust funds, Calthorpe Estates and Lottery funding.

**What resources will be required?**

	£
- Capital	N/a
- Running costs	£40,834
- People power volunteers	£3,500.00

Amount required from LIF **£ 40,384.00**.....

Have you got any match funding – in cash or in kind? Not at this stage.

**Contact person for proposal**

Name Mr Peter Arnold.....

Telephone 0121 684 1362 and 07711 370554.....

E-mail info@calthorperesidents.org.....

**Which residents or community groups was the proposal discussed with and when (please give details of any meetings and which councillors attended)?**

26.10.2016 Ward Forum Meeting initial LIF discussions with 20 residents and two Ward Councillors Cllrs Alden & Bennett in attendance plus officers.

03.12.2016 Ward Forum attended by 15 residents. Cllrs Alden, Bennett & Robinson plus officers BBG

23.01.2017 Mainstay Residential

Residents' Associations and groups (approximately 15 around Ward at present)

Calthorpe Residents Society

Calthorpe Estates

U3A

Roy Watson (Champion for cycling and walking)

Charlotte Chandler (children's activities)

Dr E Hamnet (Champion for tackling physical inactivity)

Birmingham & Black Country Wildlife Trust

14.01.2017 Ward Forum attended by 17 residents. Cllrs Alden, Bennett & Robinson plus officers from BCC also in attendance.

20.01.2017 Working group meeting to agree final content of project proposals with 6 local residents representing 4 organisations.

**Discussed at**

Ward meeting Edgbaston at Woodview Centre

Date 2nd February 2017

**Signatures of all 3 Ward Councillors**

Name Mrs D Alden..... Signature [Signature] Date 2/2/17

Name Mr M Bennett..... Signature [Signature] Date 3/2/2017

Name Mr F Robinson..... Signature [Signature] Date 2/2/17

**Internal use only**

Received: Date .....

Go to Cabinet Committee – Local Leadership for decision: Date .....

Approved

Yes	<input type="checkbox"/>
No	<input type="checkbox"/>