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## **Be Skilled:**

Engaging with the Arts & Cultural Industry in the Classroom

### **Aims:**

- To get a better sense of the arts & cultural sector
- To understand why and how schools might engage with the sector
- To identify challenges / solutions
- To see what support is needed/ next steps
- To share good practice





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## Introduction

- Director, AMP Culture
- Creative Producer, Driftwood
- Trustee, B.O.A.T.
- Associate, FEI Consultants
- Knowledge Exchange/ Senior Research Fellow, University of Brighton
- Advisory Board, Music Cities
- Head of Arts, Brighton & Hove City Council
- Artistic Director, White Night
- Creative Producer, Celebrating Age
- Producer, Zap Productions
- Artist & Maker, Pearshape Performance
- Stage Manager, various
- Appraiser, Arts Council England
- Reviewer, Total Theatre
- Trustee, Radio Reverb



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## Be skilled

Build links between CYP and the cultural sector in order to:

- Develop skills and pathways into the creative economy
- Develop skills knowledge and attitudes developed through creative activity
- Foster a shared place-based identity

## Arts, Creative, Cultural, CDIT sector – What is it and why is it important?

“Those industries which have their origin in individual creativity, skill and talent and which have a potential for wealth and job creation through the generation and exploitation of intellectual property”

DCMS definition

### **‘Creative Economy’**

Arts & Cultural sector

Businesses that rely on creativity

Creative jobs within the wider economy

### In the UK

- **£9.6million per hour (DCMS, 2016)**
- **Fastest growing sector since 2008**
- **Contain a high proportion of ‘robot-proof’ activity**
- **Generates £5.4billion directly and 20 x that indirectly (DCMS 2015)**

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Globally, the creative economy generates:



**2,250 billion \$US**

Global CCI Revenue

3% of the world's GDP

Exceed Telecom services revenues (US\$1,570bn)



**29.5 million jobs**

Global CCI Employment

1% of the world's active population

Surpass combined jobs of Automotive industry in Europe, Japan, and US (25 million)

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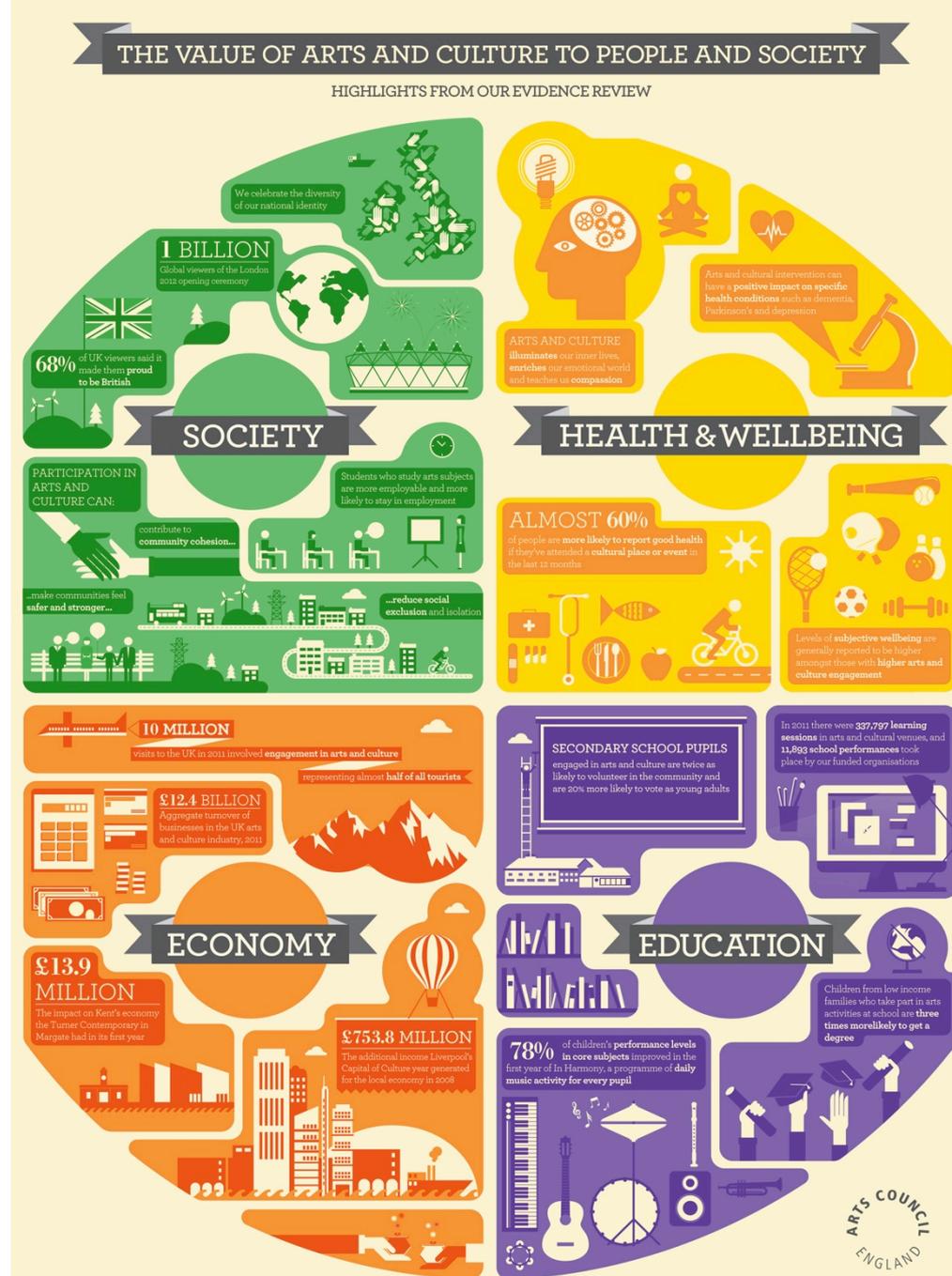
**Much** more than money:

Creative skills pack a big punch

Nobel Laureates in the science are 17 times **more likely** than the average scientist to be a painter, 12 times as likely to be a poet, and four times as likely to be a musician” (CIF, 2015)

The arts create ‘reflective individuals, facilitating greater **understanding** of themselves and their lives, increasing **empathy** with respect to others and an appreciation of the **diversity** of human experience and cultures’. (AHRC Cultural Value, 2016)

[http://www.artscouncil.org.uk/sites/default/files/download-file/Value\\_arts\\_culture\\_evidence\\_review.pdf](http://www.artscouncil.org.uk/sites/default/files/download-file/Value_arts_culture_evidence_review.pdf)



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## 21st-Century Skills

### Foundational Literacies

How students apply core skills to everyday tasks



1. Literacy



2. Numeracy



3. Scientific literacy



4. ICT literacy



5. Financial literacy



6. Cultural and civic literacy

### Competencies

How students approach complex challenges



7. Critical thinking/  
problem-solving



8. Creativity



9. Communication



10. Collaboration

### Character Qualities

How students approach their changing environment



11. Curiosity



12. Initiative



13. Persistence/  
grit



14. Adaptability



15. Leadership



16. Social and cultural  
awareness

## Lifelong Learning

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## Brighton & Hove

- Largest % of businesses are creative businesses
- Vibrant arts sector
- Highly engaged population



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## Creative + Digital IT

- Identified 'Creative Cluster'
- 16% of all businesses are creative businesses
- 10.5% of jobs are 'creative jobs'
- Brighton Fuse – 'creative + digital'
- Fuse 2 – freelances, networked
- NEH – 'creative hub'
- Digital Exchange
- LEP priority industry
- Wired Sussex
- Digital Catapult Centre
- Internet of Place
- VR/ AR/ MR

**@Digicatbrighton**

**@WiredSussex**

**@FuseBoxBtn**



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## Live Music

- Live Music/ Music Industry
- Labels – Tru-Thoughts, Skint
- Agents – 13 artists, FCM
- Promoters – Melting Vinyl, Lout, One Inch Badge
- Vinyl - Resident Records
- Studio - Brighton Electric
- Radio – Reverb/ Juice
- The Great Escape
- Music Cities Conference
- BIMM
- 861 licensed venues (3<sup>rd</sup>)
- Music Venues Week Radio 6
- 600 music businesses
- 1400 jobs
- Brighton Music Office

@BTNMusicOffice



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## Film

- Film Cluster
- Film City - Talent & Skills, Film Culture, Production
- Brighton Film School
- Creative England 'Flight' programme
- Screen Archive SE
- Film Hub SE at the University of Brighton
- Lighthouse 'Guiding Lights'
- The Sound of Story
- 19 permanent screens
- Film, moving image and digital festivals
- Hove Pioneers
- New film pioneers
- Hove Museum
- Production houses

**@FilmCityBH**  
**@FilmHubSE**  
**@cinacity\_bton**

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## Festivals

Brighton Festival

Brighton Fringe

Artist Open Houses – Spring and Christmas House

Caravan

B:Fest

SICK!

Science Festival

Brighton Early Music Festival

PRIDE

Brighton Digital Festival

Cine City

Oska Bright

Brighton Photo Biennial

Photo Fringe

Starboard

Hijack

Trans-Pride

Together the People

Burning the Clocks

Childrens Parade





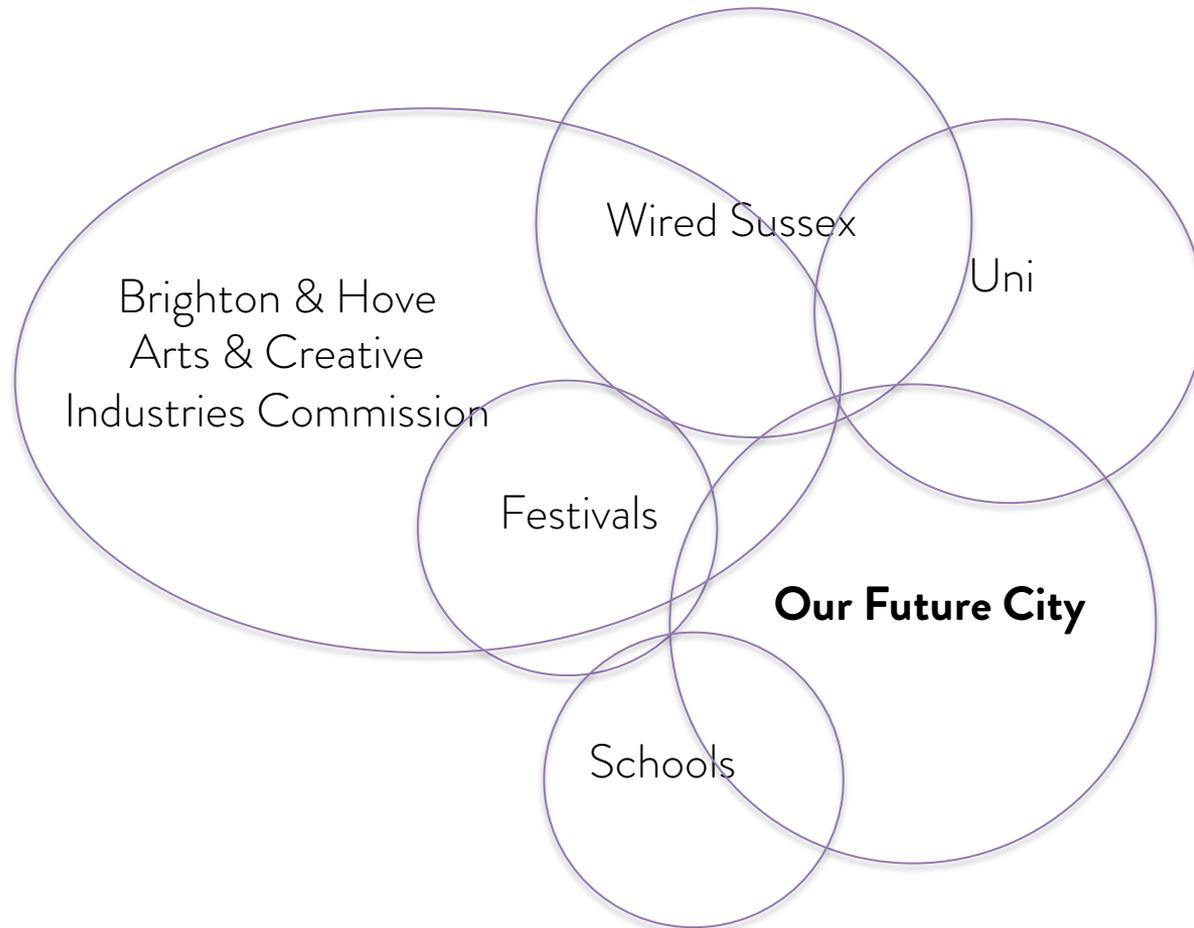
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## Socially engaged practice

- Inclusive
- Non-Mainstream
- ‘Creative Case for Diversity’
- Carousel
- Marlborough Theatre
- Creative Future
- Fabrica ‘Growing Older Audience’
- SED Young people and ‘Three Score’
- BMAG – Fashion Cities Africa

@carouselartuk  
@marlboroughbtn  
@CreativeF\_uture

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**What is the value for schools?**

**How do schools identify, facilitate and manage the engagement?**

**What are the challenges and difficulties working with the sector?**

**What can we do together to address these?**

Never doubt that a small group of thoughtful, committed citizens can change the world; indeed, it's the only thing that ever has.

*Margaret Mead*

**Examples from your own experience**

**Good practice**

**New Ideas**

**Solutions and Suggestions for others**

**@donna\_close**