

Developed by a small team in the Arts, Culture & Leisure Service. Enabled by our funders

wakefieldcouncil





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Creative skills programme for young people aged 8-16 years. Free to access Takes place over the summer holidays in community hubs across Wakefield district.

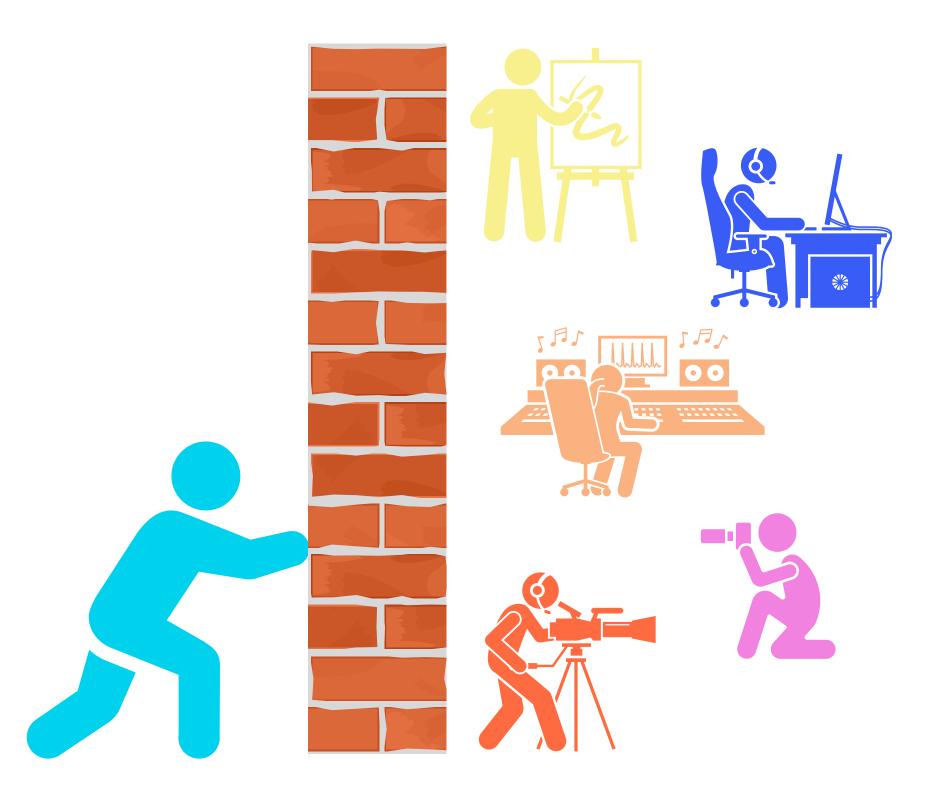
It unlocks opportunities. The young people who take part meet and learn from inspirational industry professionals, develop new creative skills, build universal employability skills, and open their minds to career pathways in creative industries.

Opportunity - highly skilled and innovative creative industries.

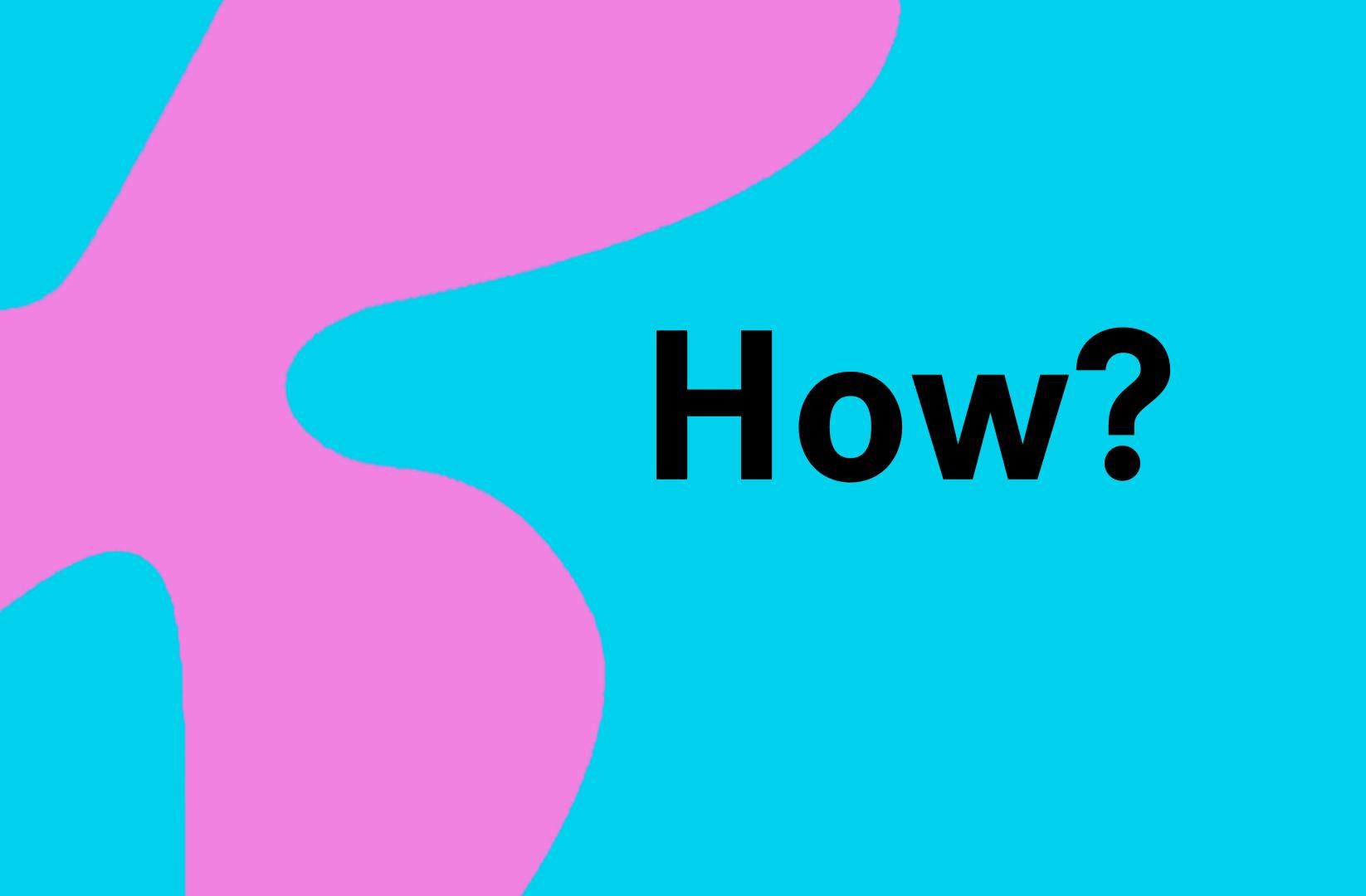
Demand - employees with strong creative and digital skillset.

Inequalities – many residents experience high levels of deprivation; many young people lack opportunity to develop creative and digital skills.





Knowledge and skills gaps prevent access to entry level careers in creative industries.





Asset-based approach

We identify community hubs working with young people. They tell us what's needed and what will work in practice.

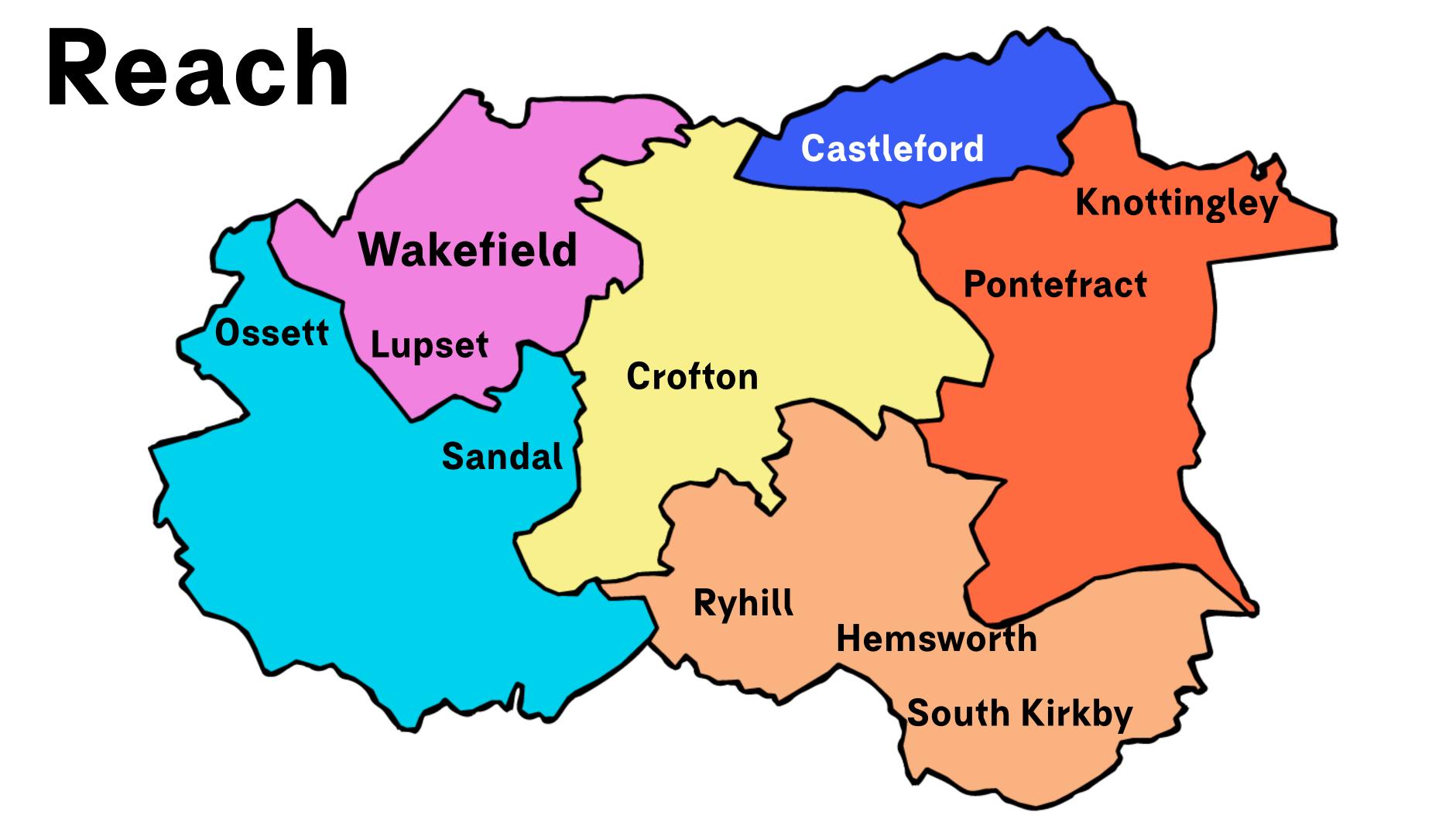
Network-based approach

We commission highly skilled creative practitioners to develop innovative skills programmes for young people.

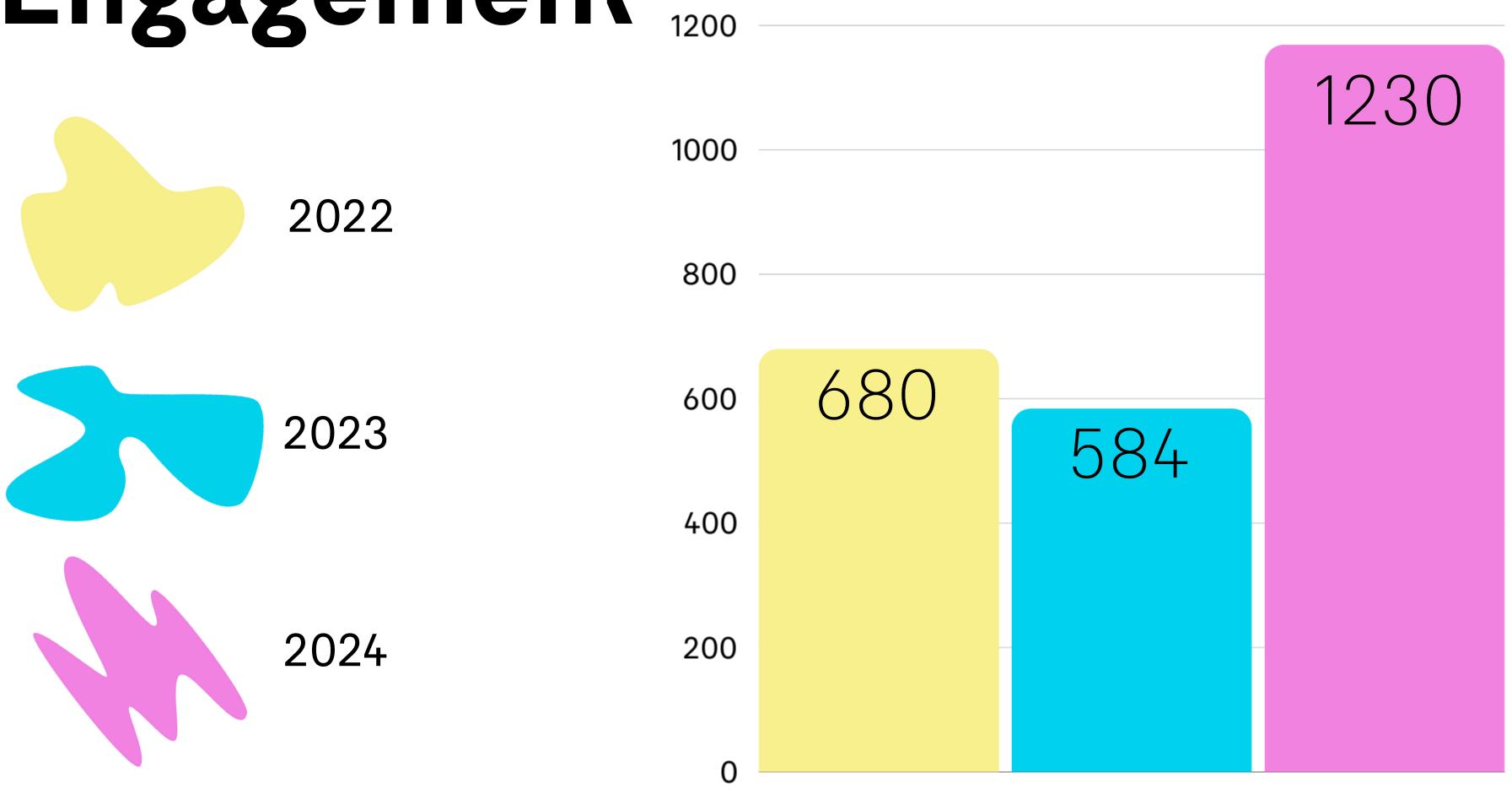
We match the community hub and skills programme and run taster sessions to test suitability.

Creative Skills

Impact



Engagement 1200





Opportunities

21 expert creative practitioners

384 hours of creative skills development

265.5 days of paid employment

119 creative workshops

1 intensive skills camp

6 weeks of creative learning

Experience

98% enjoyed taking part

81% more likely to try new creative activity

87% wanted to discover more







Learning

Development



Lights, camera, action.





In 2023 additional funding enabled us to offer an industry skills camp.

Young people worked to a live brief creating original versions of classic 80's pop tracks for Netflix hit Stranger Things.

Experience an activity

A mini workshop with Rob Young