Scour 2: The Museum in the Landscape Forge Mill Needle Museum and the Arrow Valley Country Park, Redditch



Introduction

The artistic idea underpinning Scour 2 is that contemporary art can both draw inspiration from historical contexts and throw new light on them; linking the past with present day concerns and environments in engaging if sometimes challenging ways. This project created collaborative artworks reconnecting traces of industry in the Arrow Valley landscape from the medieval to the Redditch New Town and explored the journey of the River Arrow as energy source. This is a unique area which has the last remaining water powered needle scouring mill in the world and a nineteenth century mill pond network alongside the New Town road system of the 1970's. The mill museum can now however seem isolated from the surrounding area and this project aimed to link the museum back into the rest of the park and its visitors.

Project Outline

An ambitious programme of new sitespecific art in the Arrow Valley Country Park, Redditch, where industrial heritage meets nature within a New Town landscape.

1. Artworks exploring the imprint of the 18th C needle industry in the landscape: land art, stencil graffiti, video projection, map making.

2. Partnership with Heart of Worcestershire F.E. college (HoW): student workshops and work placements.

3. Workshops with youth, walking, history and art groups exploring connections between the museum collection and landscape.

4. Art trail, talks and exhibitions to engage a local and national audience

Background.

This project follows on from *Scour 1*, an eight month research project lead by Ashford and Turner at Forge Mill in 2016. The project created new sculptures and video art in response to the needle collection and mill machinery of the museum.



Key aims and summary of achievements

Project Aims:

-Create opportunities for people to enjoy contemporary art along paths and a national cycle route

-Rejuvenate under-used areas of the park making spaces safer/ more accessible

-Make heritage more accessible, especially to young people, through intriguing and engaging artwork.

-Promote stronger sense of ownership and local identity

-Encourage a wider range of visitors from Redditch and across West Midlands to the Arrow Valley; raise the online profile of the museum and the artworks nationally and internationally.

-Strengthen the partnership between the artists, Borough Council and Museum towards development of future permanent artworks.

-Support participants to form an ongoing arts and heritage advocacy group for Redditch through workshop input.

-Create legacy for HoW college with Year mentoring and skill sharing to establish structures for collaboration with a range of artists on annual basis.



Artworks:

1. *The Machine in the Park*. Two video projection events transformed the concrete columns of a road underpass. The work explored connections between the 18th C needle industry and the New Town structures of the 1970's, combining video of the machinery of Forge Mill with the rhythms of sewing and journeys through the landscape.

2. *Finding its' Level*. Grass cut map of the River Arrow exposing its role as connecting thread through this landscape. The artwork reflected historic and current man made waterways; the changing water levels across the land echoed in the grass as it grows and is cut back. Located at the "Five Tunnels" where the river and mill ponds were managed.

3. *Follow the River* and *Void*. Found object embroidery artworks celebrating the needle displays and natural environment of the park. Created during workshops with local groups and students using media inspired by the needle industry and landscape. *Void* commissioned from workshop leader, Hanny Newton. Exhibition of the artworks at the Bertie Crewe Gallery, Redditch.

4. *Arrow Zine*. An informal printed A5 booklet of artworks from two group walks and workshops in the Arrow Valley. Compiled and edited by Andrew Howe who led the walks and workshops.

5. *Hook and Line*. Chalk spray stencil trail exploring imagery of fishing flies/ hooks from the Forge Mill Museum collection together with plants and found objects from the park. The resulting temporary graffiti contrasts the bright colours and delicate wire work with the Brutalist New Town structures which appear throughout the park.

New audiences and people

Reaching new or different audiences:

- Live installations and landscape art were entirely accessible to and visited by large numbers of regular park users and passers-by as well as invited audiences and museum-goers; enabling us to reach and collect feedback directly from a new audience for contemporary art
- Social media reach and online profile were vastly extended, through Instagram, Twitter, websites and blogs: attention included recommendations from established arts companies such as *Meadow Arts*. We are now consolidating contacts with this audience and planning how to develop them
- We worked with new groups of FE students giving them a brief for their first 'real' public arts commission: feedback was wholly positive



Working with new people:

- Deeper and wider partnership with Hereford & Worcester FE college involved new colleagues and led to the successful embedding of our project into the assessed curriculum: a key outcome of the project
- We joined STEAMhouse, Birmingham, to integrate digital creative design with manufacture in the stencil trail; plus future professional and artistic development opportunities
- Employed Joanna Kemp to manage social media
- Commissioned Alex Boyd-Jones (ex-Curator, Oriel Davies Gallery) as mentor and to write about the artwork
- 'Critical Expert' Steve Wilson, Meadow Arts, mentored us on public art projects.
- Forge Mill and RBC: already planning with Arts & Parks teams to encourage wider use of the park and make new connections between the museum and green spaces



Scour 2 report Keith Ashford and Elizabeth Turner



Coventry Highway Flyover axometric sketch

The Machine in the Park first projection event

12 individual projectors and computers arranged around the undercroft of the Coventry Highway. Showing film clips of machines, landscapes and animations from HoW college. The sound of machines from Forge Mill and Churchill Mill came from speakers at the four corners of the site and sound and video played on randomly generated loops.

The site was measured up for video mapping, but due to the delayed start date of the project the light levels were too high to project through the space. Event 1 became a gallery space for invited guests and project partners to wander around. The main immersive experience was the sound.

The two days on site provided valuable research for the second main event in March 2020. The plan for this would include some new setups for the projection involving:

- Mapping through 3 planes
- 9 separate video channels on the first plane
- Setup to mix videos and sound in the field live during the performance
- Two artists to control the performance
- Single row quadrophonic sound













The Machine in the Park

Second event: three x 30 minute live performances with total audience of 120. 6 projectors with 3 layers of mapping and quadraphonic sound in one layer. Click on link to see video.

The Machine in the Park

What People Thought:

Speaking here for the autistic youth I brought to this. "Wow! Redditch can be beautiful, even the concrete bit".

I hadn't visited Country Park before but seeing such powerful art situated there will ensure that I take those memories with me if I visit again. The wonderful art I experienced there is now part of Country Park for me.

It felt like an immersive experience. We felt more aware of where we were and what had been here before. This was a beautiful and exciting work of art that was truly inspiring.

The best projective art I have ever seen, it worked so well in the underpass, an absolute triumph for the artists and Redditch

I had to pinch myself that this calibre of art was happening in Redditch!! It is an honour to have been on this journey with you both..., look forward to many more to come. Sue Yeng, RRTAG

Finding it's Level Grass cut at Five Tunnels









We worked on site cutting the grass every couple of weeks through June and July. The map of the River Arrow network was especially effective viewed from above and we engaged local photographer and drone operator, John James, to create a "drone's eye" view video of the artwork. We held two open days where we were on site to talk to park users and we constructed a viewing platform so passers by could get a better view of the shape. To see drone video click on link.

Finding its' Level



Follow The River Exhibition at Bertie Crewe Gallery, Nov 2019





Exhibition of 4 new collaborative artworks by participants of the *Follow the River* workshops. Scour commissioned *Void* (artworks below) from workshop leader, Hanny Newton. This was made entirely from needles found in factories in Redditch after their closure.





Follow the River workshops











With 22 adults across 5 workshops from Redditch, Wolverhampton, Oxford and Coventry. Led by embroiderer Hanny Newton, participants used traditional techniques eg couching and goldwork to create artworks that "sampled" the nature of the Arrow Valley. Inspired by the patterns of needle displays in the museum collection the group collected sticks and leaves from the landscape and sewed them onto canvas to create beautiful artworks. These were then assembled onto panels for display.

What participants thought:

I absolutely loved it. I would really love to do more with Hanny et al. You have let me feel creative! Thank you.

A lovely gentle course - very relaxing, a very welcoming crowd and supportive group and tutor. The experience has given me an insight into art and nature, would love to do more!

My confidence has grown in my ability to create using a mix of resources and embroidery. I have really enjoyed the workshop.





Your Ideas Workshops

Hanny ran 4 *Follow the River* sessions with the fantastic *Your Ideas* youth group who also created paper and embroidered collages for the project exhibitions. We did a short walk to a pocket park in Matchborough near the Arrow Valley to collect materials. The outcomes of these workshops presented some excellent designs which could be applied to the stencil trail.

What the Your Ideas Group and staff thought:

Every week the artists arrive with enthusiasm and energy, but were also professional in their delivery. Over weeks artists built up good rapport with the YP. (Young People). It takes a while for our YP to trust people, however, the YP felt safe with the artists and were happy to approach them for advice and help.

The artists introduced brave new ways of working. The artists were able to take a subject (history of needle manufacturing in Redditch) that was at risk of appearing unrelateable to YP and made it interesting and engaging through creative ways of working.

The young people were very proud of their creations and ideas

Artists very engaging and allowed YP to lead their own work. Encouraged creative ideas and made suggestions so that YP could stretch their creative ability and imagination. But did so in a way that wasn't forceful, and instead made the YP feel they were in control of their own work.

Botanical Painting workshop



As part of the development of ideas for the stencil trail we held a botanical art workshop at Forge Mill with 3 young people and 8 adults. Talented botanical artist Nicky Ashford encouraged us all to take a closer look at the beautiful flowers and plants from the Arrow Valley. We learned different approaches to drawing from plants in the morning, and then developed our drawings with watercolour paints after lunch. The Heritage and Nature Stencil Trail through the Arrow Valley Park will be installed later in 2020.

What participants thought:

"The tutor was great. Very relaxed atmosphere, great at explaining the techniques...it encouraged us to appreciate the landscape we have around us."





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Art Walks



Participants: 14. Art walks exploring the Arrow Valley in two different seasons. In May we were very lucky to have Tony Green from Redditch Local History Society with us who talked about the history of the landscape as we walked. We explored the landscape, drawing and collecting things to take back for art workshops at Forge Mill. There participants made their own "map" artworks and Andrew has used these to create a "Zine", an informal printed booklet, as a record of both walks. Click to see *Zine* Musician Kate Allan composed two haunting songs on the walks which we included in The Machine in the Park event. Click to hear *Bordesley Ballad* and *Gift of Trees*.

What the Participants thought:

"How do you feel at the end of the day?" ... Like my mind is expanding!

Andrew shared wonderful examples of his work and helpful, interesting processes and ways to use materials...

It really helped me to stop, see and listen to what is around us

It was a brilliant experience...could see how the consequences of (industry) on the landscape was everywhere.

Tony Green, local historian: For me, it was excellent to interact with such a motivated group.

Scour 2 report Keith Ashford and Elizabeth Turner

Heart of Worcestershire College collaboration









Students worked with the Scour Project creating animated films early in 2019. Over the 2019/20 academic year we are working with approx. 80 x Year 1 - 3 students on different aspects of Scour. This includes video and stencil projects as well as development of documentation and publicity skills together with work experience with the lead artists. This engagement started with talks by the artists followed by organised student research visits to Forge Mill Museum in Oct 2019. The artists gave two "crits" of students course work. Two students had work experience documenting the second video event.

David Spooner, Lecturer at HoW:

Giving the students a 'live brief' with a specific research theme and context encouraged them to think beyond their own frame of reference. Having a specific place, environment and historic context provided external stimulants that genuinely help students to be more imaginative, inventive and creative in their ideas and practical solutions.

Did the project work for HoW staff and the college assessment procedure?

Very much so, we were able to link it directly to a course unit and it provided an ideal opportunity to log work experience hours with introductory talks, visits and work presentations. It also provided very good training in researching and responding to a project theme in preparation for the final examinable unit.

Stencil Trail development using Your Ideas artwork



The stencils are developed from *Your Ideas* embroidery collages and from combinations of the botanical paintings and fish hooks. We were able to develop and make the stencils at STEAMhouse, Digbeth, Birmingham.

Potential sites have been identified between Forge Mill and the Arrow Valley Countryside Visitor Centre. Using chalk based spray paint the trail will be temporary, the needle images from *Scour 1* remained for a couple of years before finally being weathered away. The process of finding sites will inform our planning for a future permanent sculpture trail through the Park

What we learned

Professional development:

- This has been the most complex project we have managed, giving us valuable project management experience in collaboration with artists, community groups and a range of organisations. For the first time we built in to our planning realistic, continual reviews, which changed our practice at several key points in the project and enabled us to react swiftly and more successfully than in the past to partners' or external changing demands. These skills are embedded in our practice now
- We developed new leadership skills & confidence managing meetings, deadlines, budgets, setting project ethos and style, and planning. Eg, negotiated processes to fully integrate local FE students/course into the project; employed 3 artists to run workshops and make new artworks. Our leadership gave colleagues freedom and autonomy to creatively interpret subject and place in different ways allowing us to be more innovative
- The importance of:
- Visiting groups before project start to engage and plan
 together
- Recruit for workshops with clear new skills offer
- Impartial views of 'critical experts' and lay people helped shape artwork
- Flexibility in response to participant feedback

Trying out new approaches:

- Digital artist Andy McKeown taught new skills enabling us to take command of the console for 2 live video/sound installations, one immersive, hugely expanding our skill set for form and scale, enabling us to be much more ambitious for new work
- Successful *artistic* collaboration with artists of different disciplines (eg. embroidery, botanical painting, sound, video) brought exciting, unexpected processes & outcomes, greatly enriching
- Art walk & river grass map, our first experiment using landscape itself as material, created an exciting contrast between the familiar place & transformative artwork
- Using drone to film grass map was revelatory: demonstrating how things in full view can remain hidden



Impact of the project

Working with Liz and Keith on Scour 2 has been a great success and a personal pleasure.

Scour 2 learnt from Scour 1 the need to build successful community participation at the start of the project to ensure the outcomes were deliverable.

The project has presented contemporary art in a meaningful, relevant and relatable way that had connected with those who have engaged.

Scour 2 is an exemplary arts project to have taken place in Redditch of which I am proud that Redditch Borough Council has been a part of.

Huw Mosley: Arts Development Officer Redditch Borough Council.



Scour 2 represents a huge step forward in our art practice. The Machine in the Park video installation integrated our individual video pieces from Scour 1 into a single event. It underlined how important it is for us to be able to scale up art works to match the ambition of the ideas and the potential site. Visits in 2017 to Documenta and Munster sculpture festivals in Germany showed us an exciting range of approaches to art in the landscape, which inspired our work in Scour 2.

We strengthened our collaborative practice in the pursuit of transforming the Coventry Highway undercroft. From trying images on the site to the collecting and collating of videos to the final performance we worked together at each stage.

We developed ideas about a whole area that connected art forms together across the landscape. A wider collaboration with more artists, led to successful and meaningful workshops integrated with the landscape and main artworks. This was an exciting new way of working for us, bringing together a range of artists and art-forms, public groups and new artworks concentrated on one place.

Keith Ashford and Elizabeth Turner: lead artists

Artist responses



Hanny Newton comments:

This is the first time I have been paid the same for creating a body of artwork as for teaching, and that has really been a confidence boost, and given me hope that it will be possible to be valued as an artist as well as a teacher. It has shown me how important it is for me to create work of my own, and strive for this going forward.

Scour has given me a real hunger to continue my professional development, and a clearer idea of where I would like to head. I plan to apply for more art residencies, and feel a greater sense after Scour that I have the ability to tackle larger, challenging projects in a creative and imaginative way.

I was really thrilled with the variety and great creativity of the work produced by both groups - this was a real highlight for me - seeing the ideas I had put together, and the inspiration I had gained from the Museum take on a life of its own through the participants of both groups, with ideas emerging I would not have thought of myself.

The trust that Liz and Keith put in me to create the workshop programme really made me feel a sense of freedom and confidence to find my own voice and response to the museums collections.



Artist: Andrew Howe

The project gave me a great opportunity to develop my artist practice by working with a group of participants at the two walks and mapping workshops, and then extending my skills further in publishing a collaborative zine that provided a platform for all the participants to present their artwork to a wider audience.

Walks were successful in presenting ways of looking at and experiencing surroundings, and offering means to find inspiration and gather materials for art work. Activities such as silent/slow walking, noting lines/boundaries and recording sounds in drawings worked well – elicited enthusiastic comments and participation.

I found a more simplified workshop with demonstrations of techniques was well received. Most of the participants already had some art experience and were keen to create work independently, while a minority would have preferred more definition around what to make in the workshop.

The Impact of partnership

Partnerships have been at the heart of each Scour project and this strategy proved highly effective in this phase. Partnerships were reviewed throughout planning and delivery, including a pre-project survey of partners' aims and concerns which helped shape delivery, and an anonymous post-project evaluation survey. Altogether 13 submissions were received from community groups, Forge Mill Museum, Local Authority and Further Education staff, mentors and artists.

Legacy of artistic collaborations

This stage of Scour produced the most successful, genuine artistic collaborations, both between the lead artists (whose creative working practice was permanently changed from 'alongside' to 'joint' production from concept to exhibition), to the artists involved in workshops and installations. Artists identified new skills, new ways of working, increased confidence and their intention to use these in future work. They felt that the original project aim, to produce ' a body of work which is engaging, aesthetically and conceptually', was well met, including unexpected outcomes: 'good quality outcomes emerging from the participatory elements, such as collaborative songs, and zine, not originally envisaged in the project plan'.

This was a key part of the success of the collaboration with HoW FE college: 'we have been part of the creative process throughout, from the initial embroidery and spray paint workshops, to the exhibition, to the new public stencilling. The young people have been a part of every process and seeing their work develop and evolve at every part'.

Partners were concerned that the project might struggle to engage the public and park users with 'contemporary art', where unfamiliar forms might express new concepts, but feedback made it clear that the public *did* engage with the artworks and make the link with local heritage; this was highly valued by partners. Important evidence of this is the invitation by Forge Museum to a future joint project to make permanent artwork for the park.

Legacy of collaborative project planning and delivery

The most indicative response to Scour II was that *all* stakeholders and partners want to encourage future similar art projects and discussions are already underway with funders. HoW aims to embed the project into their future curriculum. "Your Ideas" saying: 'The project has been very valuable to our young people. They have created works that they feel proud of. They have used a medium of art that they haven't before (embroidery) and used spray paint in a way that we haven't explored before. I like the way that Liz, Keith and Hanny created the workshops so that young people of all abilities and ages could take part. We had participants aged 6-16 years, approximately 70% of them had autism and additional needs'.

Moreover, all looking back, all partners confirmed that Scour 2 had clear, achievable aims, good communications, engendered trust in each other partners' skills and was good at listening and responding. Partners all felt that Scour 2 managed the different aims, processes, access to funding and timescales of its partners well too, and coped flexibly with external difficulties, such as flooding on site.

From the workshops, where partners felt participants had developed a 'sense of ownership over their artwork and confidence in their own creativity', to a raised awareness of heritage and the value of contemporary art fed back by participants and exhibition visitors, there was agreement about the project's positive impact. It was more difficult to assess the impact on the Museum's public profile, where increased footfall or increased media attention could not be directly linked to the project; this is now part of future planning.

The most consistent response from partners has been comments on the high level of attention offered by the lead artists to support the partnerships, managed without too much distraction from the artistic achievement.

Dr. Sue Challis, Project Evaluator 06/04/2020

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Take part in this exciting project to Saturdays: 11am - 1pm



Drawing and painting workshop at Forge Mill Needle Museum



Promoting public engagement

We employed a social media manager to oversee online promotion and develop communication strategy with partners. Redditch Borough Council Comms. Dept. developed a comms. strategy for Scour and wrote publicity copy about the project. Alex Boyd-Jones has written further press copy and an article about the whole project to use in future promotions.

We advertised the workshops and other engagement opportunities through Council websites, flyers and social media (Facebook, Instagram, Twitter) to make these available to all.

Staff from HoW also publicised the project on their college networks.

All artists involved promoted the project on their own websites and advertised the workshops on a range of online forums.

Project events were included in Forge Mill's marketing strategy, including: website, flyers, booklet. Press releases were issued for all events and sent to regional press and radio stations e.g. Redditch What's On Guide, The Advertiser and Standard. The first Machine event was featured in an interview on Radio Hereford and Worcester.

Online artist's networks, national and regional promotion through organisations and websites such as: Artists Newsletter, Turning Point West Midlands, Arts Alive, Shropshire and Telford Arts Partnership e-news and What's on Guide.

Project opening/closing events and exhibition Private Views were held; local, regional and national art organisations and tourist organisations were invited with the aim of developing the profile of the artists and venues beyond Redditch. We used Eventbrite and Mailchimp for bookings and to collect evaluation.

ier dues, 2019 neets new in ing project	All 10 To a constrained of the second	Dear Kate, Mary thanks for coming on the Scour Art Walk on 23rd May, we hope you enjoyed the day! Please can you fill in and return this postcard to help us collect some feedback? • Have you been for a walk since that Art Walk ?! I yee, dd you, think arm differently about your experience? I have Yee, I, H. W. & W. If S alwary	Ruyes mest supports Open Reserves Day 26 June 2019
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			Shrewsbury Shropshire
Arrow Valley Country Park recently launched an exciting ansiect	m date "water and factorial transmission" and the second s	you'd like us to include on the day, eg. More demos, different materials/processes?	SY3 8JS
visitors involved in creating dustry and the rays project visitors involved in creating dustry and the rays project weekshops over the summer before ending with an even bager and before public over the summer of family friend- by wristions from Jane until "This event was the launch of "Darrow or the workshops,	Note: The second	No., that all sounds lovely. Looking forward to it.	

Where past meets present: Scour artists Keith Ashford and Elizabeti Many thanks! Best wishes from Andrew, Liz and Keith

Scour 2 report Keith Ashford and Elizabeth Turner

Redditch Adve

Old exci

- 02/04/19 test projection on site
- 09/04/19 studio edit
- 15-17/04/19 Steering group and planning at Forge Mill
- 18/04/19 meeting at STEAMhouse
- 06/05/19 artist talk at HoW
- 10/05/19 artist evaluation meeting
- 13/05/19 planning evaluation
- 14/05/19 radio interview
- 15/05/19 on site tech for projection event
- 16/05/19 first projection event
- 23/05/19 Follow the River workshops
- 25/05/19 Art Walk and workshop
- 30/05/19 Follow the River workshops
- 05/06/19 start grass cut at Five
 Tunnels
- 06/06/19 Follow the River workshops
- 12/06/19 stencil workshop Y.I.
- 13/06/19 stencil workshop Y.I.
- 20/6/19 Follow the River workshops
- 29/06/19 grass cut open day and drone filming
- 06/07/19 visit to conference Henry Moore Foundation

Project timeline

- 09/07/19 mentor meeting
- 10/07/19 filming Churchill Forge
- 15/07/19 induction STEAMhouse
- 24/07/19 steering group meeting
- 26/07/19 STEAMhouse digital induction
- 01/08/19 meeting Worcester Arts Partnership
- 03/08/19 grass cut open day
- 07/08/19 meeting HoW
- 08/08/19 Botanical Workshop
- 09/08/19 Art Walk on site planning
- 10/07/19 grass cut drone filming
- 15/07/19 STEAMhouse laser cutting stencils
- 17/08/19 stall at Morton Stanley Festival
- 30/08/19 Art Walk and workshop
- 03/09/19 meeting projection event
- 09/09/19 mentor meeting Meadow
 Arts
- 11/09/19 talks at HoW Worcester and Bromsgrove campuses
- 15/09/19 stall at Forge Mill heritage open day
- 20/10/19 interim report

- 23/10/19 planning meeting
- 29/10/19 filming Forge Mill
- 03/11/19 Publishing Art Walk Arrow Zine
- 04/11/19-01/12/19 Follow the River exhibition at Bertie Crewe
- 05/11/19 Crits at HoW Worcester
- 06-14/11/19 film editing and preparation for projection *The Machine in the Park*
- 16/11/19 projection event cancelled due to flooding
- 09/12/19 STEAMhouse laser cutting stencils
 - 04/02/20 mentor meeting

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- 03-06/03/20 preparation for Machine in the Park
- 07/03/20 The Machine in the Park
 event
- 04/04/20 stencil trail installation postponed due to corona virus lock down
- 13-19/04/20 exhibition Kingfisher shopping centre postponed due to corona virus lock down
- 24/04/20 Evaluation report

Summary of outputs

New artworks: target: 5, achieved: 8

The Machine in the Park: 2 x video installations

Finding its' Level: grass cut map of the River Arrow

Hook and Line: stencil trail, Arrow Country Park

Collaborative embroidery artwork

Void embroidery commission by Hanny Newton

ArrowZine compiled by Andrew Howe

ArtWalk songs x 2 written and performed by Kate Allan

Public art workshops: target: 34 sessions, achieved: 40

Follow the River x 5 (22 adults)

Follow the River x 4 (Your Ideas group, 10 young people)

Art Walks x4 and 2 x workshops (14 people)

Hook and Line: 2 x stencil sessions, 2 x Botanical workshops,

Family art stalls x 2 (local festivals) (19 people)

Number of participants: target: 110, achieved 168

Including 94 students and 2 x work placements

Exhibitions: target: 2, achieved 2

4 -30 Nov 2019: Bertie Crewe Gallery, Palace Theatre, Redditch

Whole project exhibition: Kingfisher Centre, Redditch, Dates tbc 2020

New skills/training:

Digital, video and sound editing

Live performance

CADCAM and laser cutting at STEAMhouse, Digbeth

Extended leadership and project management skills, employing other artists, larger budget, commissioning artwork.

Evaluation and steering group sessions $\times \, 11$

Open days x 2

Artist talks: x4

Partnerships:

Redditch Borough Council

Heart of Worcestershire F.E. college

Forge Mill Needle Museum

Your Ideas Youth Group

Get Creative Festival 2019

4 Sub-contracted specialists:

Alex Boyd Jones: mentor

Sue Challis: Evaluator

Joanna Kemp: Social Media

John James: Documentary filming

4 sub-contracted artists:

Hanny Newton: Devised and lead workshops, created new commissioned artworks.

Andrew Howe: Devised and lead Art Walks and workshops, compiled new Zine publication.

Nicky Ashford: Devised and lead workshops

Andy Mckeown (Wild Strawberry): Staged *Machine..* events, provided training, equipment and facilities for video editing.

In-kind support:

Huw Moseley: Arts officer time

Forge Mill staff: time, venue and admin support for workshops

STEAMhouse: training and use of facilities

RBC Parks staff: ground prep

RBC Comms dept: publicity

Kingfisher Centre and Bertie Crewe (Arts in Redditch) Exhibition venues and publicity

HoW and Your Ideas staff time and support, venues

Tony Green: art walk

Jan Hunt: Workshop observations

Steve Wilson, Meadow Arts: mentoring

Acknowledgements and contacts

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Jo-Ann Gloger, Keeper of Collections at Forge Mill Museum for supporting the project

Staff at Forge Mill

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RRTAG for sharing their local knowledge and enthusiasm for all aspects of this project

Tony Green for guiding us on the Art Walk around the Arrow Valley

STEAMhouse for technical support and facilities

Bryony Hayward at Churchill Forge, for allowing us to film on site





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Redditch School of Art Trust Through Arts in Redditch



Thanks to fellow artists who

Hanny Newton

Andrew Howe

Nicky Ashford

John James

Andy Mckeown

media gurus:

Alex Boyd-Jones

Steve Wilson, Meadow Arts

Dr Sue Challis

Joanna Kemp

Jan Hunt

worked on the project with us:

Mentors, evaluators and social

LOTTERY FUNDED

FORGE MILL

NEEDLE MUSEUM

Supported using public funding by **ARTS COUNCIL** ENGLAND

cop midcounties

Scour 2 report Keith Ashford and Elizabeth Turner