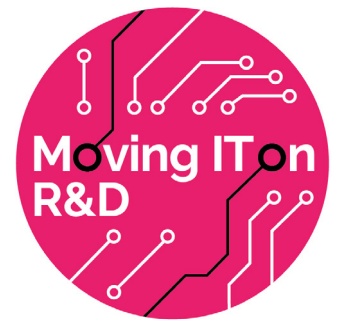




# Moving IT On

## Case Study



# Cambridge Junction

## Virtual Industry Days



### About us

Cambridge Junction is a venue where audiences and artists can experience and explore contemporary performance, popular culture and everything in between. The Creative learning department aims to ensure that young people are at the centre of their work and that they have opportunity to develop their creative skills. Each year we work intensively with 5000 young people and local communities on inclusive projects and events to ensure even more people share in the benefits of being part of something.

### R&D objectives

We wanted to continue developing our virtual industry day digital package so they would be suitable for young people who may need to access them both remotely and at their own pace. We intended to develop one or two high-quality pre-recorded workshops to sit along the existing asynchronous materials, designed with longevity in mind. Specifically, we wanted to engage with young people with multiple barriers, such as children in hospital schools and autism specialist schools.

### The process

We worked with four freelance artists to create digital workshops for remote delivery as part of our virtual industry day for young people with multiple barriers and needs. We initially intended to create and deliver one or two high quality pre-recorded workshops, but to increase accessibility and flexibility we increased this to four. These consisted of two poetry workshops, a beatboxing workshop, and an animation workshop. We created three tiers of engagement for each of the four workshops to further increase their accessibility.

## What worked well/what was the impact

Spreading the content over half a term worked well when engaging with young people with moderate learning difficulties. The three different tiers of engagement in each of the four workshops worked well, as it catered for the varying needs of the young people.

We found that the workshop content far removed from the typical work found in a school's classroom was more appealing and resulted in much higher engagement. The beatboxing workshop was extremely successful in both its level of engagement and artistic outcomes, where the young peoples' abilities were markedly better on completion.

## What didn't

We found that there were challenges to adapting some of the content to suit learners with moderate learning difficulties, so we therefore adapted the content so it could be delivered over half a term. We created 3 levels of engagement for each task in the digital workshops and also provided a scheme of work and teacher guide with suggestions on how the content could be adapted, including resources for pre-verbal/non-verbal/pre-writing students.

## 3 tips to share with others

1. Different tiers of engagement for the digital workshops can increase accessibility, so young people with varying needs can equally gain successful outcomes.
2. Create comprehensive guides and 'cheat sheets' for teachers and education providers to ensure the delivery and engagement is meaningful.
3. Allow for a longer timeframe for delivery so all elements of the digital package can be equally valued when engaging with young people with learning difficulties.

**'I can't believe she can do that, I want to do that'**

**'Grace makes it really easy to try'**

**'It's fun! I've never done it before'**