

## **STEAM in Youth Work Residency Grant Scheme**

### **Glangevlin Youth Club**

Glangevlin, Co. Cavan

This project is based in Glangevlin, West Cavan, an area of outstanding beauty with many priority species and habitats but with limited access to creative or artistic opportunities. With support and expertise from a local artists and ecologist, Glangevlin Youth Club are exploring the unique local landscape, its ecology and biodiversity. Together they are creating art, which requires study of form and structure, of the interrelationships between species and habitats, people and places and between art and the creator/observer. Through this project, young people are being encouraged and supported to reach out to the wider community to discover reminiscences of the landscape and species of the past and desires for the future. They will weave these reminiscences into textile pieces which add value to the local sheep farming industry and use future hopes to create an area for the benefit of the community, both human and wild. During the project, there are opportunities for self-discovery, creativity, inspiration, problem solving, planning, design and development, valuing each young person's skills and talents as well as fostering a sense of guardianship for their community and environment. The textile pieces that will be created by the young people will be brought to local schools and community groups to encourage other young people and community members to be guardians of their environment.

*Link to their website*

*Include photos and logos available*

### **YMCA Ireland**

Cobh, Co. Cork

This project explores the nature of light and perception through an artistic 'language' and explores themes such as mental well-being and touch off our place in the larger cosmos. Scientific fields such as neuroscience (in relation to vision and perception) and physics (the science of light and lenses), as well as basic astronomy (through telescopes and a star-gazing evening) is probed in through non-formal, hands-on experimentation and direct interaction with the art process. Previous to this project, the young people had expressed an interest in exploring mental well-being which ties in well with the theme of perception and light. The project accommodates these interests and let them share their experiences in a safe supported environment. The young people exhibit the outcome of their work in the Sirius Art centre in Cobh, Cork in April 2020. The actual physical outcome is malleable at this stage and youth driven. Processes such as casting, photography, video making and installation are explored, along with materials such as Fresnel lenses, magnifying lenses, mirrors and various lighting effects. Light and perception phenomena such as camera obscura, the hollow face illusion, video mapping, holographic effects and optical illusions are presented to the young people and they decide on which elements they would like to investigate further through artistic processes.

*Link to their website*

### **Youth Work Ireland Tipperary**

Thurles, Co. Tipperary

The Rural Outreach Project supports Youth Clubs across Tipperary in Rural Areas. Our Youth Clubs work with young people and their community to contribute to a changing society for the benefit of young people. Through informal educational practices, we work with young people to help them achieve their full potential. A large portion of our work focuses on awareness raising and education around issues, such as SDG, Creativity and Practical life skills along with New opportunities. Through education, we aim to enable young people to make positive and life changing choices. In partnership with WeCreate and its Fab Lab, we explore mini enterprise projects in local clubs through facilitated sessions to develop artefacts and projects that will be linked to workshops and onsite visits to the Fab Lab. A focus on SDGs and reusable, low cost environmentally friendly materials along with the use of technology and exploration of Digital Fabrication and Electronics brings projects to life in various formats. Examples include 3D models to completely recycled artefacts and products like earrings created. Participants assess and analyse the different ways Fab Labs can be used in community. Small groups focus on a more in-depth look at the various machines, laser cutters and open source electronics and the different ways this technology challenges traditional manufacturing. The projects explore a chosen SDG with the guidance of trained staff. A showcase event and display session with presentations and enterprise sales of their project idea and how it can effect positive change in the environment and future generations will take place.

*Link to their website*

### **Galway Arts Centre**

Galway

Lead artist and STEAM professional Aoife Natsumi Frehan works with the Eglinton resident's youth group for 10 weeks on a project that explores visual storytelling. Assistant Stephen Cunniffe works alongside her throughout the project. Aoife uses her visual art skills and STEAM facilitation skills to work with children and young people aged 8 - 14 on pop-up books with copper tape circuits in them. The concept development is based on the group's interest in space and the universe, which was explored in previous workshops and engagement with Galway Arts Centre. Ideas are developed in a group through discussion and play, and then individually through drawing and exploration. Initially looking at stories set in space, for example Oliver Jeffers' `The Way Back Home` and `How To Catch A Star`, participants focus on setting, characters, plot and imagery, incorporating digital elements facilitated by Aoife. Older participants also look at Somaiya Daud's `Mirage` series. Stephen assists in embedding the digital elements into each individual's story in addition to working on the storyboarding & layout of the books. Aoife and Stephen work alongside each individual ensuring each child's approach is facilitated. For example, their story may be mostly visual, incorporate their first language, or they may need assistance in writing skills. The group visits the computer museum in INSIGHT in NUIG, and the MakerSpace in NUIG Library, a designated space where students can be creative, collaborate, share, develop ideas, innovate and generally just 'make stuff.' In addition, parents receive information on NUIG's status as a 'University of Sanctuary', which makes it possible for people in Direct Provision to attend university.

*Link to their website*

### **East Wicklow Youth Service**

Arklow, Co. Wicklow

The project consists of a combination of art, nature and science. With an experimental orientation, youth workers, the artist and young people work collaboratively to take field-trips exploring the local environment, produce scientific fieldnotes, and use natural science methodologies to examine the

surrounding flora. They combine art and natural science to learn about plants and how they grow by using magnifying glasses, quadrants, and other scientific equipment. They explore local ecology and research how it contributes to the lives of those living in the vicinity and examine the future of this local ecology at a time of concern for climate change. There are two parts, the individual process which includes the art of journaling (the sketchbook) – learning about the process of research, and the language of science; and the collaborative process of producing artworks inspired by the local environment – exploring a combination of botanical drawing, preservation of plant specimens, natural dying and cyanotype sun photography, – all part of a final showcase. The project is a celebration of the art and science of nature. The young people learn about natural processes, which are much more sustainable and accessible than larger scale factory-produced chemical processes. They are encouraged to continue their natural journal thereby facilitating their ongoing connection and curiosity about their local environment. Throughout the project learning points are noted for the young people providing evidence of the budding relationship that they will develop with their local environment.

*Link to their website*

### **Foroige Mayo**

The project is bringing together a group of 10-12 young people aged 12-16 years and a photographer and Film Maker. As the project is intended to be youth led, the opening workshops are focusing on discussing the suggested themes of Identity, Culture and Positive Change. The conversation between the youth group, STEAM practitioner and artist will be the starting point for developing the facilitation plan with the organisation which will lead the creation of a series of photographs created by the young people, firstly using their artist creativity to create a design, followed by an exploration of light technology and an understanding of physics in relation to capturing images using cameras and light. An introduction to STEAM as creative expression will be led by the artist and the photographer through leading workshops in mixed media arts and painting. The final piece that the young people will create will involve research and a clear understanding of photography techniques and various light sources to paint with light. The project will involve working collaboratively with the artist and photographer to create a piece unique to the young people.

Our Artist and STEAM practitioner will facilitate interactive focus groups with the young people incorporating quality STEAM practices to generate project ideas.

Foroige's philosophy focuses on the creativity of each young person accessing its service, as it applies to many aspects of life: solving problems, organizing, the arts, communicating, caring for others. The STEAM in youth work project will empower our young people to enhance their creativity, confidence and provide opportunities to learn new skills, working towards achieving the five national outcomes for children and young people (Better Outcomes, Brighter Futures).