



## Ardagh Young Creatives

# Young People's application Information

Ardagh Young Creatives is a flagship programme at the Design Museum that creates pathways into the design industries for young people aged 14-16 from underrepresented backgrounds.

This is a unique opportunity to work with designers, creative professionals and other young people on a project steered by **you!**

### **Our aims are simple, but big.**

- Create pathways into design and the creative world for young people Make a positive change to the lack of visible diversity and representation in the design and creative worlds.
- Elevate and platform young people's voices, experience, and expertise.

## We do this by

- Working with designers and collectives whose values, ethics and experiences are in line with the programme and can meaningfully relate to the young people
- Inviting young people who are:
  - **in care**
  - **young carers**
  - **those on free school meals**
  - **young people of colour**
  - **those with a disability or neurodivergence**
  - **identify as a Person of Colour (POC)**
- Inspiring young people through workshops that expose them to different types of design, in particular design that is playful, creative and human centred
- Collaborating and focusing on community
- Debunking myths about working in design and design fields by providing the opportunity to meet designers and hear their personal stories
- Offering a prominent space in front of the Design Museum to showcase their work.
- Providing 1:1 mentoring to the young people from creative professionals working in the design world.

## Key Details

- **Commitment:** Sessions will take place on the following Saturdays; 12 March, 19 March, 26 March, 2 April, 23 April, 30 April, 7 May, 14 May, 21 May, 4 June, 11 June, 18 June
- **Final Build Week:** Tuesday 26 July - Saturday 30 July
- **Timings:** 10:30 am – 14:30 pm.
- **Location:** The Design Museum.

## Programme Breakdown.

The programme is broken into **four sections**.

### 1. Discover, Explore, Design - 12 March, 19 March, 26 March, 2 April

During the first three sessions of the programme, you will explore the role of design, the process, and discuss the main issues with the lead designer. The aim is to create a project brief, authored by you, and the lead designer to which you'll then respond to as a group.

### 2. Design Workshops - 23 April, 30 April, 7 May, 14 May

Standalone workshops to understand different design approaches with professionals from the fields of architecture, graphics, product and sustainability. You will learn about how these designers use different design disciplines to solve issues as well as learn practical skills.

**3. Designing the solution** - 21 May, 4 June, 11 June, 18 June

You will co-design with the lead designer to help bring their ideas to life. The final outcome is a result of what the young creatives have learnt throughout the programme.

**4. Build Week & Final Showcase** - Mon 25 July - Sat 30 July

You will spend a week building the final design projects to be displayed to the public at the Design Museum with the lead design. The programme will end with a final celebration event where designers, mentors, friends, and families will come together to celebrate the young people's work.

**Celebration Event 30<sup>th</sup> July 2022**

## **To apply**

We endeavour to be as accessible as possible, however we know there is still work to be done. We actively encourage applications from people who are empathetic to the young people's experiences and backgrounds.

To apply please complete the attached form:

<https://forms.office.com/r/sNaCrZtjzJ>

If you would like to discuss any parts of the application, please get in touch with Elysia on [youngcreatives@designmuseum.org](mailto:youngcreatives@designmuseum.org)

We're excited to hear from you.