



NEW INVENTORS – INVENTORS IN RESIDENCE

PROJECT BRIEF

About the project

Thanks to funding from the Platten Family Fund at the Community Foundation Tyne & Wear and Northumberland, Discovery Museum is launching *New Inventors*, a residency programme working with three Inventors in Residence, three primary schools and visitors to the museum over the course of 2018/19 to inspire children to pursue opportunities in STEAM.

In anticipation of the Great Exhibition of the North, England's largest event in 2018, showcasing the influence of Northern innovation, art, culture and design on all of our lives and to celebrate the return of Robert Stephenson's iconic steam locomotive Rocket to Newcastle for the first time in 150 years, on loan from the Science Museum Group, Discovery Museum is seeking to recruit an innovative external practitioner working within contemporary engineering and the wider STEAM industry to serve as an Inventor in Residence who will devise and deliver a bold and exciting programme inspired by the theme 'how we travel.'

In addition, Discovery Museum will recruit a Young Inventor (aged 16-18) to support in the delivery of the programme and develop their own mini-project.

Project aims –

- To inspire children with a range of hands-on activities that positively influence attitudes towards STEAM and encourage aspiration to study or work in this field.
- To inspire girls to take up STEAM in response to the underrepresentation of women working in the industry (currently 21% in the UK)
- To inspire and develop the skills of TWAM staff who can consider the use of new practice and technologies in future events and learning programmes.
- To continue to build on the successful PLAY+INVENT programme and increase visitor engagement with Discovery Museum.

The Inventor in Residence will spend 25 days (equivalent to 2 full days per week, flexible) across 12 weeks between **23 April and 13 July 2018** working both on site at Discovery Museum engaging with visitors in our dedicated PLAY+INVENT Inventor space and at an assigned primary school.

The Inventor in Residence will be expected to –

- Develop and deliver 3 x weekend and/or school holiday public making workshops for families with children aged 5-13 (format of events to be agreed with the Inventor) taking inspiration from the Inventor in Residence's own practice, Discovery Museum collections (both on display and in store), gallery spaces and Stephenson's Rocket.

- Develop a design brief focusing on the theme 'how we travel' for a group of KS2 school children and work with them both in school and at Discovery Museum over the course of 12 weeks to develop an invention prototype.
- Develop and deliver a continued professional development session which will inspire and develop the skills of TWAM staff who can consider the use of new practice and technologies in future events and learning programmes.
- Mentor and support a Young Inventor in Residence in delivering their own mini-project as part of the residency.
- Capture evaluation throughout the duration of the residency.
- Develop sharable content for social media and TWAM's blog.

Timescale

1. Deadline for submissions is **5pm on Thursday 12 April 2018**
2. Interviews will take place on **Wednesday 18 April 2018**, please note, you will be expected to prepare a 30 minute hands-on session for the interview panel. **You will be contacted no later than Friday 13 April 2018**
3. The appointment of the Inventor in Residence will be no later than **Friday 20 April 2018**
4. The residency will take place across 12 weeks on agreed dates between **Monday 23 April and Friday 13 July 2018**

For the duration of the project you will work with representatives from TWAM's Digital team, Discovery Museum staff and staff and children at an assigned primary school (Bridgewater Primary School, St John's Primary School or Wingrove Primary School). We fully expect that the final programme will be shaped following consultation with TWAM staff and its audiences.

We invite proposals that –

- Set out the ambition of what you will deliver, and how you will meet the aims of the brief
- Suggest ideas of how you would like to make use of Discovery Museum, its collections and the school classroom space
- Demonstrate that you have a strong track record in engaging audiences and participants, in either schools, museums or other public spaces.
- Give evidence of your creativity and originality of thought.
- Provide a detailed budget breakdown - please indicate whether you are VAT registered.

Please note, successful applicants must provide evidence of satisfactory DBS checks and must provide a copy of their valid Public Liability Insurance certificate in a sum of not less than £5 million prior to commencement of the contract.

The contract of this work will be issued by TWAM.

Budget

A fee of £5000.

A production budget of £1500 is available for materials and technologies to deliver family and school activity.

We welcome quotations from applicants based in or outside the North East of England (in the UK or internationally) but please note that there is no separate budget for accommodation or travel.

Submission

All proposals should be emailed as a PDF or a word document (no more than four pages of A4) with the subject title '*Quotation: New Inventors – Inventors in Residence at Discovery Museum*' to Sarah Younas, Digital Programmes Officer at Tyne & Wear Archives & Museums:

sarah.younas@twmuseums.org.uk

All proposals should be received **no later than 5pm on Thursday 12 April 2018**

If you have any queries relating to this brief please contact Sarah Younas by email or on 0191 277 2324.

Project Background

TWAM is one of 21 Major Partner Museums funded by Arts Council across England. As such it has a high profile and its projects attract significant national interest. TWAM is also working increasingly internationally, sharing skills and learning from international partnerships. As part of its 2015-18 Arts Council Major Partner funded activity, TWAM is exploring new opportunities for audiences to engage with its museums, galleries and collections.

Like an increasing number of museums across the world, TWAM has evolved its practice by researching and developing projects that look to encourage public participation; enhancing the museum experience for visitors and seeking to more actively involve audiences who are less likely to engage with museums. TWAM believes there is untapped potential in museum spaces (online, in venue and in non-museum physical spaces) as a platform for public participation, and its collections as a provocation and gathering point for public dialogue. The organisation has delivered a significant number of digital and physical projects that 1) encourage public interpretation, interaction and authorship) 2) provide evidence of new audience engagement facilitated via public meaning-making.

Our work with schools has focused on increasing and deepening engagement to better understand how our venues can support children's learning. We enable families to support their children and engage with us through extensions of school linked activity, creating opportunities for children to lead and share authentic learning experiences. Alongside this strand of work our family programmes aim to help support children's learning through a range of activities taking place at weekends and during school holidays. In 2016/17, 119,367 children took part in organised educational activities with 47,292 (40%) of those children taking part in organised educational activities at Discovery Museum.

PLAY+INVENT is Discovery Museum's family programme for budding inventors, designers and makers. Launched in January 2017, the programme presents new ways of telling Tyneside's changing story through hands-on, contemporary STEAM activity. The

programme includes a successful strand of ticketed weekend events including big builds, computing, gaming and electronics workshops. The first phase of events (six events between January and March 2017) attracted 2751 people, with 98% of tickets selling out. The programme also includes the award winning Tiny Sparks, a fortnightly weekday pre-school session championing gender equality and encouraging children to dream big from an early age. Last season, 22 children (14 girls) attended with 93% of parents stating that the programme had made them think differently about activities their children might enjoy in the future. PLAY+INVENT also boasts a dedicated invention space for families to drop in and free build using recycled materials or take on a design challenge inspired by Discovery Museum's internationally important collections.

For more information about PLAY+INVENT please visit <http://discoverymuseum.org.uk/play-invent>

TWAM strategic goals that best relate to this brief include:

1. Excellence is thriving and celebrated in museums

Key objectives:

Develop physical and virtual access to allow people to engage with our venues, collections and each other.

Create a self-sustaining programme of high-profile events, exhibitions and activities that ensure high footfall and generate significant income.

2. Everyone has the opportunity to experience and be inspired by museums

Key objectives:

Develop our programmes to improve visitor experience and increase visitor numbers.

Improve our knowledge about our visitors and encourage more active engagement.

3. Every child and young person has the opportunity to experience the richness of arts, museums and libraries

Key objectives:

Link school and family programmes and contribute to a culture of learning in the family setting and so enhance learning for all children, their parents and their carers.

Supporting Information

About TWAM

Tyne & Wear Archives & Museums (TWAM) is a major regional museum, art gallery and archives service. It manages a collection of nine museums and galleries across Tyneside and the Archives for Tyne & Wear. It is supported by the five local authorities of the area and Newcastle University. TWAM is also a Major Partner Museum funded by Arts Council England and has core museum funded status.

TWAM holds diverse collections of international importance in archives, art, science and technology, archaeology, military and social history, fashion and natural sciences.

TWAM achieves in excess of 1.4 million in person visits each year.

The profile of TWAM's audience broadly reflects the demographic profile of the region's population and some of our venues are in areas of low cultural engagement e.g. South Tyneside. Across TWAM venues:

62% are from Tyne and Wear

48% visit with children

37% are socio economic group C2DE

14% are disabled

9% are non-white UK origin

TWAM also engages with audiences digitally. TWAM has 113,134 social media followers, 700,000 annual web visits and 6,883,300 views of flickr content. Increasingly we aim to creatively connect physical and digital experiences, enabling real and virtual engagement where people can be inspired by our buildings, sites, collections, staff and each other.

For more information about Tyne & Wear Archives & Museums please visit <http://twmuseums.org.uk>

About Discovery Museum

Discovery Museum is housed in the old Co-operative Wholesale Society building, Blandford House, in central Newcastle. Opening in 1899, it quickly became an iconic building in Newcastle city centre. Blandford House became a museum in 1978 and was re-launched as Discovery Museum in 1993. Discovery Museum, now tells 'Tyneside's changing story' and holds internationally important collections including those that tell the region's contribution to the history of invention.

The profile of Discovery Museum's audience broadly reflects the demographic profile of North East England's population.

63% are from Tyne and Wear (84% from North East England)

30% are socio economic group C2DE

14% are disabled

10% are BAMER audiences

70% visit with children

Discovery Museum also engages with audiences digitally and achieves around 160,000 annual visits to its website. It has a loyal following on social media (3,122 facebook / 9,426 twitter). Increasingly we aim to creatively connect physical and digital experiences, enabling real and virtual engagement where people can be inspired by our buildings, sites, collections, staff and each other.

Discovery Museum uses Morris Hargreaves McIntyre's Culture Segments audience segmentation tool. The two segments that we are actively developing at Discovery Museum are:

Expression

Confident, fun-loving and community-minded, they love to learn and accommodate a wide range of interests. Their priorities are: living life to the full; community; family; arts and culture; nature.

Affirmation

They enjoy a wide range of leisure activities. Culture is mainly a way of enjoying quality time with friends and family, and offers the chance for self-improvement. Their priorities are: family needs; personal development; quality time with others.

We understand the importance of monitoring and evaluating the service that we provide to our audiences, listening to critical comment and working collaboratively with communities to shape our offer.

For more information about Discovery Museum please visit <http://discoverymuseum.org.uk>

Funders

This project has been made possible thanks to a grant from the Platten Family Fund at the Community Foundation Tyne & Wear and Northumberland. The fund was established in 2014 and supports charitable activity that inspires the next generation of North East engineers.