



# Progress Report

## April 2020



Clár Éire Ildánach  
Creative Ireland  
Programme  
2017-2022





# 2020

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*Creative Ireland*  
Programme  
2017–2022





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# The Programme Delivering the Vision



— Wagon Wheels, Pippy Firman being filmed by Terence White, Creative Ireland Wexford

The Creative Ireland Programme is about *people*. Central to our vision is the belief that participation in cultural and creative activities promotes the wellbeing of the individual, the community and the nation.

— The Book Clinic, Creative Ireland, Cork County



**“I think of creativity as harnessing imagination into action.”**

— Nathalie Weadick, Director  
Irish Architecture Foundation

The Creative Ireland Programme is about *policy*. Creativity should be at the heart of public policy-making and delivery. We work with decision makers to embed creativity across public policy, and to promote understanding and appreciation of creativity in all its forms.

And ultimately, the Creative Ireland Programme is about *potential*. Activities, initiatives, and events supported through the Programme provide opportunities for everyone in the country to realise their full creative potential.

Throughout 2019, the Creative Ireland Programme continued our work with central and local Government, State agencies, sectoral bodies, NGOs including community organisations, individuals, and partners. In a busy and successful year, we made significant progress across the five pillars of our work, and developed new initiatives which further the Programme’s broader aims. This new strategic engagement across State and voluntary/community sectors is based on three guiding principles: *creativity*, *collaboration* and *transformation*.

Support focused both on direct engagement with creativity (such as on education, institutions, industry); *and* on creativity as a way of engaging with broader societal issues, including: mental health, social marginalisation, rural isolation, poverty, isolation of the aged, individuals with disabilities or special needs, migrant integration, intercultural dialogue, climate action, and biodiversity loss.

2019 was the third year of the Creative Ireland Programme, and an increased budget allocation of €7.15 million was made to further progress our objectives (see Appendix 1). In addition to the funding provided by the Department of Culture, Heritage and the Gaeltacht, funding supports were also provided by partner Departments and agencies.

During 2019, it was very rewarding to see the work supported by the Creative Ireland Programme being recognised regionally, nationally and internationally. The nominations received reflect the excellent work being done with creative communities around Ireland, thus enabling the creative potential of our citizens, young and old, to effect real and transformative change in our towns and communities:

- Clare County Council's *Clare Cultural Companions* was nominated in the Age Friendly Initiative category, Chambers Ireland Excellence in Local Government Awards.
- Clare County Council's *The Vision Symphony* was nominated in the Disability Services Provision category, Chambers Ireland Excellence in Local Government Awards.
- Cork County Council's *A Sound Initiative* at Cork County Library was nominated in the Best Library Service category, Chambers Ireland Excellence in Local Government Awards.
- The Creative Ireland Programme was short-listed as one Europe's most innovative citizenship programmes in the prestigious *European Innovation in Politics Awards*, which honour innovation across arts, science and education. Minister for Culture, Heritage and Gaeltacht, Josepha Madigan, TD and the Creative Ireland Programme were selected as one of 80 finalists from a jury of over 1,000 citizens across Europe.

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**“Creative children become creative people.  
And creative people of all ages are happier  
and more fulfilled in their lives .... More  
than ever we need creativity if we are  
to thrive and flourish in an increasingly  
globalised technical world.”**

— Taoiseach Leo Varadkar TD

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# Creativity and Mental Wellbeing

Creativity enhances a person's psychological and emotional wellbeing.

The Creative Ireland Programme was designed to promote public engagement in creative activity which would result in significant positive implications for individual and societal wellbeing and achievement.

The Creative Ireland Programme has invested significantly in mental wellbeing initiatives, with ageing, general health and wellbeing, mental health, disabilities, and those with special needs (particularly young people) just some of the areas that received investment. Collaboration between Local Authorities and individual practitioners and organisations predominantly in the culture, creative and heritage sectors has been central to the delivery of services. In 2019, locally developed and led initiatives were delivered by every Local Authority in Ireland directly into local healthcare facilities, special needs schools, and communities. Collaboration between Local Authorities and individual practitioners and

organisations predominantly in the arts and heritage sectors has been central to the delivery of these services. Services supported during the year included:

*Cultural Companions.* We supported Clare County Council to facilitate a network of older people interested in arts and culture. The Clare Age Friendly Programme worked with 13 volunteers to draw up a bi-monthly calendar of events, often with a social get-together built in. The calendar was posted to members, including details for meeting up prior to each event. In 2019, membership more than doubled: from 83 to 173.

*Cuairt agus Cultúr.* We supported this joint initiative between Dun Laoghaire-Rathdown Libraries and Dun Laoghaire-Rathdown Arts Office through the Dun Laoghaire-Rathdown Culture and Creativity Team. Dun Laoghaire-Rathdown has the highest proportion of over 65 year olds in Ireland. Cuairt agus Cultúr supported

— Bealtaine Festival present Abair, Samaa, Kilcock Men's Shed Choir and Libyan singer Farah Elle, Creative Ireland, Kildare



health and wellbeing that contribute to Dun Laoghaire-Rathdown Age Friendly County targets. The project reached across a large geographical area by engaging six residential care homes and six creative practitioners to programme events for residents, including: workshops that used creativity to explore sound; dance for all abilities; contemporary arts and crafts; talks on local history and heritage; and storytelling. Events were designed so those who are not mobile could engage in creative activity in their living environment.

*Creative Health Hub.* Through the National Creativity Fund we supported a number of highly innovative and creative wellbeing projects, including Helium Arts' pilot Creative Health Hub in Cork.

Aiming to situate work in key urban centres in Ireland, Helium Arts artists deliver a continuous programme of activity connecting hospitals, community, and public settings.

Their workshop programme supports children and young people to let their creativity free, and show the difference creative engagement can make to the mental wellbeing of children facing the social and emotional challenges of long-term illness.



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**“We believe that participating in creative activities increases people’s wellbeing, individually and collectively.”**

— Tania Banotti, Director Creative Ireland

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— Dance Theatre of Ireland's 'Well-Dance for Seniors' Class in Ballinteer  
Creative Ireland DLR / Photo by Tatyana Turchina

# Creative Youth



We launched the *Creative Youth Plan to Enable the Creative Potential of Every Young Person* in December 2017 (read the full text [here](#)). It sets out measures to deliver on one of our key goals: to ensure that every child in Ireland has practical access to creative activities by 2022. As with 2018, significant progress on the delivery of its objectives was achieved last year.

*Implementing Creative Youth.* The plan is led by a working group including the Creative Ireland Programme office in the Department of Culture, Heritage and the Gaeltacht, in partnership with the Department of Education and Skills, the Department of Children and Youth Affairs, and the Arts Council. To support its implementation, increased combined investment of €6m from the Department of Culture,

Heritage and the Gaeltacht, the Department of Education and Skills, and the Arts Council was secured. During 2019, the Working Group refined the actions in the Plan and reported on implementation to date.

*Advising Creative Youth.* A Creative Youth Expert Advisory Group, chaired by Dr Ciarán Benson, assists and advises the Programme and working group.

**“Ireland is the only country in the world to have a dedicated day of free creativity for our children and young people. Although only in its second year, Cruinniú na nÓg has already grown in ambition and scale with almost double the number of free activities taking place across the length and breadth of the country this year.”**

— Josepha Madigan, TD, Minister for Culture, Heritage and the Gaeltacht



— Creative Youth Sharing, Creative Ireland, Limerick / Photo by Jym Daly



— Cruinniú na nÓg, Creative Ireland, Kerry  
Photo by Michael Kenney

<sup>1</sup>Further details of participating schools can be found at [artscouncil.ie/creative-schools](https://artscouncil.ie/creative-schools)

### Creating Positive Outcomes with Creative Schools

This flagship initiative is managed by the Arts Council and funded by the Department of Culture, Heritage and the Gaeltacht, the Department of Education and Skills, and the Arts Council. Through an annual grant and access to a Creative Associate (either a teacher with arts practice, or a creative or arts practitioner), schools are supported to develop and begin to implement their own Creative School plan. The long-term aim is to enable schools to fully embrace the arts and creativity, ensuring a positive experience and strong outcomes for children.

Following the successful launch of the initiative in 2018, the Creative Youth partners committed to a doubling of the number of participating schools from 2019. A second round of applications opened in early 2019, with 300 schools<sup>1</sup> from all over the country participating – including primary, post-primary, Youthreach, Irish language, special schools and schools with DEIS status. The inaugural Creative Schools Week (4th-8th November) was the perfect opportunity for schools to share, showcase and celebrate their creativity. More than 630 children from 55 different schools took part in five regional celebration events in Cork, Donegal, Dublin, Galway and Westmeath. A video of Creative Schools can be viewed at [youtube.com/watch?v=J3u1EN-ZaYJs](https://youtube.com/watch?v=J3u1EN-ZaYJs). We partnered with RTÉ to develop a documentary on Creative Schools which will air in 2020.

### Fostering Co-Operation with Creative Clusters

Creative Clusters is a pilot initiative of the Department of Education and Skills, led by and in partnership with the Teacher Education Centres (ESCI), and funded through the Schools Excellence Fund. A key in-school initiative of Creative Youth, this initiative is open to both primary and post primary schools. Creative Clusters are groups of between two and five schools working together on a creative project. The initiative commenced in the 2018-19 academic year with 23 clusters nationwide, totalling 71 schools. In 2019-20, 21 clusters totalling 77 schools were established. A facilitator provided by the Education Centre helps each cluster formulate their plan and a fund of €2,500 is provided to each cluster. Projects include coding, drama, Green Forest and Wellbeing.

— LEFT: Creative Schools launch with Ministers Katherine Zappone, Joe McHugh and Josepha Madigan  
— RIGHT: We Are Animals, Creative Clusters, Clare



### Providing a Platform With the Arts in Education Charter and Portal

We actively support the ongoing implementation of commitments under the Arts in Education Charter, which aims to embed artistic processes in education. The *Arts in Education Portal* provides a platform through which good collaborative practice in arts-in-education and arts education is supported.

The fourth annual *National Arts in Education Portal Day* took place at the Institute for Lifecourse & Society (ILAS), National University of Ireland Galway (NUIG) in partnership between ILAS and Babóro on November 9th 2019. This initiative is building momentum as a significant event in the arts and education calendar in Ireland. The 2019 Portal Day coincided with the Creative Schools week-long celebration of arts and creativity in schools.

### Enrichment Through NAPD Creative Engagement

An initiative of the National Association of Principals and Deputy Principals (NAPD), the Creative Engagement programme has been jointly funded by the Department of Culture, Heritage and the Gaeltacht, and the Department of Education and Skills since 2005. Both Departments maintained increased funding allocations in 2019. The funding goes directly to provide arts services and materials to participating schools. More than 100 schools took part in 2019. This funding support provides a very enriching experience for all schools involved, and the programme culminated in an exhibition by a selection of participating schools on 19th November 2019. See [www.creativeengagement.ie](http://www.creativeengagement.ie)



### A Structured Approach to Creativity: Local Creative Youth Partnerships

Following a competitive process, three new pilot Local Creative Youth Partnerships (led by Kerry, Laois/Offaly and Limerick/Clare Education and Training Boards) were established in 2019. These Partnerships provide a structure for the development and co-ordination of out-of-school creative activities for children and young people by bringing together a variety of actors in education, local government, community and arts sectors to establish and nurture new partnerships and networks. Partnerships also aim to enhance creative and cultural activities in disadvantaged areas. Funding support is provided through the Department of Education and Skills.

### Expanding the Stage for Youth Theatre Ireland

With support from the Creative Ireland Programme, Youth Theatre Ireland commenced the roll-out of a new nationwide expansion programme during 2019. This project established new partnerships with local groups and youth service providers, and designed a structure for the development, training and start-up of youth theatre groups. Participation in youth theatre is proven to increase creative skills and levels of self-esteem and confidence; improve wellbeing and happiness; provide opportunities to explore issues and stories that matter; and enhance levels of achievement at school and life.



### **Embedding Coding and Computational Thinking into Education**

*Post primary level.* The national rollout of Leaving Certificate Computer Science will commence from September 2020.

The phased implementation of Leaving Certificate Computer Science commenced in September 2018 in 40 schools, offered to students entering fifth year. These schools continued to deliver the subject to students who commenced fifth year in September 2019. The first Leaving Certificate examination for Computer Science will take place in May 2020 for Phase 1 schools.

*Primary level.* A final report on the Coding in Primary Schools Initiative was published by the National Council for Curriculum and Assessment in June 2019. It found that coding and computational thinking at primary should be cross-curricular rather than standalone. The concept of coding and computational thinking within the primary curriculum is being considered within the context of a wider review and redevelopment of the full primary curriculum.

### **Unlocking Potential with Continuing Professional Development (CPD)**

CPD for teachers (and artists working in partnership with teachers) is crucial to the long-term success and sustainability of the overall Creative Youth Plan. Building a critical mass of education and arts professionals who are equipped with the relevant skills and techniques is vital to ensuring children and young people can unlock their innate creative potential.

The Creative Ireland Programme continues to support CPD initiatives for teachers in both primary (Teacher/Artist Partnership – TAP) and post primary (Arts in Junior Cycle) schools. TAP provides a summer course and funded in-school Artist in Residency opportunities in which participating teachers and artists work collaboratively during the following academic year. In summer 2019, 276 teachers and 80 artists took part. Junior Cycle for Teachers (JCT) ran a number of CPD courses for Arts in Junior Cycle 2019: DesignSKILLS, Lemme Start, and Me and my Music. 558 teachers attended and 2,435 students engaged directly with these CPD courses. Programmes are co-funded by the Department of Culture, Heritage and the Gaeltacht, and the Department of Education and Skills.

<sup>2</sup>Further details can be found at [www.creativeireland.gov.ie/en/publications/](http://www.creativeireland.gov.ie/en/publications/)

### **The Right to Write! Fighting Words**

This free service helps children and young people, and adults who did not have this opportunity as children, to discover and harness the power of their own imaginations and creative writing skills.

All are welcome on an equal basis, with priority access for those with additional needs.

The Fighting Words model has been shown to positively impact on personal, social and academic development. The Department of Education and Skills and Fighting Words entered into a partnership with Dublin City University Institute of Education to contribute to education programmes.

In 2019, a new three-year partnership further expanded this service to many more children, young people and adults with additional needs. Funding was provided by the Department of Culture, Heritage and the Gaeltacht, and included support for the development of new Irish language workshops in Gaeltacht areas.

### **Encouraging New Voices with Sing Ireland**

The Creative Youth Plan commits to working with key partners to develop a programme aimed at encouraging creative and sustainable engagement with singing and choral music for young people. In 2019, Sing Ireland, with the support of the Creative Ireland Programme and funding from the Department of Culture, Heritage and the Gaeltacht, commenced *YouthSing Ireland*. Informed by [research](#) commissioned in 2018 by the Creative Ireland Programme<sup>2</sup>, this project enhances opportunities for engaging young people in singing. It also supports teachers with an enhanced continuous professional development offering, and new resource material in Irish (or of Irish origin), together with an online resource for teachers. A *Sing Space* will bring young people and children, teachers and musicians together to work collaboratively.

### **Music Generation**

The expansion of the Music Generation programme continued during 2019, with increased funding provided by the Department of Education and Skills. Music Generation believes in the musical potential and innate artistry of every child and young person and the right to access and participation as a musical citizen. With increased support through the Creative Ireland Programme, Music Generation is expanding to the ten areas where Music Education Partnerships had not yet been established: five were established during 2019, in Kerry, Kildare, Meath, Longford and Tipperary.

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**“It’s a love for us, it doesn’t feel like work, it just feels like we are having incredible fun.”**

— Youth Theatre Ireland

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# Creative Communities

Creative Communities engages local communities with creativity to support place-making, social cohesion (encompassing social inclusion), and the local creative economy. This is delivered through Local Authorities, whose five-year Culture and Creativity Plans were launched in 2018.



— Holly Pereira, Ploughing Championships 2019



— 'Teach Rex', Creative Ireland, Kilkenny

These strategies highlight the critical role Local Authorities play as providers and enablers of cultural and creative experiences in communities across Ireland, with vitally important social and economic consequences.

The range of initiatives delivered and funded under the Creative Ireland Programme since 2017 has activated a unique approach to collaboration, creating a vibrant, diverse, cross disciplinary programme of events and initiatives. In just three years the Creative Ireland Programme supported over 2,300 creative projects nationwide through the 31

Local Authorities. Projects have addressed people, place and identity, social economic and environmental challenges and a clear picture has emerged of a common ambition and vision to work as pro active catalysts, where creativity contributes to addressing the wider social challenges that constitute the context of and conditions for 'wellbeing, social cohesion and economic success'

In addition last year, the Creative Ireland Programme agreed a series of bespoke pilot heritage-based initiatives to explore their potential to contribute to more inclusive, cohesive and economically vibrant local communities.



### Local Authorities

Supporting the implementation of Culture and Creativity Plans during 2019 enabled communities across the country to unlock the creative potential that leads to an enhanced sense of place at local level, thus actively contributing to social and economic wellbeing.

Funding of €2.3 million was allocated to the Local Authorities under the Creative Ireland Programme in 2019 from the Department of Culture, Heritage and the Gaeltacht. This was augmented by €1 million from the Department of Housing, Planning and Local Government. Each Local Authority received a minimum of €97,000 in core funding during 2019.

Funding supported more than 730 community-led, cross-sectoral projects in

2019 spanning heritage, Irish language, arts, architecture, design, gastronomy, and technology, among others (see Appendix 2).

The Creative Ireland Programme meets with the Culture and Creativity Teams on a quarterly basis. In December 2019 Creative Ireland Coordinators shared success stories and reflected on the secrets of success. The 28 stories shared provided an initial sense of the diverse local networks and stakeholders that have emerged or been strengthened by the Creative Ireland Programme. Stories also demonstrated the embedded nature of the work and the social capital created at local level by working collaboratively. A clear picture emerged of a common ambition and vision to work as pro active catalysts.



### The Heritage Council

In 2019, the Creative Ireland Programme partnered with the Heritage Council to deliver a series of projects to highlight the creative potential offered by heritage, which is a vital component of our creativity ecosystem within local communities. This enabled the Programme to widen its reach across communities and organisations that may not see creativity as intrinsic to what they do. It also allowed the Heritage Council to experiment with new types of initiatives, to reach out to new audiences, particularly those with physical and social challenges in engaging with heritage creatively, and utilising creative techniques to highlight the importance of good conservation.

*Adopt a Monument.* 15 local communities ‘adopted’ a local monument and worked with experts to put in place plans and solutions to deal with critical conservation issues.

*Natural Senses workshops.* Together with Birdwatch Ireland, Bat Conservation Ireland, and the National Council for the Blind of Ireland, the *Natural Senses* workshop series brought a heightened experience and awareness of the natural environment to people with sight impairment, through training in regard to interpretation of the sounds in and around their daily environment.

*Wildlife Sanctuary.* A partnership between the Heritage Council, Persons Seeking Asylum, Irish Peatlands Conservancy Council and Abbeyleix Bog Trust established a pilot programme in Co Laois provisionally entitled *Wildlife Sanctuary*, in which a series of work camps facilitated the involvement and cultural exchange of persons seeking asylum and conservation volunteers.

*Heritage Schools partnership.* With funding from the Creative Ireland Programme, the Heritage Council in partnership with Focus Ireland delivered a project for children affected by homelessness through Heritage in Schools, 2019. Part of the project focus was on marine heritage, tying-in with national Wild Child Day and Heritage Week. Over the course of three days, children went rockpool fishing in Sandycove, visited The Jeanie Johnston Tall Ship, the Irish Emigration Museum EPIC, and The National Sea Life Aquarium. Another day out included an organised visit to Kilkenny Castle with a particular emphasis on the role that local heritage can contribute to a child’s sense of identity and place. This partnership project was a wonderful opportunity for children to get exploring and learning outdoors.



— Famine Testimonies  
— Leitrim Design House, Creative Ireland, Leitrim

### iCAN project

The Creative Ireland Programme has partnered with the National Museum of Ireland (NMI) since 2018 in developing the Irish Community Archive Network. With iCAN, groups of volunteers in local communities create online digital archives where they can record and reflect their community's history, heritage and culture, guided and supported by local heritage professionals and practitioners.

As much of Ireland's tangible and intangible cultural heritage is in the care and ownership of its citizens, iCAN is playing a key role in supporting communities to gather and preserve their cultural heritage and local history and share it with a local, national and global audience.

The NMI is supporting communities to develop their community archiving and other skills by developing learning and training programmes that encourage peer-to-peer learning, group learning, mentorship, and a buddy system, all of which are empowering communities to develop and maintain archive websites.

'Community archiving' as a cultural heritage practice is a recent development in Ireland and the NMI is the first cultural institution to facilitate a structured project of this kind. Community archiving is invaluable in its transformative effect on individuals and communities in terms of wellbeing, and in its capacity to generate community development and cohesion and boost local tourism and employment. There is considerable potential for iCAN to develop into a high quality, national cultural heritage infrastructure across the country. See the range of community groups involved in iCAN via [www.ouririshheritage.org](http://www.ouririshheritage.org)

### The Historic Houses of Ireland (HHI)

HHI represents the private owners of Ireland's historic houses which are an important part of Ireland's cultural heritage and an increasingly significant resource for rural communities. They act as major attractions for visitors and as important local economic drivers. In 2015, the Department of Culture, Heritage and the Gaeltacht published *An Action Plan for the Sustainable Future of the Irish Country House in Private Hands*. HHI worked closely with the Department on its implementation. In 2019, the Creative Ireland Programme partnered with the HHI to further develop actions under the plan by commissioning a report entitled *Irish Historic Houses: A Creative Re-appraisal*. This explored innovative ways of using Irish historic houses, their outbuildings, gardens and demesnes to benefit their owners, local communities and Ireland's heritage sector. The report has three main themes: Creative Communities, Creative Spaces, and Creative Children.

This project will help to reposition Irish historic houses as important cultural and creative assets, and outline their potential for creative activities, particularly those involving local communities, children and young people through cross-sectoral and volunteering initiatives at local, national and international level.

### Dublin Civic Trust

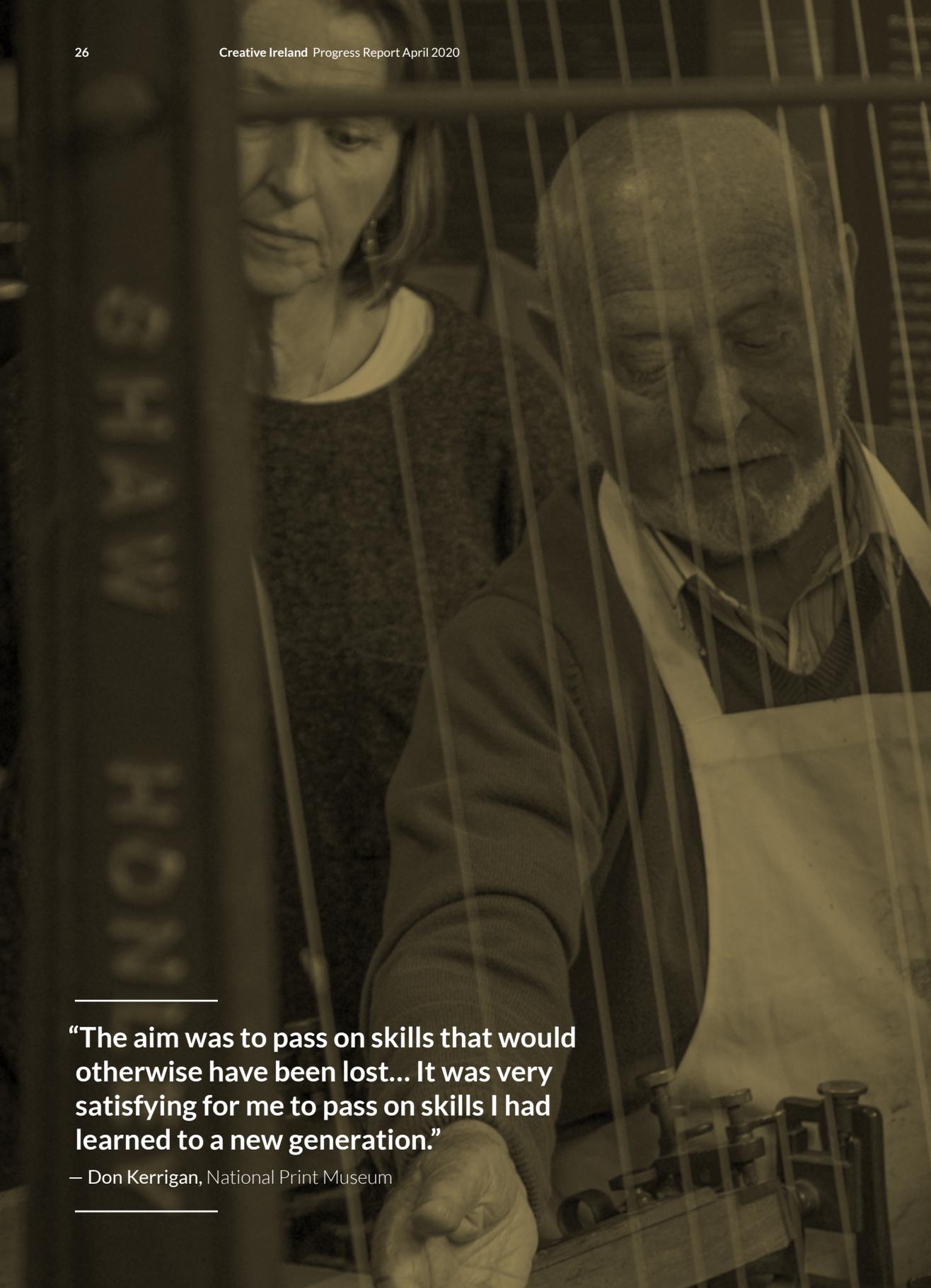
The Creative Ireland Programme partnered with Dublin Civic Trust to host a one-day symposium on *The Identification and Reuse of Traditional 17th & 18th Century Urban Buildings* in December 2019. This event focused on ways to involve more people and communities in the recognition and preservation of early urban buildings, in our historic cities and towns, and how to raise levels of awareness and seek innovative and creative schemes for contemporary living. Consolidating urban areas and reusing historic building stock to create necessary homes is good sense and an efficient use of existing resources.

We are supporting two publications “Old House-New Space” in partnership with the RIAI; and “The Dutch Billy Tradition & the Street Architecture of Dublin 1660-1760” with the Dublin Civic Trust. Both are due for publication in 2020.

**The Creative Ireland Programme at Ploughing 2019 was located within the Communities marquee of the Government village. A panel discussion on our work in local communities was hosted by Government Information Service. Drawing on the wealth of innovation and creativity within our local communities, the Creative Ireland Programme curated a special programme of activities to inform and inspire citizens about the value of creativity at Ploughing 2019:**

- The Walls Project was a special commission of a live wall take-over by artists who created a special artwork on the theme of Climate Change, Climate Action and Playing our Part.
- Techspace enabled children and young people experiment with holograms, green screen technology and the world of virtual reality.
- Junk Kouture displayed three amazing recycled fashion outfits created from junk materials in the Education & Learning Marquee.
- Mountmellick Yarnbombers decorated our space with a selection of hand knit and crocheted items.
- Carlow Ukulele Band performed on the Creative Stage.





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**“The aim was to pass on skills that would otherwise have been lost... It was very satisfying for me to pass on skills I had learned to a new generation.”**

— Don Kerrigan, National Print Museum

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# Cruinniú na nÓg



— Cruinniú na nÓg Ambassadors: Ben de Barra, Sarah Fitzgerald, Adam Cunningham

Cruinniú na nÓg is a flagship initiative of the Creative Ireland Programme's Creative Youth Plan.

It celebrates and encourages children and young people's participation in culture and creative activities such as art, music, coding and theatre workshops, performances, exhibitions, readings, film screenings and much more. Following the first national day of culture and creativity for children and young people in 2018, 15th June 2019 was even more successful! A day of free participatory events for children and young people was delivered all over Ireland by the Creative Ireland Coordinators and the Culture and Creativity Teams.

**The Creative Ireland Programme developed guidance for Local Authorities to assist them in curating local programmes of activity.**

**Key elements are:**

- All events should be focussed on children and young people (up to 18) and should be based on what children want and need. The majority of events should be activity-based, i.e., children and young people 'doing', 'making', 'creating', but with a selection of suitable commissioned events also;
- Ground-up, community-led approach mixed with commissioned pieces based on a clear and transparent, open-call process;
- 'Harder to reach' children and young people must be included; and
- Library facilities and, where possible, other publicly-owned spaces to be used across Local Authorities to programme exciting and innovative workshops and events for children and young people. Coordinators were free to identify potential locations and programme as they wish.



The Creative Ireland Programme, in partnership with Hub na nÓg, held consultations with children and young people to develop a questionnaire to be used by Local Authorities to ensure that the voice of the child was heard in the development of their programmes for the day.

More than 750 free creative events took place in Ireland on Cruinniú na nÓg, an increase of 56% on 2018.

Each Local Authority was allocated €15,000, with each of the Local Authorities in Dublin receiving €75,000 to develop and deliver a bespoke programme of events for the children and young people living in their Local Authority area. A small amount of additional funding was provided to various Local Authorities who requested additional funding for larger scale programmes.

To mark the second year of the initiative, three young Cruinniú na nÓg ambassadors were appointed to advocate and encourage young people to get involved in something creative on the day and try one of the free local workshops or special events. Sarah Fitzgerald hosted a book clinic for young readers in Cork; Adam Cunningham inspired young coders at Tech Féile workshops in Galway city; and the world premiere of Ben de Barra's first film *The Happy Garden* was held in the Omniplex, Balbriggan.

#### Media and promotional support for Cruinniú na nÓg included:

- A partnership with RTÉ to design and roll out a national TV and radio campaign;
- A continuing partnership with the Irish Independent group newspapers; and
- A regional radio marketing campaign and digital strategy.

#### Engagement and reach included:

- 780 events nationwide, representing a 56% increase on 2018 programme.
- Total participation by young people estimated at 55,000, representing a 10% increase on 2018.
- Increased involvement of children and young people at the planning stage.
- Interviews and features on national broadcast media including, Ryan Tubridy, Six One News, News 2Day, Radio na Gaeltachta and the Six O'Clock Show.
- Features in Irish Times Magazine and the Ticket with front page photo and editorial on the day.
- Features in Irish Independent and photo in Irish Examiner.
- 321 individual news, feature and photo articles in national and regional media between 1st May and 15th June.
- A radio campaign that reached 39% of households.
- 1,350,708 completed video views across all platforms.
- 537,000+ views of Cruinniú content on RTÉ social media channels.
- 17,000 views of Creative Rush, an online game specially commissioned with the Irish Independent and designed by Cruinniú Ambassador Adam Cunningham.

A new fully searchable event micro-site was designed, built and launched within six weeks. It included individual event pages as well as news pages, videos and features on the Cruinniú Ambassadors: [cruinniu.creativeireland.gov.ie](http://cruinniu.creativeireland.gov.ie)



# Creativity and Our Historic Built Environment



— The Follies Trust visit to Ballycumber, Creative Ireland, Offaly

Particularly among local communities, Ireland's historic built environment is central to social cohesion, and is essential for a sustainable future; whether through climate change mitigation or simply valuing what we have. A quality built environment has positive impacts on the physical, mental and social wellbeing of individuals and communities, on one's outlook on life, and how people live, socialise, create, work and relax. The historic environment plays an important role in defining a sense of belonging,

engendering pride of place, ownership and collective social enjoyment. It also is a significant resource for the creative economy, business and visitors.

The Creative Ireland Programme has supported over sixty projects over the last three years that have not only raised awareness but have sought innovative and creative solutions to regenerate, reuse, adapt and conserve elements of the historic built environment. 2019 highlights include:



**“The scale of the investment in our cultural infrastructure that we are now announcing is unprecedented. It will deepen our cultural foundations in every part of the nation.”**

— Taoiseach Leo Varadkar TD

*Wigging once again in Limerick.* In 2019, we supported the innovative Limerick city project *Connect to the Grid: 250 years of Limerick's Urban Planning*. Focused on Limerick's Georgian Quarter- known as Newtown Pery, built in the late 18th and early 19th century, to a grid plan which still defines the city centre, the project is about regeneration, conservation and reuse. Limerick City and County Council aim to regenerate this urban neighbourhood to offer a new way of living. The value inherent in this area of Limerick in terms of heritage conservation and in terms of sustainable reuse is considerable. Through the Local Authority, the Creative Ireland Programme supported a sash window conservation project as well as the conservation of traditional historic brick facades through a process called 'wigging'. This demonstrated what is possible in terms of rejuvenating the urban fabric of Limerick, and was an exemplar of good conservation work. Although still at an early stage, it is clear that private residents, businesses, and property owners have grasped the potential, proving that with support, creativity, and local enthusiasm, Limerick's Georgian Quarter can shine once more.

*A stitch in time in Donegal.* Donegal is home to one of the largest surviving concentrations of thatch structures in Ireland. Donegal County Council with the support of the Creative Ireland Programme and the Heritage Council funded twelve thatching projects in 2019 under the *A Stitch in Time* thatching scheme. This scheme recognises the contribution that thatched dwellings and outbuildings make to our cultural landscape, employment, traditional skills retention, the economy and tourism. The support of the Creative Ireland Programme allowed a critical number of these endangered structures to be conserved, highlighting the importance of appropriate, sustainable and responsible reuse based on local knowledge of traditional skills, traditional materials, and knowledge of land-use practices in which form and function are inextricably linked. Work undertaken in 2019 revealed important information on local thatching methods and materials, and the challenges facing homeowners. This supplemented the guide to tackling conservation of thatched structures which we funded in 2018.

*Finding follies in Offaly.* The Local Authority continued its innovative programme to conserve and restore a series of eleven follies which have significance to the local community and are important elements of Offaly's rich and varied landscape. The focus in 2019 was Ballycumber Folly, which is set within a designed, naturalised demesne on high ground, with wonderful views of the surrounding parkland and overlooking the tree-lined walk along the banks of the River Brosna. For a number of years this walk has been the focus of the local Tidy Towns committee's ambitions for this attractive village. The folly is a curious structure, circular in plan with soaring buttress. Co-funded by the Creative Ireland Programme, the Irish Georgian Society and the Follies Trust, the works encompassed ground clearance, erection of scaffolding, the consolidation of stonework on top of walls, reconstruction of buttresses, and isolated patch pointing. The conserved structure now forms an attractive focal point for Ballycumber and is a source of pride in the village.

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**“Thar an 20, 30, 50 bliain amach  
romhainn, léireoidh Éire Ildánach  
mar a bhí muintir na hÉireann  
ag tús an chéad 100 bliain eile.”**

— Enda Kenny, former Taoiseach

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# Cultural Investment

*Investing in Our Culture, Language and Heritage 2018-2027* is a ten-year capital investment plan, under Project Ireland 2040, for the Department of Culture, Heritage and the Gaeltacht.



Launched in April 2018, it sets out the commitment for capital investment in Ireland's cultural, heritage and Irish language infrastructure. The development of this plan, facilitated by the Creative Ireland Programme vision, includes investment of €460 million in Ireland's national cultural institutions, ensuring that they continue to protect and present the national collections, as well as creating new spaces for creativity and engagement. Progress on projects is as follows:

#### **National Gallery of Ireland**

Following the successful completion of Phases 1 to 3 of the National Gallery's Master Development Plan 2014- 2017, appraisal is ongoing in respect of Phase 4 of the Plan, with active development of an initial element of the project at 88-90 Merrion Square.

#### **National Library of Ireland**

In partnership with the Office of Public Works (OPW), the National Library of Ireland commenced work in 2018 on a major redevelopment of their main building on Kildare Street. The centrepiece of the *Re-Imagining the National Library* project is the upgrade of the West Wing, with provision of new exhibition spaces and new services for readers. Phase 1 of this four-phase project, a new book repository to secure and safeguard the national collection, was completed in June 2019. Phase 2 will commence in 2020.

#### **National Archives**

The National Archives Development Plan will see the provision of a secure environmentally controlled Archival Repository in full compliance with internationally accepted archival storage standards. The conversion of an existing warehouse will increase storage capacity by two-thirds. Following the de-canting of the building in 2019,

the tender for the National Archives Redevelopment Plan will be issued in 2020, with an expectation that construction will commence in the second half of the year.

#### **Abbey Theatre**

In 2019, the Minister for Culture, Heritage and the Gaeltacht approved a Strategic Assessment Report for the redevelopment of the Abbey Theatre's fifty-year old building to create an open, inviting and accessible cultural centre. A Preliminary Business Case is due to be completed in 2020, with a view to moving to the design and planning phase of the project by year end.

#### **National Museum of Ireland**

In May 2018, the National Museum of Ireland (NMI) launched *Connecting our Past and our Future 2018-2032*, which sets out a roadmap for transforming the NMI into an institution of international standing by modernising its facilities and promoting learning, creativity and inspiration through engaging experiences. The first site to be prioritised is the Natural History Museum, and in 2019 a Strategic Assessment Report was approved by the Minister. In 2020, work will commence on emergency repairs of the roof in tandem with the preparation of the Preliminary Business Case for redevelopment.

#### **National Concert Hall**

Together with the OPW, the National Concert Hall has prepared a development plan for the Earlsfort Terrace complex which will inform the redevelopment of the site. In 2019, the National Concert Hall continued to work towards the completion of a Strategic Assessment Report which, together with a Preliminary Business Case, will be presented to the Minister for approval in 2020, facilitating the project moving to detailed design and planning stage.



### Crawford Art Gallery

The Crawford Art Gallery is the only national cultural institution located outside Dublin. In 2019 the Strategic Assessment Report was approved by the Minister, and in 2020 it is expected that a Preliminary Business Case will be presented to the Minister with a view to commencing design and planning for this Cork landmark.

### Chester Beatty Library

The Chester Beatty Library in Dublin Castle contains some of the finest treasures of the great cultures and religions of the world. Through its extensive collection, the Library promotes the appreciation and understanding of world cultures. In 2019 work began on a Strategic Assessment Report for a capital project to enhance capacity to display the collections and disseminate knowledge. This is due to be presented to the Minister in 2020.

### Irish Museum of Modern Art

In collaboration with the OPW, the Irish Museum of Modern Art started the process of updating an existing plan for the redevelopment of the full 26 acre site at Kilmainham Hospital premises in 2019. In 2020 IMMA will commence work on Strategic Assessment Report of the proposed capital development.

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Project Ireland 2040 also provides for an investment of €265 million for cultural and creativity infrastructure nationwide. In addition to the €200 million investment in the audio-visual industry (see Creative Industries section), this includes:

### Cultural Digitisation Scheme

A €10 million investment to digitise important collections across the country, supporting the conservation, preservation and dissemination of valuable cultural artefacts. Nearly €1 million was disbursed through

the Cultural Digitisation Scheme in 2019 to support a programme of digitisation to bring Ireland's national collections and collections of interest to audiences outside Dublin. A flagship project is the partnership between the Department of Culture, Heritage and the Gaeltacht and Trinity College Dublin to fund the *Beyond 2022* project, which is recreating archival material destroyed in the fire at the Public Record Office in 1922.

### Investment in Arts and Culture Infrastructure nationwide

A €40 million investment in cultural infrastructure brings opportunities for creativity and participation. To continue to support the development of regional arts infrastructure, the Minister for Culture, Heritage and the Gaeltacht launched the Cultural Capital Scheme 2019-2022 to renew and enhance existing arts and culture facilities throughout the country. This new scheme, for which initial funding of almost €5 million was identified, includes environmental sustainability as a key criterion for investment, in line with the Government's new Climate Action Policy. The Department continued to support culture projects through the Arts and Culture Capital Scheme, the Regional Museum Exhibition Scheme, and the Music Network capital Scheme.

### Galway European Capital of Culture

€15 million was allocated to Galway as EU Capital of Culture to support its cultural programme and showcase Galway and Ireland as a premier centre for artistic and cultural expression. In 2019, €6 million was set aside to support the development and launch of the Galway 2020 programme. A further €7.1 million was set aside for 2020 to support the delivery of the cultural programme for the year.

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**“What we have now is a whole-Government approach to ensuring that people right across the country can have access to the arts and culture. This is a moment in time for the people of Ireland.”**

— Orlaith McBride, Director, The Arts Council

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# Creative Industries

The creative industries are a significant and vital contributor to Ireland's growing creative economy.



Our ambition is to harness opportunities and increase training and employment across the sector.

### **Audiovisual Action Plan**

Following the facilitation by the Creative Ireland Programme of the publication of the Audiovisual Action Plan – the 10-year Government plan to make Ireland a leader in the audio-visual sector and to drive increased investment and production across film, TV drama and animation – a high-level Steering Group of relevant Government Departments and State Bodies to drive implementation was established.

**The Department's ten-year capital investment plan *Investing in Our Culture, Language and Heritage 2018-2027* provides for a €200 million investment in the audio-visual industry as part of the Audio-Visual Action Plan. A total of €16.2 million was invested by Screen Ireland/ Fís Éireann in 2019 to support the production of audio-visual content in Ireland.**

In December 2019, the Minister for Culture, Heritage and the Gaeltacht published the first Progress Report on the Action Plan. Key achievements since the plan's launch in June 2018 include:

- Extension of Section 481 Film tax relief until 2024, along with changes to improve the administration of the relief.
- Introduction of the Regional Film Development Uplift, which offers additional tax reliefs to incentivise film production in the regions.
- Increased funding of feature films and TV drama. Funding for Screen Ireland increased by 17% in the 2019 and 2020 budgets, to support increased investment in feature film and TV drama.
- Improved marketing of Ireland's audiovisual sector – Screen Ireland changed its name, widened its remit and announced plans to have a representative based in Los Angeles from 2020 to develop relationships with the world's leading studios and production companies.
- Ireland signed the revised Council of Europe Convention on Cinematographic Co-production, facilitating partnerships on co-productions with other European countries.
- Development of audiovisual Intellectual Property (IP) – In 2019 Enterprise Ireland hosted workshops on commercialising animation IP for the UK and EU and will host further event in 2020.

### Social Welfare Scheme for Professional Artists on Jobseeker's Allowance

In June 2017 a pilot scheme for self-employed artists (visual and writers) who receive Jobseekers Allowance was launched by the Department of Employment Affairs and Social Protection, as an initiative of the Creative Ireland Programme. Following a review of the pilot scheme, in July 2019 the Minister for Employment Affairs and Social Protection and the Minister for Culture, Heritage and the Gaeltacht announced an extension of the scheme on a permanent basis to self-employed artists, including those working in the performing arts, film and architecture.

From September 2019, self-employed artists in receipt of Jobseeker's Allowance for the first year they are out of work are able to focus on their artistic efforts, rather than having to participate in the normal labour market activation activities. Artists eligible include actors, theatre and film directors, dancers, opera singers, set, costume and lighting designers, musicians, composers, choreographers, architects, and street performers.

### A Roadmap for the Creative Industries

Under Future Jobs Ireland, the development of a Roadmap for the Creative Industries was identified as a key deliverable to diversify our enterprise base ensuring the Irish economy is more resilient and adaptable.

This Roadmap will define the creative industries in Ireland as industries and occupations which utilise creativity as a means to deliver commercial success and employment across a wide range of sectors. The Roadmap is expected to concentrate efforts on:

- Design-based services i.e. industrial design, product design, web design and visual communications, Ui/Ux (User-interface/User-experience) design and software design, service design, and strategic design.
- Digital creative, i.e., games sector, and the post-production/visual effects (VFX) which supports the audio-visual sector, but is also an export service in its own right.
- Content creation industries, i.e., advertising and brand development, but also including new content for commercial social media uses, online distribution and apps as well as content for new platforms such as AR/VR/XR Augmented Reality / Virtual Reality / Mixed Reality.

The Creative Ireland Programme has been working to finalise this Roadmap throughout 2019 in conjunction with a number of different departments. More than a hundred meetings were held with academics, small businesses, industry representatives, as well as with EU officials. The Creative Ireland Programme engaged with 120 people at three large workshops, and undertook a survey of over 150 people from design businesses.

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**“Creativity and innovation are much valued in the modern business world. The depth of culture we have here makes Ireland an extremely attractive place to live and work, and hence to attract investment.”**

— Martin Shanahan, CEO, IDA Ireland

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# Creativity and Climate Action

In June 2019, the Government launched the *Climate Action Plan to Tackle Climate Breakdown* that aims to move Ireland towards the goal of net zero carbon emissions by 2050.

While the Action Plan addressed a number of structural, economic and technical changes required to achieve this goal, it also aims to accomplish behavioural and social transformation. Climate change is not only an environmental and scientific challenge but also presents a major cultural challenge for all of us. The cultural and creative sectors will have a major role in helping address the complexity and the challenges of climate change in ways that are both provocative and engaging, and which can help inform the National Dialogue on Climate Action (NDCA).

The Creative Ireland Programme commissioned research that resulted in the report *Engaging the Public on Climate Change through the Cultural and Creative Sectors*. Culture is a powerful conduit for public engagement, with artists, cultural and creative practitioners historically playing a crucial role in distilling and imparting knowledge.

The creative and cultural sectors have rarely featured in key climate change strategies and policies, yet are essential to build public support for the actions that we need to put in place over the coming years and decades. The first of its kind in Ireland, the report suggests ways these sectors can engage the public on climate change and climate action, and the different approaches that can be used as part of the broader climate narrative.

While work is already happening at the intersection of the cultural, creative and heritage sectors with this urgent issue, there is scope for greater impact. The report examines how to foster relationships between relevant Local Authority officials in the Culture and Creativity Teams and Climate Action Regional Offices (CAROs), and how to ignite interest and develop understanding of the potential offered by the cultural and creative sector to engage



citizens on climate. It identifies possible actions that could be undertaken.

While there have been many cultural projects that focus on climate change, to date these have been small in terms of their scope with limited public engagement. Yet discussion with various actors in the area of climate change agree and acknowledge that few sectors are *better* placed than the cultural and creative sectors to bridge the gaps between what we know scientifically about climate change and how we feel emotionally about it, and how to critically examine and provoke a shift in cultural values and norms.

One opportunity in particular highlighted by the report and which is intrinsic to Pillar II of the Creative Ireland Programme, is the need to start conversations between the climate and environmental community and the cultural, creative and heritage sectors with a view to seeing what

collaborations might be possible. During 2020, the Creative Ireland Programme intends to organise a workshop to foster conversation and discuss possible collaborations in this area.

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**“A national dialogue is timely and will be a useful tool to engage people with the challenge of climate change; motivate changes in behaviour; and create structures at local, regional and national levels to support the generation of ideas.”**

— National Dialogue on Climate Action

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—Bective Abbey, Ballina Co. Meath / Photo by Lucas Miguel

# Global Reputation

The Creative Ireland Programme emphasises the importance of Ireland's arts and culture in the global arena and the strength of Ireland's culture and creativity as a unique power for global connection.



— Creative Ireland Cultural Ambassadors: with Minister Josephine Madigan, (L-R) Shelly McNamara, Ruth Neggia, Martin Hayes, Yvonne Farrell

### Global Ireland 2025

The Global Ireland 2025 initiative sets out a number of key actions across culture, heritage, business and tourism sectors to be undertaken in order to increase the impact of Ireland's global footprint. During 2019, the Department of Culture, Heritage and the Gaeltacht launched a number of initiatives to support the wider aims and objectives of Global Ireland:

*Culture Ireland Global Ireland 2025 Conference.* In January 2019, the Department of Culture, Heritage and the Gaeltacht hosted an inaugural conference in Dublin Castle which brought together more than 250 key stakeholders in the arts world to debate how Ireland can strategically strengthen and advance its renowned distinctive global reputation for creativity. The Creative Ireland Programme also featured in a briefing for Ambassadors at the annual Heads of Mission conference.

*Global Ireland in London.* A funding commitment of £1 million was made towards the redevelopment of the London Irish Centre in Camden. It will be a flagship Irish cultural centre, the equal of the Irish Arts Center in New York and Centre Culturel Irlandais in Paris, both of which present a year-round programme of Irish artists. It will complement the work of other community organisations in London actively promoting Irish arts and culture.

*Global Ireland in New York.* The newly-developed Irish Arts Center is on target for opening in September 2020 as a flagship destination and gateway for established and emerging Irish artists across a range of disciplines to reach New York and US audiences. Of the Government grant funding of €6.3 million, €2 million was committed by Department of Culture, Heritage and the Gaeltacht.

In January 2019 the Minister addressed a gathering of over 50 representatives of Irish cultural centres in the US. This was the second meeting of the group and many connections have been made through this network, which are critical bases for reaching new audiences as well as the Irish diaspora. It is the intention to achieve a closer working relationship, with more joined-up touring of Irish artists beyond New York, to increase the impact of sharing Irish arts in the US.

*New Cultural Ambassadors.* In January five new Cultural Ambassadors were appointed. The new positions will see high-profile figures from Ireland's arts and culture community promote Ireland globally as part of the Global Ireland 2025 initiative. Master musician and founding member of The Gloaming, Martin Hayes; leading architects, Shelley McNamara and Yvonne Farrell of Grafton Architects; award-winning actress Ruth Negga; and Pulitzer Prize winning poet Paul Muldoon all accepted the role of Cultural Ambassador for a period of three years. Cultural Ambassadors raise the public focus on arts and culture as a means of promoting Ireland globally, provide advice and input on strategic cultural initiatives, and participate in key events and projects.

### Culture Ireland

Culture Ireland continued to support Irish artists to present their work in key global territories, where they continue to achieve critical acclaim and awards. In 2019 Culture Ireland supported 453 projects in 56 countries, reaching an audience of six million. In order to generate new global opportunities for Irish artists, Culture Ireland presented 76 artists/companies at 21 global showcase events and hosted 219 international presenters in Ireland to engage with Irish artists.

### Fulbright Creative Ireland Fellowships

Building on the success of the Fulbright Creative Ireland Museum Fellowships, during 2019 the Creative Ireland Programme signed an additional Agreement with the Fulbright Commission<sup>3</sup> to fund an additional fellowship that encompasses experienced professionals operating in the cultural/cultural heritage and creative sectors.



— Minister Josephia Madigan TD at IACNY

<sup>3</sup>The Fulbright Commission in Ireland is a bilateral partnership supported by the U.S. Department of State and the Department of Foreign Affairs. The Fulbright Program is the flagship international educational exchange program sponsored by the U.S. Government designed to increase mutual understanding.



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**“Irish animation has grown tremendously over the last 15 years. We’ve been recognised for every international award. With the right leadership and investment, we could be the best in the world.”**

— Paul Young, Cartoon Saloon

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# National Creativity Fund



The National Creativity Fund 2018/2019 was established to identify and support pilot projects that are genuinely innovative and significantly add value to the Creative Ireland Programme, and to help inform policy and/or cross-sectoral development in the area of culture, creativity and wellbeing.

### Three themes were identified as areas of priority:

- Individual and collective wellbeing.
- Innovation.
- Connecting communities.

In October 2018, 30 National Creativity Fund projects were selected and allocated total funding of €1.2 million. The Creative Ireland Programme continued to work with and support all project teams throughout 2019 to enable successful outcomes on individual project objectives and to assess the potential long-term public policy impacts. Examples include:

#### Le Chéile

The Royal Irish Academy of Music (RIAM) developed the Open Youth Orchestra of Ireland, Le Chéile. The first of its kind in the country, this unique ensemble is made up exclusively of musicians with disabilities including Down Syndrome, autism, and cerebral palsy. The orchestra is made up of musicians playing conventional instruments and others using new technology such as tablets, iPads and mobile phones which are better suited for some of the young musicians. Le Chéile is open to those between the ages of 16 and 30.

Le Chéile secured funding from the Social Innovation Fund of Ireland for 2020 which will see the expansion of the project, as well the development of new hardware/software through virtual reality. The official home of the Open Youth Orchestra of Ireland has been secured through the generous sponsorship by Avolon, which will be located in the re-developed campus of RIAM, to be launched in 2021.

#### Reimagine...

At the beginning of 2019, the Irish Architecture Foundation launched a call for community-led, architecture and design projects to improve local areas. Following a series of workshops with local residents and community groups, six towns across Ireland were chosen to participate in the Reimagine... programme. Local Authorities, architects, urban designers, planners and local community members worked together to initiate design and architecture projects bespoke to their areas. The six areas selected were: Tallaght, Co. Dublin; Kilrush, Co. Clare; Mohill, Co. Leitrim; Loughrea, Co. Galway; Kells, Co. Meath; and Letterkenny, Co. Donegal.

— RIAM, Le Chéile project



— Re-Imagine: Mohill Agricultural Show



### Groundswell Arts

The Galway Childcare Committee and Groundswell Arts undertook a nine month musical programme in two Galway pre-school settings. The Lullaby Project used music to support emotional wellbeing and build confidence in very young children, their parents and those working in pre-school settings, and offered each participating family the 'gift' of a song.

Working with very young children in Gort and Galway City childcare facilities, Groundswell Arts-trained songwriters Eoghan Burk and Ruth Dillon created personalised songs about tractors and hurling with their young collaborators.

This pilot initiative built on Galway's strong musical traditions and raised the profile of how music in early years can support and nurture children, increase wellbeing, support inclusion, and uniquely build lasting relationships with families. Following the initial support from the National Creativity Fund, Galway Childcare Committee has since secured funding as part of the TúsIa-funded Parent Participation fund to extend the project to work in collaboration with families in the Traveller community in Galway, building on the rich story-telling and song traditions and the close attachments between parents and their children in the community.

### Making Our Impression

The Creative Ireland Programme along with the Aviva Stadium Community Fund and the Wild Apple Press are proud to have played a role in a hugely significant skills transfer project Making our Impression at the National Print Museum.

The National Print Museum is a unique collection that consists of fully-operational letterpress printing equipment, displayed and organised in the manner of a traditional 1960s print-shop. The panel of retired printers and compositors who founded the Museum continue to play an integral role in preserving the collection and craft. A major challenge is preserving their knowledge and skills, and passing these on to future generations.

*Making our Impression* is an innovative project that sought to include the widest audience possible in the preservation of the nation's printing heritage. This skills transfer programme gave the Museum's panel of retired printers and compositors the opportunity to share their specialist knowledge with groups of young designers and printers, who in turn have committed to passing on the craft to others.



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**“Creative Ireland has supported me and given me great opportunities, along with people who are like me. It’s really expanded my mind in terms of creativity.”**

— Adrian Conaghan, Le Chéile, Open Youth Orchestra of Ireland

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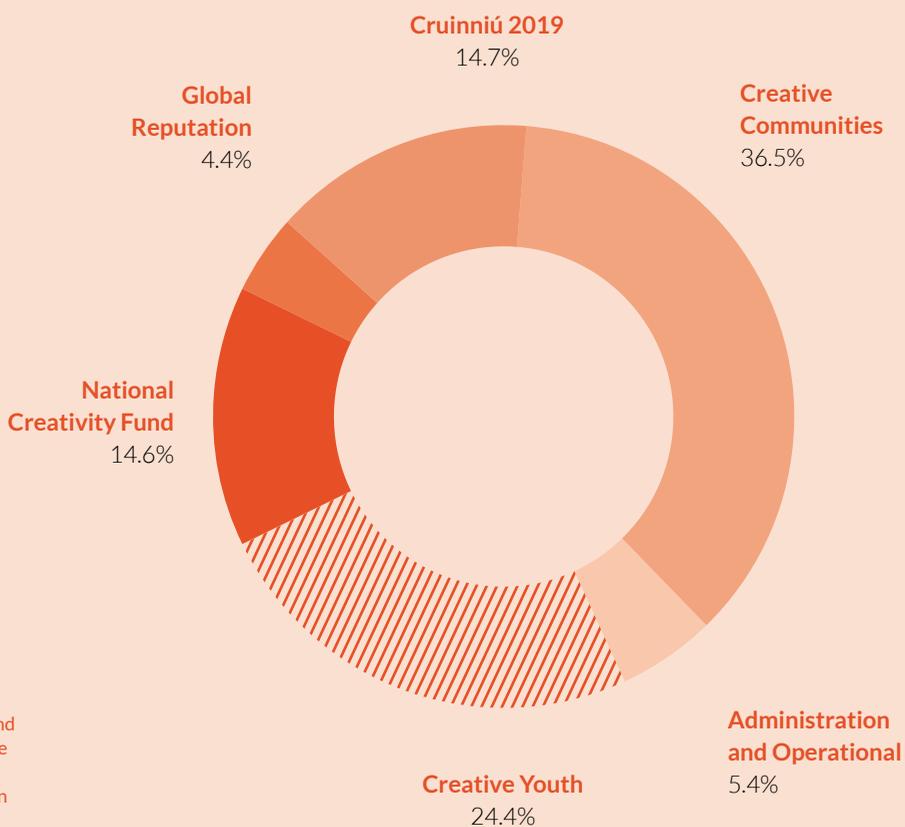
# Appendix



— 'Into the West' by ADW, Creative Ireland, Laois

## Table 1 Overview of Programme Budget 2019

Area of Expenditure	Total	Percentage
Creative Communities	€ 2,493,191	36.5%
Creative Youth	€ 1,666,673	24.4%
Cruinniú 2019	€ 1,004,750	14.7%
National Creativity Fund	€ 993,967	14.6%
Administration and Operational	€ 371,739	5.4%
Global Reputation	€ 297,029	4.4%
<b>Total<sup>4</sup></b>	<b>€ 6,827,349</b>	<b>100%</b>



<sup>4</sup>Savings of €0.3m from the 2019 Creative Ireland Programme budget were re-allocated to other expenditure areas within the Culture Division.

## Table 2 Selected Local Authority Highlights, 2019

### Clare

*Cultural Companions* is organised by Clare's Rural Development Directorate. This project created a social network for Clare's older citizens by facilitating people to attend cultural events together as a group. Its aim is to provide increased opportunities for older people to engage with Clare's vibrant arts and cultural scene, and to help combat social isolation. Membership has grown from 88 in December 2018 to 170 in December 2019. The project was nominated for an Excellence in Local Government Awards in 2019 and was Highly Commended at the Awards.

### Cork

*Cork's Favourite Song* was a collaboration between Cork City Libraries Music Library and musical creatives in the city. The public nominated songs best representing the city and its people. 84 individual songs by local musicians were nominated. The shortlist of 10 received huge response, with almost 6000 people voting. The musical performance at which the winning song was announced by the Lord Mayor of Cork, Cllr. John Sheehan included stalwarts such as John Spillane, Sean Ó Se and Jimmy Crowley. The event was a testimony to the piece written by William Wall in Cork City's Creative Ireland Strategy 2018-2022 *A Cultured City-Creative Cork* where he comments on the musical accent of the city and refers to Billa, who had two songs in the shortlist, and to Jimmy Crowley who performed *The Boys of Fairhill* on the night. Youth arts provision was represented by Music Generation Cork performing *Where's Me Jumper* by the Sultans of Ping FC. This project underlined how arts, local heritage and creativity unifies communities, how it lifts spirits and enhances wellbeing across generations and socio economic groups.

### Dublin City

*Dockers and Demons Festival* is a community Halloween festival for the Ringsend, Irishtown and Docklands areas of Dublin. In 2019 the third instalment of the festival saw the Arrival of Seven Deadly Sins to haunt the villages! A number of art and performance workshops took place during September, and the festival launched on Friday 18th October. This year's festival also included a Teenage Zombie Disco, The Curious Cabaret (running for two nights on 24th / 25th Oct), a Seniors' Monsters Ball Tea Dance, Pumpkin & Spud Festival, lectures and historic walks, Halloween Community Camps and Art Exhibitions. The festival culminated in the Dockers and Demons III Circus Macabre on Halloween Night.

### Dun Laoghaire-Rathdown

*Cuairt agus Cultúr* is a joint initiative between dlr Libraries and dlr Arts Office and was designed as event programming in residential care settings. The aim was to reach out to residential care homes in the county, and programme events for their residents. Events included arts and crafts workshops, talks on local history and heritage, dance and storytelling. These events allowed those who are not mobile and cannot visit their local library or community centre to engage in creative activity within their own community. The programme was first piloted in 2018 to two care homes - Ashbury and Ferndene - then rolled out to four additional units in November 2019: Leopardstown Park Hospital; Dalkey Community Health Unit; Simpson's Hospital, Dundrum; and Our Lady's Manor, Dalkey. The programme has proved to be very successful with enthusiastic participation by residents, their families, friends and staff. Sessions were very well-attended and a number of them included visiting family members. The total number of participants in the four nursing homes exceeded 320.

### Kerry

*The Lost Palace of Lixnaw* is a cultural heritage project connecting with contemporary issues around food, biodiversity and climate change, through a creative process of community engagement. This cultural heritage project gave an insight to new generations and old on the lost history of a golden age in Lixnaw's illustrious past. The project used artforms of drama, theatre, storytelling, video and craft making to retell Lixnaw's 18th century history. Lixnaw Court and Demesne, including canals, a deer park, gardens, avenues orchards, and a village, and its general built landscape rivalled the best in Ireland and London at the time. The Lost Palace project provided a platform of discovery and engagement with built, natural and cultural heritage for the local and wider Kerry community. Through the creative process, awareness grew of the history of Lixnaw, as well as creative participation by children in the animation of the rich heritage of the area. There was clear engagement with groups; schoolchildren had strong participation levels and the local population, most of who didn't know of the history, became hugely invested in the project.

### Kildare

*The Citizen Scientist* project was led by The John Sullivan Resource and Outreach Centre (IWA) in Clane which supports adults with a physical disability. In a woodwork class, the citizen scientists designed and created wooden habitats, including bird boxes and bug hotels, which were then installed in the centre's Biodiversity and Heritage Gardens. Participants observed, monitored and recorded the creatures in these habitats. In addition, keeping a garden blog will contribute to their computer and research skills.

### Kilkenny

Kilkenny's Library & Arts Office partner to deliver *Bookville Festival* in October 2019. The Kilkenny Library Service and Kilkenny Arts Office work together to celebrate books, writing, animation, illustration, comedy and all those magical things that come together to create a good story! For a third year, the festival inspired children of all ages to partake in a week-long fun-filled programme of events. Reaching 2,294 children from across the county, the festival proved to be a great success. It featured a fantastic line up of children's authors, artists and comedians.

### Leitrim, Longford, Sligo, Roscommon

*Both Sides of the Lough* brought together talent from both counties for two wonderful performances in November and December 2019. The music project, which is part of the Creative Counties initiative and supported by Local Authorities in Leitrim, Longford, Sligo and Roscommon, and run by The Dock in Carrick-on-Shannon and Hawk's Well Theatre, Sligo, was produced by a number of acclaimed musicians including Michael Rooney, Stephen Doherty and David Doocey. Through a series of workshops and weekly meetings, the group of young traditional musicians and professional classical and traditional musicians worked on the creation of newly commissioned pieces of music written by renowned composer Michael Rooney.

### Limerick

*PALLS in Print* was a collaborative project between Limerick Printmakers and clients of PALLS (Probation and Linkage in Limerick Scheme). Limerick Printmakers recognises all communities as deserving of access to inclusive creative programming. PALLS supports ex-offenders, a marginalized group facing distinct challenges involving self-esteem, education/training, and employment. The project's technical and creative aspects encouraged the visual expression of ideas and by identifying individual's untapped skills can be a catalyst for change. The work of the participants along with responses by Limerick Printmakers tutors were on show in the Belltable from September to November 2019. An integral aim of the project was to ensure that participants were afforded the opportunity to continue printmaking afterwards, using PALLS facilities. Utilising PALLS existing workshop facilities that align with printmaking techniques, Limerick Printmakers provided the knowledge and capacity to participants to support this.

### Mayo

*CROWN - Hair & Identity in Traveller Culture* explores the subject of hair with Traveller women and girls. Hair is a powerful symbol of individuality. It can be a very private subject but it is also a form of publicly visible self-expression. CROWN aims to hear from Traveller women and girls about their hair, its physical appearance, associated traditions, and what it means to them. It explores their sense of identity and the physical manifestation of this in their hairstyles and related rituals. Through conversation, issues connected to the women's and girl's own identity are made visible. Their cultural history and tradition are recognised as meaningful, as is their sense of pride, community and belonging.

### Meath

Meath County Council installed *Tovertafel Magic Tables* in a number of public libraries in 2019. These tables facilitate play and learning for people with mild to severe dementia, as well as those with intellectual disabilities, learning difficulties and autism. Following the success of this initiative, Meath County Council is now working with a number of partners to identify and agree on the most appropriate community setting in which to locate another Magic Table.

### Sligo

*Inspiring Environment & Unique Heritage* is an action under Priority 5 of the Creative Ireland Culture and Creativity Strategy for Sligo 2018-2022. Sligo County Council's Creative Ireland Programme supported the publication of the Archaeology Ireland Heritage Guide No. 87 *Sligo – a historic urban centre on the Atlantic Coast*. Launched on 4th December 2019 by the Cathaoirleach of Sligo County Council, Cllr. Tom MacSharry, the new heritage guide traces the evolution of Sligo over nine centuries in text and beautifully illustrated drawings, maps and photographs. The Heritage Guide is an initiative of Sligo Heritage Forum in partnership with Sligo County Council and Archaeology Ireland.

### Tipperary

*Planting for a River God - The launch of the River Suir Blueway* took place in May 2019. To coincide with this, a communal art project was commissioned through Creative Ireland Tipperary to look at the River Suir and biodiversity. Local visual artist Maurice Caplice created a sculpture of the River God. In the lead-up to the launch the piece was on location on the streets of Carrick on Suir in Clonmel where Maurice and his team engaged with the public about the river and invited them to 'make their mark' on the piece. Public walks began in both Clonmel and Carrick on Suir and met in Kilsheelan. The concept of *Planting for a River God* came from the ancient Celtic practice of bringing offerings to the River God. The offerings took the form of seed bombs made from a native Irish seed mix that was matched to native species on the blueway following a vegetation survey. Miniature River Gods with seed baskets were placed along the walk with designated *Plant seeds here* spots along the route where ground had been disturbed following works. The public were invited to 're-populate' the area with wildflowers. The large sculpture was completed on site in Kilsheelan and went on display alongside the river garden for the summer months.

### Waterford

The young creators team at the Theatre Royal presented the play, *Not a Session!*, the result of 16 weeks work. 27 young people from St. Angela's Ursuline, Newtown, De La Salle and Mount Sion secondary schools were chosen to be the creators of their own production. Bringing them and their schools together provided a diverse and dynamic collaboration and led to exciting outcomes. Following team building, story development and role allocations the production, under the guidance of professional theatre practitioners, was rehearsed, designed, marketed, tech'd and performed. The performances were attended by participants' families and their Transition Year peers and teachers: almost 500 patrons in all. The young creators gained new skills in critical thinking, independent decision making, constructive discussion, as well as gaining experience with all matters theatre, such as writing, directing, management, technical lights and sound and design. Gaining confidence, discipline, accepting new peers and making new friends were a key part of the experience.

### Wexford

*Wagon Wheels* is a short film documentary about the folk art involved in painting barrel top wagons in County Wexford, and a few individuals who are helping to keep the tradition alive. By highlighting how this craft is an important part of the county's heritage, this documentary is a prime example of how to celebrate Wexford's culture and heritage. Participant Pip Firman said, "This has been my hobby for years and I never realised the interest there would be in it. The premiere was brilliant to tell the truth. Better than expected and I've had great feedback since".

### Table 3 Projects and initiatives funded at Local Authority level in 2019

Local Authority	No. of projects
Carlow County Council	50
Cavan County Council	59
Clare County Council	41
Cork City Council and County Council	104
Donegal County Council	60
Dublin County Council and South Dublin County Council	164
Dun Laoghaire Rathdown County Council	34
Fingal County Council	33
Galway City Council and County Council	66
Kerry County Council	51
Kildare County Council	71
Kilkenny County Council	20
Laois City Council	26
Leitrim County Council	46
Limerick City and County Council	65
Longford County Council	110
Louth County Council	32
Mayo County Council	43
Meath County Council	26
Monaghan County Council	31
Offaly County Council	70
Roscommon County Council	39
Sligo County Council	39
Tipperary County Council	32
Waterford City and County Council	74
Westmeath County Council	61
Wexford County Council	64
Wicklow County Council	62
<b>Total<sup>5</sup></b>	<b>1573</b>

<sup>5</sup>Total includes various projects funded under grants schemes in certain counties.

## Table 4 Types of Projects

Type of Project	Number
Arts Project	96
Award/Grants Scheme	63
Award/Grants Scheme Project	02
Commemoration	05
Commission	21
Concert	30
Conference	09
Conservation	19
Cultural Project	65
Data Collection & Recording	12
Digitisation/Archival	27
Exhibition	66
Festival	85
Film Production & Screening	44
Operational costs	64
Outreach Project	43
Performance/Show	185
Programme of events	83
Publication	12
Research	11
Strategic/Policy Development	06
Talks/storytelling	63
Touring	10
Training & Skills	35
Workshop	517
<b>Grand Total</b>	<b>1573</b>







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