



Shared Island
Initiative



Clár Eire Ildánach
Creative Ireland
Programme



Creative Youth on a Shared Island

An Open Call for Creative Ideas

Who is organising this grant call?

The Creative Ireland Programme was set up to enable the creative potential of people and communities, to enhance their wellbeing and the collective wellbeing of our society.

We focus on encouraging and supporting new ways and opportunities to participate in creative and cultural activities. The Creative Ireland Programme is an all-of-Government culture and wellbeing programme running until 2027. Plenty more information is available at www.creativeireland.gov.ie.

Encouraging creativity at all stages of life is a key element of our approach, and supporting young people from all walks of life to celebrate and explore their creativity is at the heart of what we do. Together with young people and communities, we have created the first ever day celebrating the creativity of children and young people. Cruinniú na Óg, or the gathering of young people. It takes place in June every year and showcases this creativity with 700 events — including inaugural events taking place on an all-island basis in 2023 — engaging thousands of young people.

The events range from dance to gaming, rap music, circus, drawing, theatre and more. All communities are included and encouraged to share their creativity and encourage other young people to become part of the celebration.

We are focused on enabling the creativity of every child and young person in Ireland, working collaboratively with Government departments and agencies to make our 5-year *Creative Youth Plan* a reality.

Circusful, Belfast
Image by Neo Digital Media



The Creative Ireland Programme and the Shared Ireland Initiative

The Creative Ireland Programme has the opportunity, under the Shared Island initiative to explore creative opportunities to connect and create a shared sense of community, through social interaction, dialogue and engagement.

The Shared Island initiative is a whole of Government priority to engage with all communities and political traditions to build consensus around a shared future on the island, underpinned by the Good Friday Agreement. The Shared Island initiative is backed by the Government's Shared Island Fund, with at least €1 billion out to 2030 ring-fenced for delivery of all-island investment commitments and objectives in the Programme for Government and revised National Development Plan 2021–30; and informed by a programme of engagement with people across the island through the Shared Island Dialogue series and a comprehensive policy research programme, which provides a stronger evidence base and analysis of the island of Ireland across a range of economic, environmental and social areas. Further details on the Shared Island Initiative is available at www.gov.ie/sharedisland.

The Shared Island dimension to the Creative Ireland Programme seeks to deploy creativity on a shared island basis to:

- 1 Increase opportunities for cross-community cultural and creative initiatives between children and young people;
- 2 Support local authorities to enhance networks of creativity in support of vibrant and inclusive people-to-people and community-to-community partnerships;
- 3 Position Ireland as a global leader in demonstrating the value of creativity and mental health including in post-conflict societies;
- 4 Deepen collaborations for a more environmentally and socially sustainable island.

Creative Youth on a Shared Island wants to reach children and young people across the island of Ireland. Our aim is to harness the experience and expertise of organisations working in the creative, cultural, arts, community and youth sectors to engage young people. Together we can bring children and young people together and nurture a sense of collaboration, understanding, and hope for the future, through a creative medium. The objectives of the initiative should be reflected in the projects that are applying.

Objectives

- 1 The use of culture and creativity to connect young people across the island of Ireland and provide the space for meaningful interactions;
- 2 Ensure that initiatives are planned collaboratively on a Shared Island basis, to create sustainable legacies into the future.
- 3 To centre young people at the heart of the creative project by enabling them to lead on important aspects and decisions;
- 4 To support projects that find ways for children and young people, including those who are seldom heard, to access opportunities for creative and cultural participation;
- 5 To provide a greater understanding of the value of consensus amongst young people around a shared future, and to identify common themes of importance to young people through culture and creativity;
- 6 Enable young people across a range of communities, working with artists and the wider cultural and creative sectors, to experience creativity through the lens of their peers;

Due to the commitment within the *Creative Youth Plan 2023–2027* to young people who are considered seldom heard, we envisage that at least one of the projects funded would target a cohort in this category. See Appendix 2 for who we define as seldom heard under Creative Youth on a Shared Island.



Cruinniú na nÓg
Image by Mark Stedman

What are we looking for?

We want to see cultural projects, based outside of school, within the community, that adopt a creative approach and are designed and steered by the input and participation of children and young people. You may already have an ongoing project or pilot that could be expanded with this funding. The projects must encourage collaboration between young people — the critical factor is opportunities for people across the island of Ireland to meet and engage creatively together.



Applicants will be asked to demonstrate how their proposed project will:

- 1 Connect and engage children and young people across all communities and traditions;
- 2 Ensure children and young people are at the heart of decision making in the development of the creative project using best practice;
- 3 Commit to supporting children and young people to access culture, creativity and the arts (see broad definition above); and
- 4 Evaluate and report on the process and outcomes, with input from the children and young people involved.

Applications are particularly sought which will foster **sustained engagement** between young people, as distinct from once off stand-alone events or engagements. We want to see ideas new or tested, on an all-island basis which can bring children and young people of any age from 0–24 north and south together. Proposals should implement a youth-led approach by applying the [Lundy Model of Child Participation](#) (Appendix 1). It is critical that young people have as much agency as possible in designing the project.

What is the scale of the funding?

We are seeking projects from partnerships that are of significant scale and ambition. We envisage a maximum grant of €180,000 per project and envisage funding at least 3 projects. Each project should be delivered by a number of partners working in collaboration. The timeframe for the projects to run are June 2024 to December 2025.

What do we mean by “creativity”?

Creativity involves innate human abilities and learned skills. Everyone has the capacity for creative engagement and expression; and this experience is an act of personal fulfilment. As expressed by children and young people, creativity has no limits and is creating ideas from one’s own mind to share with others. At the heart of creativity, is the freedom to take risks, to use imagination and the potential to evoke a sense of fun, wonder and happiness. For the purposes of the *Creative Youth Plan*, the most appropriate skills and behaviours are those which support development and learning such as curiosity, resilience, imagination, discipline, and collaboration.

The forms of creativity for the projects may include, but are not limited to:

- Circus
- Film
- Literature
- Creative Writing
- Music (All Genres)
- Dance (All Types)
- Street Arts And Spectacle
- Theatre
- Traditional Arts
- Visual Arts
- Cultural Heritage
- Architecture
- Multidisciplinary Arts
- Podcasting
- Augmented /Virtual / Mixed Reality
- Fashion
- Comedy
- Design (All Kinds)
- Digital Games
- Creative Digital Technology
- Animation
- Coding
- Cooking

Who can apply?

Applications must be jointly made with at least one partner based in Ireland, and at least one partner based in Northern Ireland with a lead partner identified for the project and for the process of application.

Applications are sought from the following types of organisations:

- Youth organisations
- Community development organisations
- Arts and cultural organisations or institutions
- Family Resource Centres
- Local Authorities (not as lead partner but as part of a partnership)
- Registered Charities or not-for-profit organisations
- Philanthropic and research bodies and Foundations
- Arts and cultural organisations or institutions
- Creative organisations, networks, museums, galleries and art centres
- Education and Training Boards (ETBs)
- Social enterprises
- Business, commercial companies

As a community initiative, it is not open for schools to participate, however activities may take place in a school premises outside of school hours.

Who should apply on behalf of a partnership?

Organisations based in either jurisdiction can apply on behalf of the partnership. In your application you should clearly state who each of the partners are, and their role in the project.

How is funding allocated?

Funding will be offered on the basis that the all-island dimension is central to the project.

Selection Criteria

The applications will be assessed by an evaluation panel, including representation from young people, and assessed against the criteria below. This is a competitive fund, and we expect there to be a large volume of high-quality applications. Unfortunately, we will not be able to fund all projects for which we receive applications.

Criterion	Marks Available
The project idea and its creative approach	60
Approach to facilitating strong participation from children and young people North/South in the project development and delivery	25
Experience of reaching and working effectively with children and young people*	25
Project team, track record and feasibility	40
Your Evaluation Plan	25
Total Marks Available	175

*If applicants wish to work with a seldom heard group as defined in Appendix 2, they must be able to demonstrate their experience with that group.

Important Dates

10th January — Fund Opens for Applications

The online application portal will open for submissions. We strongly encourage you to create a word version of the application form and the briefing document and have read these before the online briefing.

18th January — Online Briefing Session

An online webinar which will provide an overview of the fund and a Q&A session. Register [here](#).

24th January — Belfast-based in-person briefing and a chance to meet possible partners.

8th February — Dublin-based in-person briefing and a chance to meet possible partners.

25th March — Closing date. Proposals should be submitted through [submit.com](#) by this date.

November 2024 — Deadline to draw down 2024 funds.

November 2025 — Deadline to draw down 2025 funds.

The timeframe for the projects to run are June 2024 to December 2025.

We will endeavour to inform all successful and unsuccessful applicants by June 2024.

If you have any queries on the *Creative Youth on a Shared Island* funding scheme or the application process, please email creativeireland@tcagsm.gov.ie using the subject heading 'Creative Youth on a Shared Island funding scheme.'

Budget Considerations

When creating your budget please make sure you have discussed individual fees and project budgets as a team. We expect all members of your project team to agree your budget prior to the contract signing with Creative Ireland. We encourage you to consider:

Project Management

This fee should cover administrative staff time (for example to cover project management and/or financial administration), as well as any contribution towards overheads or other reasonable costs required to participate.

Remuneration

We are looking for a transparent and competitive budget that remunerates individuals and organisations properly for their time. Fees for artists should be in line with recognised industry guidelines (see information from the Arts Council and the [Arts Council of Northern Ireland](#) on the remuneration and contracting of artists)

Evaluation

This is the first time we have worked in this space and we are keen to learn from the first wave of projects. We are not afraid of failure. We recognise some things won't work as well as you hoped and projects will change and shift as they progress. It is required that you factor in costs for evaluating the outcomes/impacts of your project.

Other costs we can support include:

- Costs to appoint a scheme coordinator with experience in youth participation.
- Costs to convene a diverse group of young people to design and oversee the implementation of the project, including transport costs.
- Networking/show-casing of initiatives awarded funding.

Materials

We are interested in supporting low carbon solutions and environmentally friendly practice in project planning and delivery, as well as your choices of partners and suppliers.

Ineligible Costs

- Costs not directly related to the project
- Retrospective costs i.e. expenditure which has taken place prior to the project approval date
- Capital requests for building improvements to workspaces and venues
- Applications relating to Television series or a standalone advertising campaign
- Standalone conferences

Please note that applicants who are successful, must comply with the **Department of Public Expenditure and Reform Circular 13/2014 — Management of and Accountability for Grants from Exchequer Funds**, see <http://circulars.gov.ie/pdf/circular/per/2014/13.pdf>.

See the [Frequently Asked Questions](#) document for further details and terms and conditions.

How to apply

Applications must be completed online and submitted via [Submit.com](#).

The portal will close at **5pm on 25th March 2024**.

The Lundy Model of Child Participation

The Lundy Model of Child Participation is supported by:

- The United Nations Convention on the Rights of the Child (1989).
- The United Nations Convention on the Rights of Persons with Disabilities (2006).
- The National Strategy on Children and Young People's Participation in Decision-making.

It is a child-rights model of participation developed by Professor Laura Lundy, Queens University, which provides guidance for decision-makers on the steps to take in giving children and young people a meaningful voice in decision-making.

Participation with purpose means that when children and young people are involved in decision-making, their views are listened to, taken seriously with the intention of leading to an outcome or change. One of the key principles of the Creative Youth Plan 2023–2027 is that children and young people must have agency and a voice in decision-making on its implementation. As a Youth Led initiative young people should be in charge in the planning and implementation of the projects supported by Creative Youth on a Shared Island as much as possible.

In Ireland, the Participation Framework¹ supports Government departments, state agencies and organisations to improve their practice in listening to children and young people and giving them a voice in decision-making.

Hub na nÓg, set up by the Department of Children Equality Disability Integration and Youth, is Ireland's national centre of excellence and coordination on giving children and young people a voice in decision-making, supporting Government of Ireland Departments, State agencies and non-Government organisations with a particular focus on those that are seldom-heard. It provides training, coaching, development, advice and support to organisations to more effectively listen to and act on the voices of children and young people.

¹ <https://hubnanog.ie/participation-framework/>

Space	Voice
<p>HOW: Provide a safe space for children to express their views.</p> <ul style="list-style-type: none"> — Have children's views been actively sought? — Was there a safe space in which children can express themselves freely? — Have steps been taken to ensure that all children can take part? 	<p>HOW: Provide appropriate information and facilitate the expression of children's views.</p> <ul style="list-style-type: none"> — Have children been given the information they need to form a view? — Do children know that they do not have to take part? — Have children been given a range of options as to how they might choose to express themselves?
Audience	Influence
<p>HOW: Ensure that children's views are communicated to someone with the responsibility to listen.</p> <ul style="list-style-type: none"> — Is there a process for communicating children's views? — Do children know who their views are being communicated to? — Does that person/body have the power to make decisions? 	<p>HOW: Ensure that children's views are taken seriously and acted upon, where appropriate.</p> <ul style="list-style-type: none"> — Were the children's views considered by those with the power to effect change? — Are there procedures in place that ensure that the children's views have been taken seriously? — Have the children and young people been provided with feedback explaining the reasons for decisions taken?

Figure 1: Lundy's Voice Model Checklist for Participation

Equity, Diversity and Inclusion

In March 2023, the new *Creative Youth Plan 2023–2027* was launched by the Minister for Tourism, Culture, Arts, Gaeltacht, Sport and Media, the Minister for Education, the Minister for Children, Equality, Disability, Integration and Youth and the Minister for Further and Higher Education, Research, Innovation and Science in partnership with the Arts Council of Ireland.

The *Creative Youth Plan 2023–2027* aims to continue ensuring that creativity is a key part of children and young peoples' lives. To develop their creativity, it encourages partnership between adults that work in education, early years and school-age childcare, youth and community work and relevant support services.

Under Article 31 of the UN Convention on the Rights of the Child children have the right:

“to participate fully in cultural and artistic life and parties shall encourage the provision of appropriate and equal opportunities for cultural, artistic, recreational and leisure activity”.

A key focus of the new Creative Youth Plan is on young people that have the least access to creative opportunities.

The *Creative Youth Plan 2023–2027* aims to achieve its vision through ensuring that children and young people are provided with enhanced opportunities to engage with creative activities in a way that supports greater equity of access. The Plan commits to prioritising seldom heard children and young people who currently experience low levels of participation in creativity, culture and the arts, by implementing specific equity, diversity and inclusion measures. Our definition of seldom heard children includes:

Creative Youth Plan 2023–2027

Seldom Heard Children and Young People (children and young people who have fewer opportunities and more obstacles in their lives).

They may include those children and young people who are:

- Children in care;
- Engaged with the youth justice system/ incarcerated persons and ex-offenders;
- Experiencing domestic violence;
- From a minority ethnic background;
- Homeless or at risk of losing their home / living in temporary / unsuitable accommodation;
- In hospital (including those with mental health issues);
- Lesbian, gay, bisexual, transgender (LGBT);
- Living in poverty;
- Living in rural isolation;
- Living with mental health issues;
- Living with parental addiction;
- Living with strained family relationships;
- Not in school;
- Living with physical and intellectual disabilities;
- Have special education needs;
- Refugees and asylum-seekers;
- Traveller and Roma;
- Unemployed;
- Young carers;
- Young people heading up a one parent/ caregiver family;
- International protection applications;
- Low paid employees;
- Long term unemployed; and
- Those at risk of social isolation.

Creative Ireland Programme

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