

WHEELWORKS



THIS IS
OUR STORY

Annual Report — 2020 – 21

“

YOU CAN'T USE
UP CREATIVITY.
THE MORE YOU
USE, THE MORE
YOU HAVE.

”

(Maya Angelou)

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CREATING STABILITY
BEYOND 2020

THANK YOU & WELCOME

WheelWorks is an established and leading youth arts charity that works in partnership with communities to provide innovative arts and technology led programmes for children and Gen Z young people aged 4 – 25 across Northern Ireland. We exist to create fresh opportunities for young people's social, cultural, and creative educational development through accessible and issue-based programmes, which provide a creative fusion of traditional and digital art forms, harnessing high quality artistic activity for learning and change and giving young people from the most marginalised, disadvantaged communities a voice.

We thank all our staff, board members, artists, volunteers, and facilitators, along with the young people and their communities, as we continue to meet our charitable purposes in widening access to artistic and digital engagement and creative education among disadvantaged young people across Northern Ireland. Our emphasis is on accessibility and being innovative, radical, outcomes focused, and value based.

WE BELIEVE IN YOUNG PEOPLE

WheelWorks' charitable mission continues to be delivered under three core strands:

- ArtCart Outreach Programme
- iProgramme
- Community Transformation Programme

The wellbeing and development of young people is the driving force behind every programme and innovative activity within WheelWorks. We value the professionalism of our artists/facilitators and thank them for constantly working with young people to hear what they need and finding new ways to engage and inspire them as together they tackle varied social issues. Through the development of a diverse range of programmes and innovative projects, our artists use a fusion of arts and technology to engage with young people.

The pandemic certainly has pressed a pause button and shaken things up for everyone. The year 20–21 were unprecedented in every sense for all of us. We are now working together to restart and rebuild our engagements and services. It is by no means easy at all, far from it, but the pandemic has assisted WheelWorks team members to draw on our inner and collective strengths, to make small and large sacrifices that have helped WheelWorks team members to focus on the value of social relationships and importance of working collaboratively. Everything the team does is interrelated and interdependent and along with the young people and their community, we will continue to ensure that our engagement is youth led. This is achieved by adopting a codesign model which engages with the young people and allows us to understand their needs and aspirations from the start. As we start to rebuild the work these codesign consultation sessions with young people help to capture the fresh ideas, opinions and approaches they communicate. This engagement process will allow us to continue to adapt and stay relevant to the target groups' wishes and ambitions.

In WheelWorks we immensely value the contribution of our Volunteers and a special thanks to them for their amazing work with young people. To ensure that all our engagement is youth led, our current youth volunteer panel members inform the development and delivery of projects and activities.

We are grateful to our stakeholders and funders and truly appreciate their support for the young people and their wellbeing. Their funding opens up opportunities for marginalised young people, for them to be inspired by arts and cutting edge technology as they participate in engaging, fun and creative activities that are based in the reality of the young peoples' situation. We believe in the young people of Northern Ireland, and our programmes aim to help them realise their potential through creative expression, skills development, and participation in high quality traditional and digital arts activity.

SNAPSHOT OF OUR ACHIEVEMENTS



WheelWorks as a dynamic youth arts charity has been 'Creating New Worlds' across Northern Ireland since 1995. We run workshops, programmes, projects that combine traditional and digital art forms in creative ways that make a difference.

The key to our progress during this pandemic time includes WW as an organisation being agile and adoptive to the challenges of Covid-19 and dealing with the varied restriction required to provide in person engagement and to keep the young people and workforce safe. Transformation, Creativity and Innovation continued to be our focus hence during lockdown periods we kept the connections with our young people and their community through virtual, pioneering, accessible, and inspirational activities. This has allowed WheelWorks to stay agile and at the forefront of offering meaningful and co designed issue based, arts-led activities to young people across Northern Ireland.

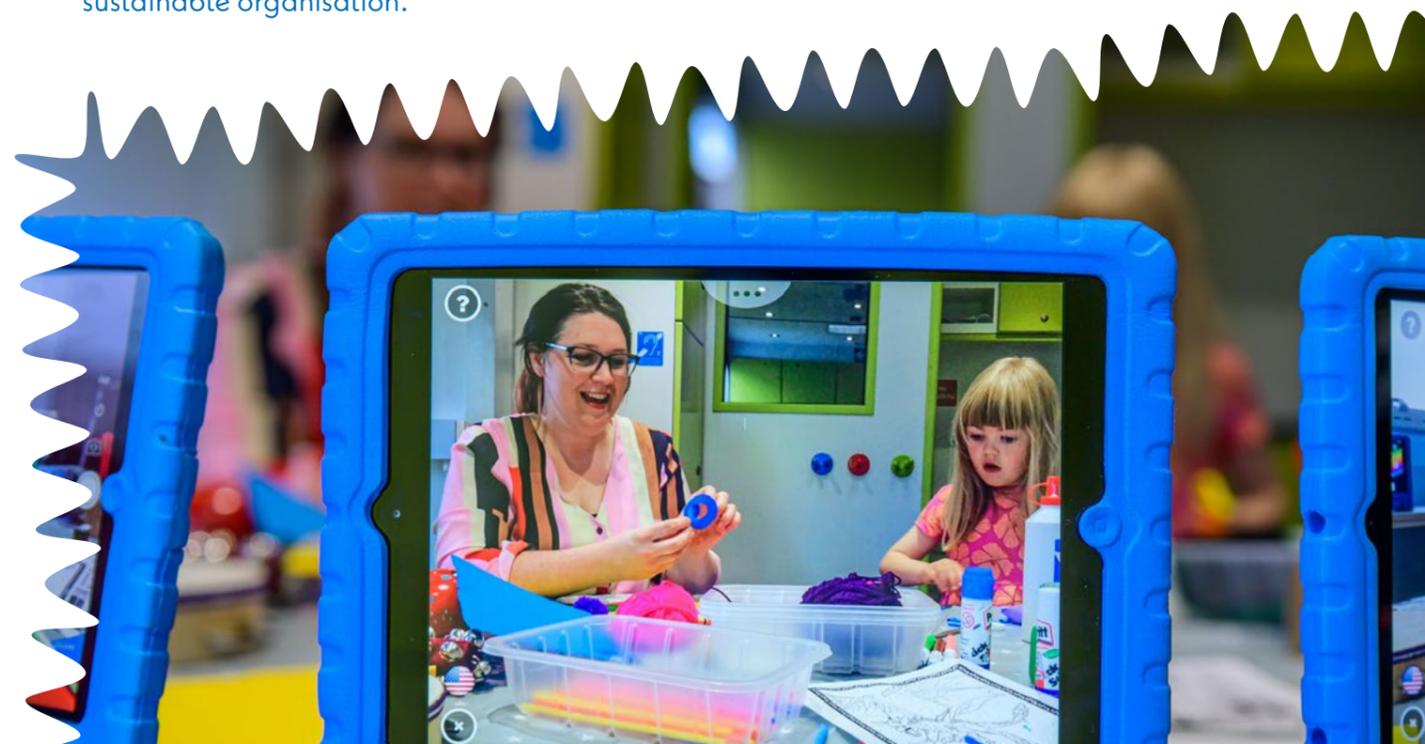
We are pleased upon reflection on our achievements in 20–21, which was for sure challenging due to the Covid-19 pandemic. Highlights of the year were limited yet it did manage to span artistic, community, strategic and operational elements:

In 20–21, 3,357 young people aged 4–25 participated in our activities which was a decrease of 45% from previous year and they took part in 228 workshops which was down too by 55% from previous. Our Audience numbers were down by 57% from previous year and this is due to the cancellations of ArtCart events and festivals.

WW COVID-19 PERIOD ACCOMPLISHMENTS INCLUDE:

- 136 online and 92 in person workshops
- 1,559 online and 1,798 in person participation
- 4 online festivals
- 4 online exhibitions
- 19 volunteers dedicating over 57 hours of services to our charitable mission
- We recruited 6 new artists including commissioning 2 artists work for celebration 25 years of WheelWorks engagement with young people and their community. We offered 210 contracts in both digital and visual artforms, enabling WheelWorks to broaden the diverse range of innovative and hybrid workshops to our participants across Northern Ireland.
- 13,428 audience reached across Northern Ireland of which 6236 online and 7192 in person

We encountered a lot of limitations due to Covid-19 restrictions and lockdowns for project/ activities delivery hence artists expenditure and contract numbers are substantially down this financial year. During this period, we only offered 210 contracts to professional artists/ facilitators, including those who are established or emerging in their fields. The organisation continued to be dedicated to promoting innovative arts and technology led engagement activities by introducing cutting-edge technology, developing professional artists and workforce as we strive towards our vision for WheelWorks as an excellent, professional, and sustainable organisation.



ARTCART REACH & ACCESSIBILITY



The ArtCart, our unique creative space and vehicle, continues to be a unique attraction for WheelWorks and the outreach programme it offers. However, like many other arts organisations, since March 2020, the Covid-19 crisis has meant WheelWorks had to put on hold to the delivery of outreach ArtCart activities and programmes to the communities we serve. Lots of planned events/festivals and projects were cancelled due to the pandemic. We mitigated some of the Covid-19 related issues by securing additional grants support from ACNI and we purchased equipment which assisted us to prepare for safe in person creative and digital fun activities to the most marginalised young people in the community.

Our aim during the first lockdown period was to explore the possibility of offering virtual/online diversionary, entertaining and experimental activities to build the resilience of our young people in this current challenging time.

As various in person activities, projects and events were cancelled we replaced it with Make Do Create online festival programme which was a source of creative resources for teachers/parents/youth workers and young people.

Along with professional Artists we developed and offered online creative and social engagement to young people (aged 11 – 17 years) over 12 weeks in collaboration with our key youth and community partners/providers.

Our Make Do Create Arts Festival provided virtual/online diversionary, entertaining and experimental creative and digital arts activities to build the resilience of our young people during the challenging lockdown and restriction times.

From April to June 2020, the Make Do Create Festival offered a series of artist-led creative workshops which took place every day for 6 weeks. This covered artforms such as music; animation; photography; dance; visual arts and filmmaking. 6 professional artists guided viewers through six 20-minute workshops on a specific artform. Example workshops include, 'Home film school', 'Playing with abstract art' and 'Electronic music production'.

In partnership with communities and young people we created bespoke Art Packs with lots of colourful ingredients for awesome arts and crafts and visual art activities. This was then delivered to budding artists so they can make, do, and create interesting innovations arts and crafts activities while at home. Our incredible Artists used the zoom to connect with the young people in their space to deliver the sessions during varied lockdown periods.

We continued with digital arts development and collaboration with young people and to keep our offerings fresh and current, the range of artforms included online animation and coding workshops. These sessions were popular and attracted over 70 participants and we are looking forward to building on this with more cocreated in person engagement and ideas.

The pandemic had a profound impact on the ArtCart in person programme and reach as many planned events/festivals and activities were cancelled. The ArtCart Coordinator worked on keeping the connections with existing network and used the ArtPack Magic online programme which increased the online engagement and participation across the programme this year.

SPOTLIGHT ON YOUNG PEOPLE

WheelWorks believes children and young people are invaluable for creating an inclusive city, and as such, we focus on breaking down barriers and stigmas, building relationships, increasing arts and digital participation and collaborations in Northern Ireland. Our programmes take this ethos out into communities by making connections, enhancing inclusion, increasing creativity and embedding accessibility. Our innovative diversionary and creative activities using arts and technology supports us to connect to the generation Z young people.

Cultural understanding expressed through digital art and storytelling

2020/2021 was the second year of our Trailblazer Digital Academy programme. It ran simultaneously with partner schools in Belfast (Elmgrove Primary School, St. Peters Primary) and on the Ards Peninsula (St Mary's Kirkubbin, Kirkistown Primary). This Good Relations project worked with selected school groups to explore social issues while learning new digital and tech-based skills.

90 young participants (aged 7 – 9) had the opportunity to get creative with animation and filmmaking under the guidance of wonderful artist-facilitators; Matt Faris, Katrina Smyth, Gwen Stevenson, and Ed Renyolds.

The aim was to engender social cohesion by encouraging open minded, fair and positive attitudes towards individual differences, community and cultural diversity. Young people also gained transferable creative skills. Module 1 (September – December) used animation

to explore the issue of racism, exploring stereotyping, prejudice, and inclusion. Module 2 in filmmaking, (delivered remotely January – March due to lockdown) looked at the concept of diversity using the theme of superheroes to celebrate difference and encourage kindness and community cohesion.

Despite the massive challenges brought about by the Covid-19 pandemic this year's Trailblazer Digital Academy programme built on the success of previous years and achieved a wide range of positive impacts. It was very well received by partners and participants.

Pupils really engaged in the programme and were always keen and excited to participate in sessions. 100% of pupils felt they had benefited from the project and although lockdown and restrictions created significant difficulties bringing people together there were numerous positive impacts, for example, at the beginning 37% of learners stated that they had 'Intermediate' level skills regarding digital arts. By the end of the project this had transformed into 80% which highlights the benefit of the project by giving young learners experiences they would not traditionally receive in school.

Students, teachers, and other school staff were equipped with new creative and digital skills which are transferable to many other applications. They were also given equipment and resources to continue working with digital arts once the project has concluded.

Make connections with Future Focus

Targeted towards youth people aged 13 to 17, Future Focus was a new programme developed by WheelWorks after a successful pilot with Carrick Connect in 2019. Through a combination of outreach and creative art interventions it aimed to connect and inspire young people from fragmented communities. The focus is to engage detached young people who are out on the street and/or at risk of engaging in sectarian and antisocial behaviour or lacking direction and needing a place to congregate that is safe, fun and supportive.

Through taking part in a range of activities that are of interest to them the young people will have a safe space to build a shared focus for the future. Positive relationship building activities were to be codesigned to increase capacity in young people from areas of conflict, thereby increasing community understanding and tolerance.

WheelWorks partnered with Monkstown Village Initiative (Monkstown) and Bawnmore & District Residents Association (Newtownabbey) where significant social problems as well as legacy issues from the Troubles continue to impact the development and progression of their young people. These groups had never worked together, and both thought it would be useful in fostering connections between their communities.

We worked with over 25 young people from September 2020 to March 2021, however Covid-19 restrictions and lockdowns created huge difficulties and the project could not take place as designed. Due to the nature of the project and the lack of regularity of face-to-face work, the groups found it difficult to maintain sustained connection with their young people. Along with the community partners it was decided that as the young people are confined to their homes, we needed to offer them creative and digital content and this led to producing a range of excellent digital assets and resources for the groups which could also be shared and used by young people more widely online.

These included:

A film called 'Positive place' was created to showcase the aim 'our shared space' amid lockdown restrictions. Each group contributed voice overs, of what they liked about their area and how they spent their time there, to short documentary film shot by filmmaker Will McDonnell. The films highlighted the similarities in the lives of young people from both areas.

Our professional artists involved in the project also developed a series of 'Creative Tech Hacks', designed as quick and easy tips for young people to increasing digital skills and online confidence which could be easily watched, used and shared. These aimed to assist with keeping us virtually connected with the young people thus hopefully, reducing isolation and enhancing mental wellbeing during the Covid-19 lockdown and pandemic periods.

Making a Difference for K

Now, more than ever, we are committed to engaging with looked after and trauma experience young people for creating an inclusive society, and as such, focus on breaking down barriers and stigmas, building relationships and collaborations amongst this vulnerable group. Through our iProgramme in 20-21 we worked with 51 young people aged 11-16. Covid-19 lockdowns were very challenging for these groups and showed the imbalance and disparity amongst communities due to the additional barriers exist for these groups of young people.

At the beginning, the group was invited to express their feelings through visual art in any way they chose. This was to enhance young people led participation. Our lead artist took a slightly more directive approach for the second meeting by introducing a large sheet of paper with a design that the young people could come and fill in at any time during the programme. From this, a mural design was co-created and produced which expressed the participants' feelings and outlook of the world around them.

The back-and-forth movement of group art created a busy and dynamic space in which to work. One of the young people (K) found this to be a particularly satisfying experience, reflective of the manner in which she carries out her work.

"I felt it gave me a lot of space to... be colourful; to be myself ... but also appreciate each other's talents. I think it's not taken on, so I really felt much of mine was in that picture. And I didn't feel judged, I felt I had the freedom to do it."

In the group, K had struggled to make connections with others and didn't feel confident enough to contribute. At home she has a lot of responsibility looking after her younger sister but as her Youth Worker stated her "strength and maturity" at home never seem to translate into the Youth Club or Youth club activities.

Initially, K would often not attend or arrive late to the club, however as the session went on, she only missed one session and was only late twice which was significant improvement.

K remarked, "I wouldn't really be expressing very much about myself before, but now I feel I am opening up and sharing my ideas with others, it was easier as many of the young people had similar experiences to me."

K explained that within the art-making process she stood on an equal level where in other activities she felt alone and not able to take part. The space served as a way of breaking down barriers and opening possibilities for open communication with K.



OUR IMPACT

Understanding the impact of our work, simplifying the data and sharing the findings widely is a key aim for us. One of the issues expressed by the young people was that they felt lonely, isolated and anxious as they could not meet, socialise, engage and have fun together with their friends and peers. Our aim during Covid-19 lockdowns was to remove the barriers experienced by the young people and bring in some normality where they could take part in themed project as well as diversionary activities. We continued to offer, when government guidance allowed us, in person engagement and during lockdown periods via online classes/session and video content. All artform and project themes were offered in consultation with young people and mostly via their group leader/school/community organisation/care sector organisation.

This year we continued to focus on streamlining the evaluation process across the organisation. Along with funder specified evaluations we are using also universal evaluation forms which can be used across all programmes and includes versions for taster/ArtCart sessions and online Zoom sessions since the start of the Covid-19 pandemic.

Through our internal evaluation we continue to focus on easy to understand data based on the three core impacts WheelWorks aims to achieve with all its work with young people;

- Improved self belief / confidence
- Increased social and creative skills
- Better understanding of others

Utilising surveys in SurveyMonkey, and also having options for printable versions for the facilitators to take into the sessions has helped to support the quality monitoring of our programmes. Most of the projects during the Covid-19 period were designed to keep the social engagement and interactions going for the young people, when possible, in person or via virtual platforms. We have also noticed that there exist barriers to access caused by 'tech poverty' amongst the most marginalised sectors of our society. On many occasions we had to offer additional tech support to increase engagement and participation.

We offered online engagement when face-to-face delivery was not possible but due to the prolonged lockdowns the feedback from the young people was, they are losing interest and feeling Zoom fatigue (particularly 12 + age group).

Acknowledging this feedback we continued to work closely with our artist, young people and staff team to ensure that planned online and face to face workshops are of good artistic quality and also implemented appropriate risk assessments to offer in person activities where possible.

Whilst there was a short period heralded a return to some face-to-face engagement but soon from October 20, we were back into restrictions and lockdowns periods of restrictions and closures in October and December which again impacted our delivery plans. Therefore, due to the changing regulations determined by the Covid-19 pandemic, we have had to revise and rework our programme.

To continue the engagement with the young people our online video contents such as make do create videos, dance videos, making art and creative hacks videos in our YouTube channel were designed to ensure that young people could in their own time keep engaged and have diversionary activities to do and share with friends and family.

With Covid-19 restrictions, we had to scale back on using some of the technology due to the nature of it requiring close personal contact with the users. We purchased additional new Oculus Quest headsets, and we will be working with artists and young people to codevelop sessions that can be offered once restrictions are eased to the point that we are comfortable to introduce the technology to a group.

Future Quality Processes

One of the main focuses on quality for the future, is to provide a programme of support for artists/facilitator development. This will come in two forms. Firstly, a tailored training programme for artists for them to be able to deliver effective and engaging workshops based on their artistic skills. Secondly, we plan to deliver training for artists on how to successfully integrate project themes into the programme/sessions e.g. Good Relations, Trauma etc. We feel these tailored training support will

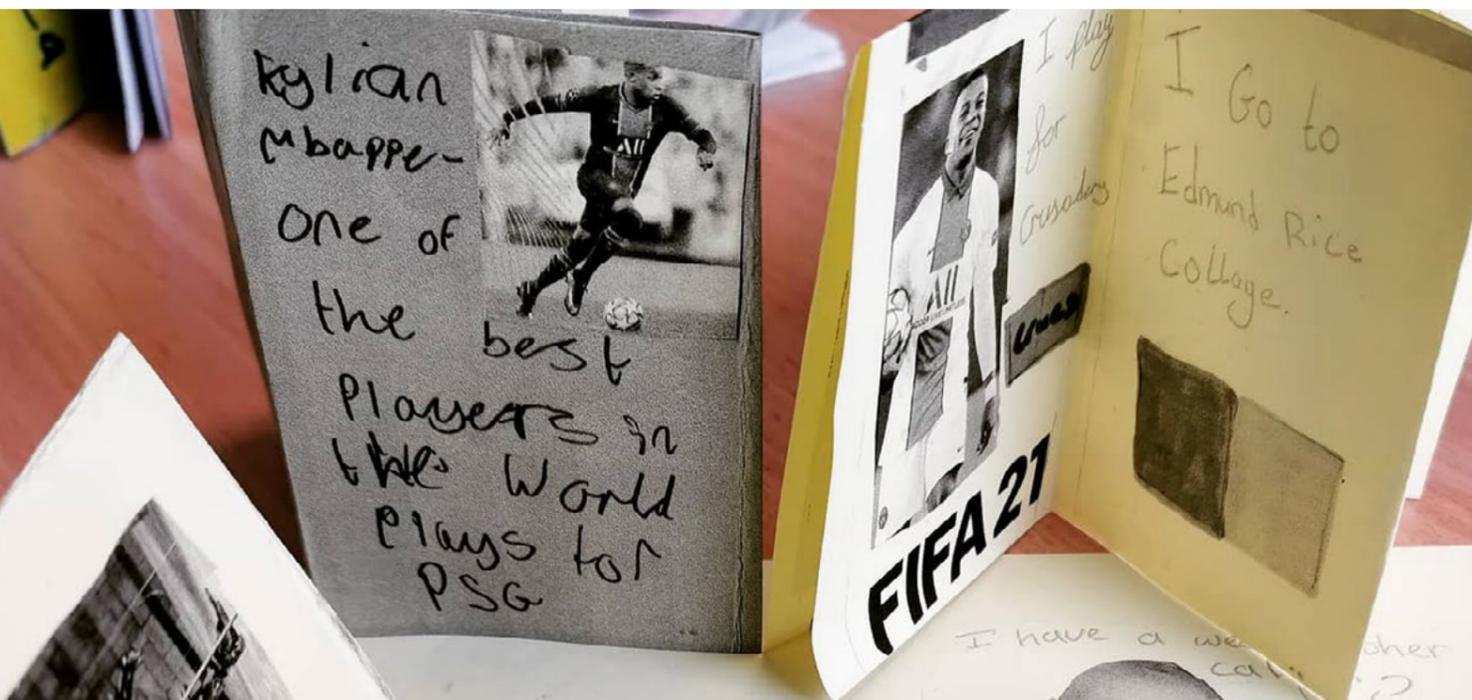
assist workforce development and increase collaborations. We believe that this level of investment in our group of artists/staff/facilitators will allow us to deliver cocreated projects with young people more effectively, engagingly and impactfully.

OUR FOCUS

We 'Place the arts at the heart of our social, economic and creative life'. We want to find new ways to continue offering opportunities for creativity, art, digital innovation and connection. Our mission is 'Work in partnership with young people and artists to enhance their voices'. By continuing to focus and embed this we hope to:

1. Create the conditions in which arts and creative learning continues
2. Invest in workforce, skills and volunteer development
3. Introduce more co create and development opportunities for young people to explore the possibilities of the creative sector
4. Improve access to/participation in the arts for people with additional needs such as looking after newcomer and trauma experienced young people
5. Encourage innovative practice that cross art form boundaries and offers digital inclusion
6. Promote knowledge exchange through developing best practices in promoting inclusion, good relations and better youth engagement
7. Explore new social enterprise targeted services to support future sustainability and income

WheelWorks always values originality, exploration and transformation of our working practices and seeks to find new ways to support our artists, staff and young people with new initiatives and innovative projects with Gen Z young people and their communities.

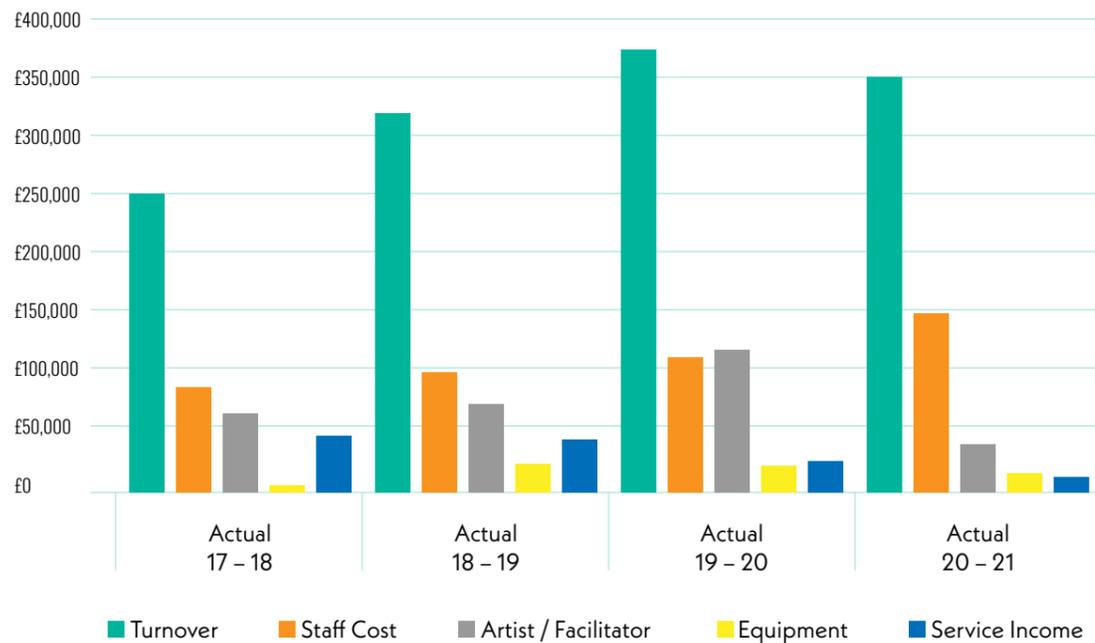


FINANCIAL POSITION

WheelWorks staff and management continued to be proactive in pursuing new opportunities, submitting innovative funding applications and new project proposals. We have continued to be innovative during these pandemic times in meeting the needs of the young people.

Since March 2020 there has been numerous lockdowns, restrictions and various updates and changes in executive/government advice to keep everyone safe and to bring the pandemic under control. Due to the uncertainty in this financial year 20–21, our ability to maximise income generation via ArtCart workshops, festivals, training, events and intervention work with councils and other third sector organisations have been severely curtailed, and this is reflected in our turnover which this year was £350k — down by £23k from previous year.

Like many other arts organisations, we have been directly impacted by Covid-19 and had to cut back on project delivery and outreach. Due to the cancellations of in person engagements and other restrictions our artist/facilitators costs were only £33k in 20-21 which is a reduction of 70% from previous year. These uncertainties have impacted our financial position, development and transformation work with our staff/artists and marginalised young people in this financial year. Even though we have continued to adapt our programmes and be agile to the needs of our young people, the fact of the matter remains that we continue to encounter pandemic related issues, government restrictions and cancellations as we progress to the new financial year.



However, as you can see in the above table, the pandemic put a halt to the upward trajectory the organisation was progressing. Going forward, we plan to get back on track and continue to achieve the strategic visions by sharpening our focusing on the needs of the young people, codesigning creative activities that are of interest to young people, championing the vale of our creative sector and developing the workforce who will assist us to remain innovative and transformative to engage and inspire young people and their communities.

With support from our core funders and strong leadership from our trustees, staff, artists and volunteers we hope to overcome the increasing sense of uncertainty which our sector is currently experiencing.

During this challenging period the organisation has successfully tendered and secured 3 Executive Office T:BUC good relations contracts and 3 years funding from Children in Need. This has also meant that we have been able to recruit 3 new staff members to further the charitable objectives during this Covid-19 pandemic. Apart from that we have secured additional funding to purchase capital and health and safety equipment which assisted us to mitigate some of the Covid-19 related risk factors and plan in person activities in the post lockdown period.



CREATING STABILITY BEYOND 2021

We must also acknowledge that this pandemic is and will have a critical impact on hard to reach communities across Northern Ireland and research has highlighted concerns that some vulnerable groups within our society are being placed at greater risk as a result of the discontinuation of diversionary, social and creative activities, including young people with poor mental health and wellbeing.

Now, more than ever, we are committed to engaging with these children and young people to create an inclusive society, and as such, focus on breaking down barriers and stigmas, building relationships and collaborations. We will continue to do this by delivering high quality artistic and digital technology led activities for creative learning, social skills and transformation which celebrates and offers young people from the most marginalised, disadvantaged communities a creative voice. Our programmes take this ethos out into communities by making connections, enhancing inclusion, increasing digital arts inclusion and embedding accessibility.

We acknowledge that the implication of the Covid-19 crisis is mammoth, hence we have to work together and stand shoulder to shoulder with our young people, their community, staff, artists and wider audiences. We are going to do this by responding to the changing needs, take decisive actions in promoting arts and creativity and plan appropriate actions which can assist in safeguarding the organisation and everyone's futures.

To continue this work in the short to medium term our focus will be on three key strategic areas:

1. Youth Volunteer Development Programme

At the heart of all our programmes is the focus on creating inclusive, participative settings in which the voices and influence of young people are championed, supported and evident in the design, delivery and evaluation of programmes.

Next financial year we want to:

- Bring together existing Youth Panel virtually or in person (dependent on pandemic guidelines) with our staff facilitators and engaging / fun art activities
- Host idea generation sessions on the skills and knowledge gaps
- Empower young people with digital tools required to stay in touch
- Produce short film on WW Volunteering opportunities to help recruit new members

2. Leading in Digital Knowledge and Arts

WheelWorks strategic vision includes leading creative innovation and digital knowledge sharing. In the next financial year we want to

urgently bolster our digital knowledge base. We would do this by:

- hiring expertise to lead and support on all aspects of creative development and delivery of WW digital arts led programmes
- upskilling existing staff, artists, youth panel and volunteers
- creating a suite of digital assets for income generation
- presenting WheelWorks varied programmes digitally on our website and social media
- carrying out research and development into cutting edge digital art forms and technology

3. Increase Service Income and Collaboration utilising the ArtCart

We believe post-pandemic there will be a significant uplift in the demand for social interaction, creativity and wellbeing. In the next financial year as Covid-19 pandemic regulations eases, we want to assess the level of this demand and the correlating investment required in the posts of the ArtCart Co-ordinator and ArtCart Technician. We also want to pilot the concept of hiring out the ArtCart

and ChillCart as an arts venue to third sector, corporate and community partners, to be known as ShowCart. Along with that we plan to create a new campaign to promote the ArtCart as a magical mobile activity space with VR, AR, music and arts and crafts for hire by festival/event organisers and local councils. We hope to create a professional, short promotional video to showcase and market these ArtCart services.

Our aim as always is to stay at the forefront in offering issue-based, arts and digital design and technology based hybrid activities that inspire young people across Northern Ireland. As part of the process of building resilience and re-focus on strategic plans waylaid by Covid-19, we propose to develop our 2/3 years Strategic Restart Plan based on the three above focus areas identified. This will assist WheelWorks to think forward beyond the pandemic and to have a future facing document which acknowledges of the impact of this pandemic, recognises the opportunities and challenges, yet is realistic about the future progression and the funding environment.

A big thank you to all of our principal funders & partner organisations

THANK YOU FOR YOUR SUPPORT.

IF YOU HAVE ANY QUESTIONS OR WOULD LIKE TO SEE MORE OF WHAT WE'RE ACHIEVING, FOLLOW THE CONTACT POINTS BELOW.

Tel: 028 90244063

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Facebook: /wheelworksarts

Website: www.wheelworksarts.com



VOICES OF YOUNG PEOPLE

Our programmes and activities create a new kind of participation with children and young people throughout Northern Ireland including Generation Z through arts, design and digital technology. 100% of participants had a positive experience on the programme. Given their young age their feedback concentrated on the fun they had and then things they learnt.

"THIS IS MUCH BETTER THAN SUMS"

"I AM GOING TO WORK FOR PIXAR WHEN I LEAVE SCHOOL"

"IT WAS REALLY FUN, THANK YOU"

"I WOULD LOVE TO DO MORE!"

"I LIKED WORKING TOGETHER WITH MY FRIENDS"

"IT HAS MADE ME IMPROVE MY DRAWING AND LOTS OF OTHER THINGS"

"IF I DIDN'T PARTICIPATE, I WOULDN'T NEVER HAVE LEARNED ABOUT ANIMATION - OVERALL I LOVED IT"

We also gather feedback from the people who are working with children and young people that we engage with, and here are some of their thoughts:

"EACH PERSON HAS NOW MOVED ONTO FURTHER EDUCATION, APPLIED FOR A NUMBER OF JOBS, AND HAVE BEEN SUCCESSFUL FOR INTERVIEW. I WOULD LIKE TO PERSONALLY THANK SIOBHAN, AND WHEELWORKS FOR THEIR AMAZING WORK IN HELPING OUR YOUNG ADULTS TAKE THE FIRST STEPS IN REACHING THEIR POTENTIAL." - FACILITATOR

"THIS HAS BEEN FABULOUS FOR THE CHILDREN, THEY ARE TOTALLY ABSORBED, WE REALLY APPRECIATE YOU COMING" - TEACHER

"THANKS SO MUCH FOR HAVING ME. LOVELY GROUP OF GIRLS AND DELIGHTED THEY HAVE EACH OTHER" - VOLUNTEER

"I THINK THE ACTIVITY WAS WELL SPREAD OUT WITH A MIXTURE OF DISCUSSION AND PHYSICAL LEARNING/USE OF THE CAMERA. IT WAS A CHALLENGING DISCUSSION ABOUT WHAT WE'RE 'ACCEPTING' OF ABOUT OURSELVES BUT THE YOUNG WOMEN DID SO WELL." - YOUTH ENGAGEMENT LEADER

"WHAT A GREAT OPPORTUNITY FOR THEM AND US. I AM GOING TO DOWNLOAD THIS SOFTWARE AT HOME" - TEACHING ASSISTANT