



## Creative Youth Nurture Fund Briefing Document for applicants

### 1. Background

Creative Youth Plan 2023-2027:

*“an Ireland where **creativity is at the heart of children and young peoples’ lives**, where creativity can contribute greatly to their **happiness, wellbeing and personal development** and, in recognition of their right to **a voice in decision-making**, children and young people will be heard and will inform all aspects of this work.”*

In 2017, the first Creative Youth Plan was published by the Government of Ireland. In its first five years it increased the range of opportunities for children and young people.

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.

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.

### 2. Focus of the fund

The *Creative Youth Nurture Fund* is a pilot to support youth-led cultural, artistic and creative engagement by young people. It is looking to support individuals and organisations that can reach specific cohorts of young people that are too often seldom heard, and empower them to develop innovative projects that can nurture their creative passions and ignite their creative potential.

Evaluation will be a key element of the initiative to help us identify potential areas for future development. In short, we want to learn alongside the funded partners how can we best reach these young people. In line with ‘voice of the child’ principles, it will look to how children and young people can be in the driving seat when it comes to project design.

Applicants will be expected to work with 6-24 year olds, implementing a youth-led approach, for example by applying the [National Framework for Children and Young People’s Participation in Decision-making](#) (Appendix 1), to enable them to identify, develop and engage in a creative project. It is critical for us that young people have as much agency as possible in designing the project.

The scheme is interested in piloting and documenting approaches to nurturing individual and group creative expression for specific groups of children and young people. These ‘Nurture Cohorts’ are included under the term ‘seldom heard’ in the [Creative Youth Plan 2023-2027 \(Appendix 2\)](#) and in relation to this scheme, are those that are:

1. Living with physical or intellectual disabilities;
2. Refugees and asylum-seekers;
3. Living with mental health issues;
4. LGBTI+;
5. Traveller and Roma;
6. Those within, or transitioning from, the care system; or
7. Engaged with the youth justice system/ incarcerated persons and ex-offenders.

Successful applicants will be expected to participate in evaluation and share learning. This will entail a systematic and objective assessment in the form of a written report, with the participation of children and young people demonstrated, in order to determine the impact, learnings and sustainability of the project.

Many forms of creativity are welcome, just some of which are listed below:

**CIRCUS, FILM, LITERATURE, CREATIVE WRITING, MUSIC AND DANCE OF ALL TYPES, STREET ARTS AND SPECTACLE, THEATRE, TRADITIONAL ARTS, VISUAL ARTS, CULTURE AND HERITAGE, COOKING, ANIMATION, ARCHITECTURE, PODCASTING, GRAFFITI, AUGMENTED AND VIRTUAL REALITY, FASHION, COMEDY, DESIGN AND OTHER CREATIVE DIGITAL TECHNOLOGY AND MULTIDISCIPLINARY ARTS**

### 3. Funding

€500,000 is available across two years to support projects. It is expected that between 8 -10 pilot projects in the Republic of Ireland with budgets of between €50,000 — €90,000 will be funded for 18-24 months in duration. However, this will be determined by the number and scale of applications received.

Given how important learning from the pilots will be, we recognise project evaluation and reporting will have a cost.

The selection of projects will take into account broad representation in terms of priority groups and location.

### 4. Eligibility

Applicants should be able to demonstrate:

- a commitment to supporting children and young people to access culture, creativity and the arts. (see broad definition above)
- how they can reach and support children and young people who experience barriers to access creative opportunities, in particular those within one of the priority groups listed below;
- how you will ensure children and young people are at the heart of decision making in the development of the creative initiative using best practice outlined in the National Framework for Children and Young People's Participation in Decision-making
- how you will support engagement by children and young people across the form(s) of creativity; and
- how you will evaluate and report on the process and outcomes, with input from the children and young people involved.

We are looking for collaborative applications from (but not limited to):

- Youth organisations
- Charities or not-for-profit organisations
- Philanthropic and research bodies and foundations
- Individuals
- Community groups and networks
- Arts and cultural organisations or institutions
- Creative organisations, networks, museums, galleries and art centres
- Education centres and bodies
- Social enterprises
- Local authorities as a partner to an external organisation
- Business, commercial companies

For example, artists and creative organisations/institutions may wish to partner with another organisation that work directly with the groups of young people we are seeking to reach. Applicants should be able to demonstrate a track record of delivering youth-focussed and/or youth-led initiatives. Support of a [Local Creative Youth Partnership](#) coordinator, local authority [Culture and Creativity Teams](#) , or Arts Office and/or a national or regional youth work organisation is welcome.

### Lead Applicant (if it's a consortium)

A Lead Applicant is required who will apply on behalf of all partners and who will be the central point of contact for the team throughout the project. In your application you should clearly articulate who each of the partners are, their role in the project, and the governance arrangements with the lead partner.

Only one submission per lead applicant will be considered.

The lead applicant must be based in Ireland or operate substantially within Ireland. Collaboration with partners from Northern Ireland and with organisations and bodies based outside of Ireland is welcomed.

This scheme encourages collaborative proposals from interdisciplinary partnerships and project teams to fully support young people to play a key role in the process. This is an opportunity to push boundaries by bringing together the creativity, fresh ideas and perspectives of children and young people, the experience of creative professionals and the expertise of those working in youth participation, youth work, disability, inclusion, education, research, mental health, special needs, inclusion, and in public and community engagement.

## 5. Funding and Budgets

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 on the remuneration and contracting of artists)

**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.

Other costs may 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 scheme, including access costs
- Documentation costs
- Networking/show-casing of initiatives awarded funding through your scheme
- Evaluation costs

## State Aid

It is important to note that EU State Aid rules may apply to the awarding of funding. Applicants must refer to the State Aid Overview saved [here](#).

Further information on State Aid is available here:

<https://enterprise.gov.ie/en/What-We-Do/EU-Internal-Market/EU-State-Aid-Rules/>

## Co-Funding

We welcome co-funded projects – through other public funds, philanthropy or private sector contribution. If you are awaiting funds from an alternative source, please outline this in your application and include the timeframe when you expect to be notified of the outcome, as this may impact on your project timeline and budget requirements.

## Ineligible costs

Please note that ineligible expenditure includes:

- 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
- Application relating to Television series or a standalone advertising campaign

## 6. Evaluation

Applications will be reviewed by an assessment panel made of representatives of the Creative Ireland Programme and will include representation by young people.

Criterion	Marks Available
Approach to facilitating strong participation from children and young people in the project development and delivery	20
Experience of working effectively with seldom heard children and young people	20
The project idea and its creative approach	20
Project team, track record and experience in working with children and young people on a creative project and feasibility	15
Evaluation plan	15
<b>Total Marks Available</b>	<b>100</b>

## 7. Timelines

**24<sup>th</sup> April - Fund Opens for Applications.** The online application portal will open for submissions. We strongly encourage you to download a word version of the application form and the briefing document and have read these before the online briefing.

**9<sup>th</sup> May at 3pm - Online Briefing Session.** An online webinar which will provide an overview of the fund and a Q&A session. Register [here](#).

**9<sup>th</sup> June - Closing date.** Proposals should be submitted through submit.com by 5pm.  
**We will endeavour to inform all successful and unsuccessful applicants by July 2023.**

If you have any queries on the Creative Youth Nurture Fund or the application process, please email [creativeireland@tcagsm.gov.ie](mailto:creativeireland@tcagsm.gov.ie) using the subject heading '**Creative Youth Nurture Fund**'.

## Appendix 1

### National Framework for Children and Young People's Participation in Decision-making

The Participation Framework 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. It 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.

The Framework is based on the child-rights model of participation developed by Professor Laura Lundy, Queens University<sup>1</sup>, 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 the Creative Youth Nurture Fund as much as possible.

Hub na nÓg, set up by Dept. Children Equality Disability Integration and Youth, is the national centre of excellence and coordination on giving children and young people a voice in decision-making, supporting Government 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.

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<sup>1</sup> [https://hubnanog.ie/wp-content/uploads/2021/04/5611-Hub\\_na\\_nOg-LundyModel.pdf](https://hubnanog.ie/wp-content/uploads/2021/04/5611-Hub_na_nOg-LundyModel.pdf)

## Appendix 2 Equity, Diversity and Inclusion

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. Building on the previous good work of Creative Youth in this area, 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.

### **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.*

The United Nations Convention on the Rights of the Child recognises the right of the child to rest and leisure, to engage in play and recreational activities appropriate to the age of the child and to participate freely in cultural life and the arts. However, Irish research has shown that for certain children and young people, barriers exist to such engagement.

Arts and Cultural Participation among Children and Young People: Insights from the Growing Up in Ireland Study (Emer Smyth, 2016)<sup>2</sup> drew upon *Growing Up in Ireland* data to assess arts and cultural participation specifically among 3, 5, 9 and 13-year-olds. It identified a number of factors that impacted participation, which included the following:

- Socio-economic background: household income is a barrier to participation in cultural activities after school.
- Migrant backgrounds: language emerges as a barrier to participation in the arts.
- Disabilities: the families of young children with disabilities are highly engaged in cultural activities. However, there are barriers to participation at ages 9 and 13, with fewer children with special needs participating in structured cultural activities.

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<sup>2</sup> <https://www.artscouncil.ie/Publications/All/Arts-and-cultural-participation-among-children-and-young-people-%E2%80%93-Insights-from-the-Growing-Up-in-Ireland-study/>

Most of the structured cultural activities in which children engage outside school require payment, indicating the importance of providing subsidies to disadvantaged families to ensure more inclusive arts engagement.

The Creative Ireland Programme commissioned research into the *Inclusion and engagement of Children of Muslim background in creative activities in Ireland* (Farahani, Hennessy and Mbeve, 2022)<sup>3</sup> which explored the potential barriers to creative engagement for children of Muslim background. Its recommendations included engaging with immigrant groups in order to find out what creative activities children and parents in such communities want.

In 2021, the National Disability Authority found that children with disabilities are sometimes excluded from outdoor activities or activities in the community due to a number of factors, including lack of accessibility or lack of adequate staff for individualised supervision.<sup>4</sup>

There is an opportunity for collaboration, youth participation and creative thinking to explore these challenges.

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<sup>3</sup> <https://www.creativeireland.gov.ie/app/uploads/2022/10/Inclusion-and-engagement-of-Children-of-Muslim-background-in-creative-activities-in-Ireland.pdf>

<sup>4</sup> <https://nda.ie/publications/nda-advice-paper-on-school-aged-childcare-for-children-with-disabilities>