

Creating an Art Exhibition

By choosing the art exhibition package, you have opened up a range of options for yourselves. Art is seen as a medium that has no boundaries, so there's really no limit to what means of expressions you explore and what you create.

"There is no single definition of art."

There are many types of art, ranging from collage, cartoons, and murals to sculpture, photography and installations. Not to mention pop art, computer art, graffiti and painting. They all use different techniques and have different impacts on the audience.

Art can be anything you want it to be. As the artist you have the responsibility and creative freedom to challenge people's views and generate ideas. While you will communicate your own message through the art work, your audience will have their own interpretations about the meaning of it all.

The aim of an art exhibition is to bring your art into the public realm. Whatever art forms you choose, your work will go on display in a venue of your choice. Seeing an audience interpret your art will give you a real buzz.

*William Rubin, director
of the Museum of Modern
Art in New York*

You have a lot of freedom to express yourself through an art exhibition. You could use natural materials or focus on video sound. You could concentrate on new media or create a performance based exhibition. Some exhibitions are site-specific; they are designed to only exist in the space for which they were created. An art exhibition can also be an interactive art form, meaning that the audience can engage with it in some way. This is effective because it can change the audience's experience of a space.

Committee

Key Functions

Plan the Project
Make Decisions
Evaluate the Process

Take Action
Record Progress
Share Achievements with Others

Before you get stuck in, there are a few things you need to get sorted. The committee meetings are where all the important things will be discussed so it's essential that the meetings are productive. To help conversation and discussion flow, you need to agree on a set of ground rules. Examples are "We will not interrupt a person who is speaking" and "All key decisions will be decided on by a vote". You should brainstorm rules, write them up and vote on them. Make sure the list of rules are on display during every committee meeting.

You will need to appoint someone to be the **chair** of the committee. This person will be in charge of leading committee meetings and setting the agendas and dates of future meetings. You also need a **secretary** who can take notes of the meetings. This is to ensure that agreed actions and decisions are recorded. You might also want to let someone be responsible for the project box, making sure all the components stay safe and that the box is brought to each meeting.

Staying in Touch

You will have regular committee meetings during the project, but a lot of activities will take place outside the meetings. It is important that you agree on a way for the committee to stay in touch. This way you can update each other about what you are doing and notify the group if you are running behind schedule.

Look Ahead

You are about to embark on the step by step guide. Before you get started with Step 1, set aside some time to have a look at the different steps. This will help you get an impression of what you will be doing at each stage of the project. It is particularly important to look ahead before you put together your work plan. You should also think about the different ways you can involve the rest of the school in the various stages of your project.

Anti-Vandalism
Community Relations
Anti Bullying
Environment
Poverty
The Elderly
Social Enterprise
After School Clubs
Human Rights
Conflict
Knife Crime
Animal Rights
Disability Awareness

Your group has established a committee and agreed on some ground rules. Put these rules to the test right away to decide what you will be doing.

Purpose of This Step:

1. Agree the theme/issue the project will focus on
2. Decide on the main aim of the project
3. Break down the aim into activities

You can decide on the theme, aim and activities in many different ways – you might for example have a vote. The important thing is that the committee makes a decision as a whole.

Theme

What topic or issue will you focus on? The following questions will help you to decide:

- What is important to you?
- What do you want to change?

Your theme can be really broad, such as the environment or a charity you all believe in, or it could be more specific to your community or something in your school you feel strongly about.

Try to choose a theme that is simple to address and that the group are enthusiastic about. It is very important that you have fun when doing this project. It makes everything easier and will help keep you motivated.

Aim

Once you have decided on a general theme you need to decide on the aim of the art exhibition. To do this you need to think about what you want your art exhibition to achieve.

An art exhibition can be used to achieve all sorts of different aims. Think about it broadly first and consider what the purpose of your art exhibition will be. Perhaps you want to:

- Raise awareness
- Challenge people's views
- Change something
- Entertain
- Investigate

Have a clear aim before you start to do anything. Make sure you and everyone you are working with understands that aim.

Activities

Once you know your overall aim look at how to achieve it by breaking it down into a list of activities and objectives that will help you in the next steps.

You might want to consider:

- Who do you want to influence?
- How will you communicate your aim?
- What is your main message?

It's useful when thinking about activities to consider the types of art forms available.

Types of Art Forms

Each type will bring to life your ideas in different ways. However, you are always free to choose something else.

Photography

Whether it's telling a story or capturing a moment photography is a great way of representing ideas. Black and white or colour, digital, disposable or Polaroid – there are a variety of styles and techniques that can help you create the right impact. As technology has improved the option to 'edit', your digital photos has become available and enabled people to use all sorts of effects and designs to enhance their pictures, so now you can create individual and original work in the comfort of your own surroundings.

Collage

A collage is a design or picture made up of pieces of paper, cloth, photographs etc glued onto a background surface. Collage can incorporate a range of different materials such as newspaper clippings, ribbon, paper, photographs, buttons etc. With this technique the overall effect can be really outstanding and even three dimensional.

Mural

A mural is a painting on a wall, ceiling, or other large permanent surface. This is a group effort creating a large-scale piece of art for public display.

Painting

Painting is probably one of the best known art forms. Just think about iconic paintings such as 'Mona Lisa' and 'The Scream'. There are many different types of paint - watercolour, acrylic, oil and pastels. The style of the painting itself can also vary tremendously. Abstract, pop art, impressionism, surrealism, cubism and art deco are just a few. Do a bit of research and find a style you like.

Drawing

The art of drawing is simple and effective; by using different materials in your drawings you can create different effects. Think about your options: colouring pencils, pastels, charcoal, crayons, marker pens and graphite pencils. You can create different perceptions using shading and definition. Use a combination of different materials to form an original piece.

Sculpture

Sculpting is the art of carving, creating or modelling a three-dimensional work of art. Traditional types of materials that may have been used are clay, wood, stone and bronze. However a sculpture could be made out of anything - recycled rubbish, junk, plastercine, clay statue and papier mache.

Installation Art

Installation art is a combination of different art forms. Through the use of sculptural materials and other media, an installation tries to change the way we experience a particular space. For example you may have used photography and paintings to transform a space into something really different from that of its surroundings.

Example

If you want to create an art exhibition that focuses on the diversity of your school community, you can use disposable cameras to take pictures of students in the school and use the pictures as the basis for a collage.

Memo:

Think about how you can involve other students from your school in the project.

Skills Bank:

Team work
Contributing to group discussion
Negotiation skills
Use a democratic process to decide on a theme

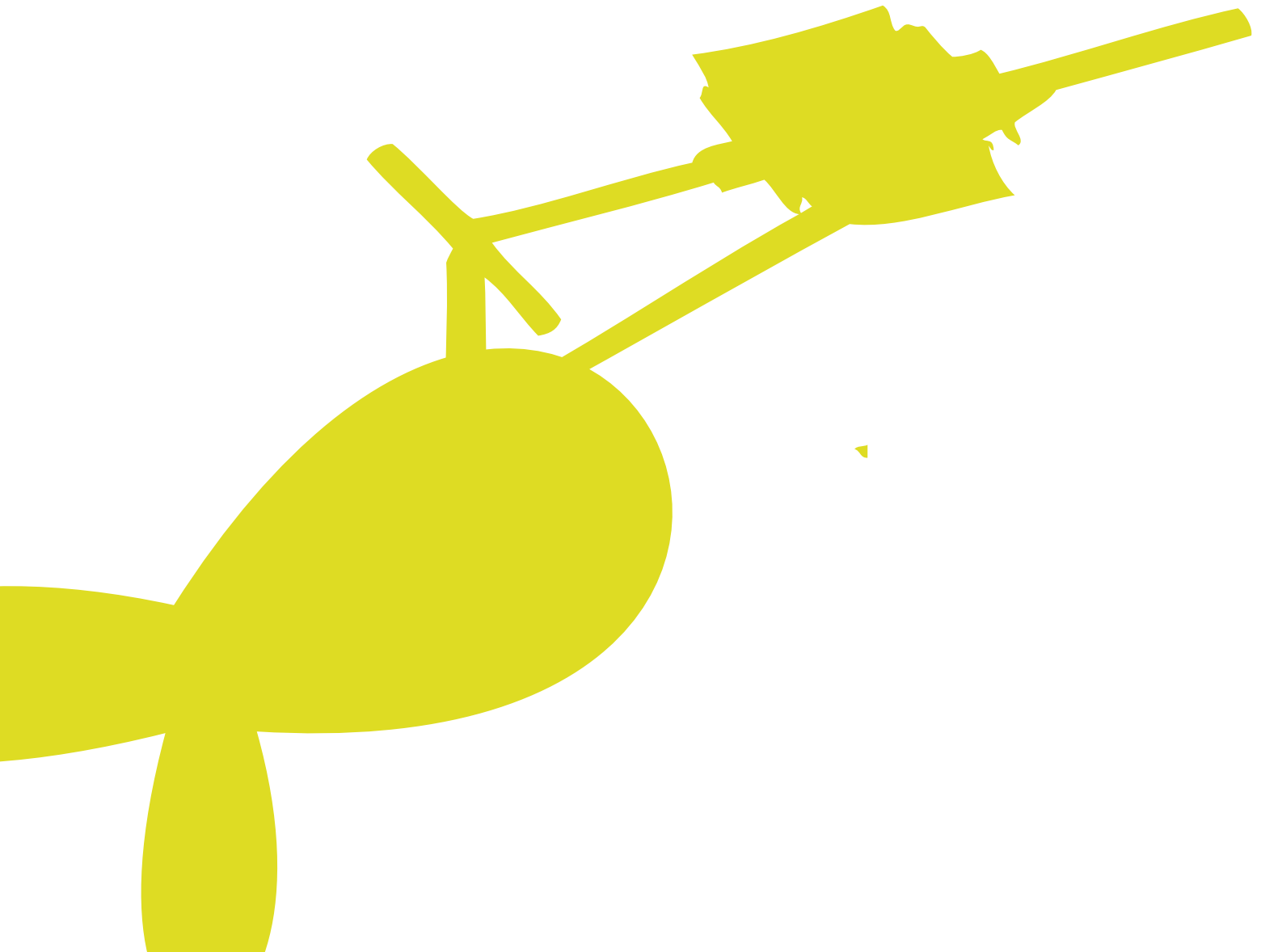
Step 2

Roles and Responsibilities

You have got your committee organised and decided on your theme, aim and activities. Now it's time to agree on the different jobs that are involved in getting your project done.

Purpose of This Step:

1. Assign roles and responsibilities to committee members



Roles and Responsibilities

A big part of teamwork is to divide the work between you. Not everyone can be involved in everything, so you will need to assign different roles and responsibilities amongst yourselves.

Think about the skills that everyone has and the types of things people like to do. You will probably find that everyone in the committee has something to offer and skills are likely to complement each other. Some might be more inclined to do the active roles such as getting out there and talking to people, while others will prefer to plan and organise the project, making sure that things run to schedule. Go with your key strengths but don't be scared of stretching yourself by trying something new.

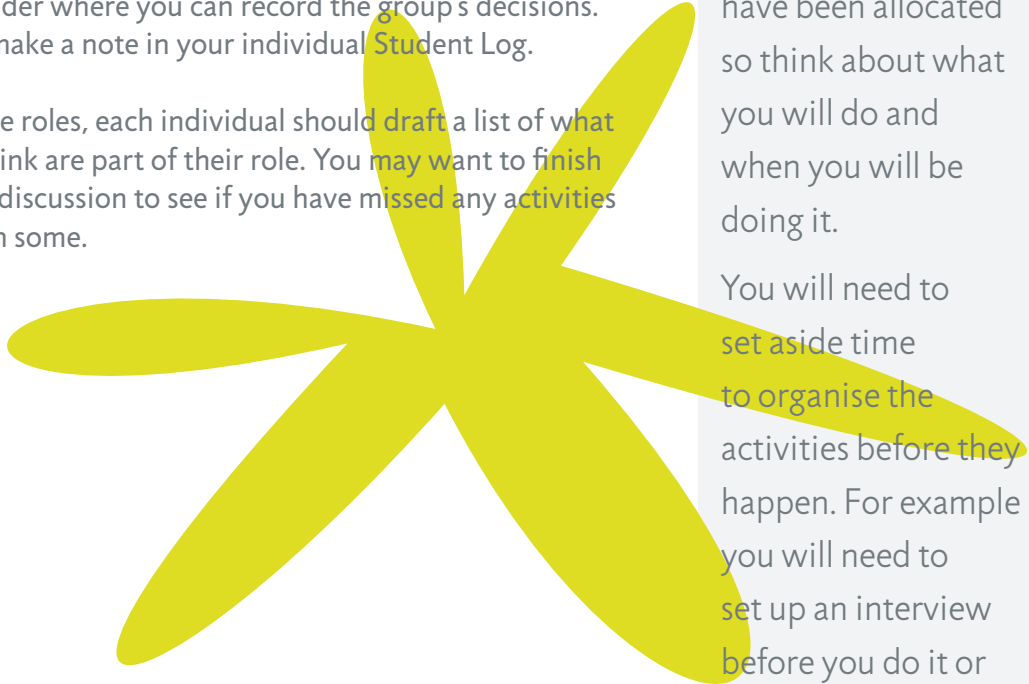
On the next page you will find a list of suggestions for the types of roles involved in undertaking your specific project. This is not an extensive list so feel free to add other roles you feel are needed. The most important thing is that you cover the roles required for you to complete your project. Once you make the choices about who is doing what, there is a worksheet in the back section of the folder where you can record the group's decisions. Don't forget to make a note in your individual Student Log.

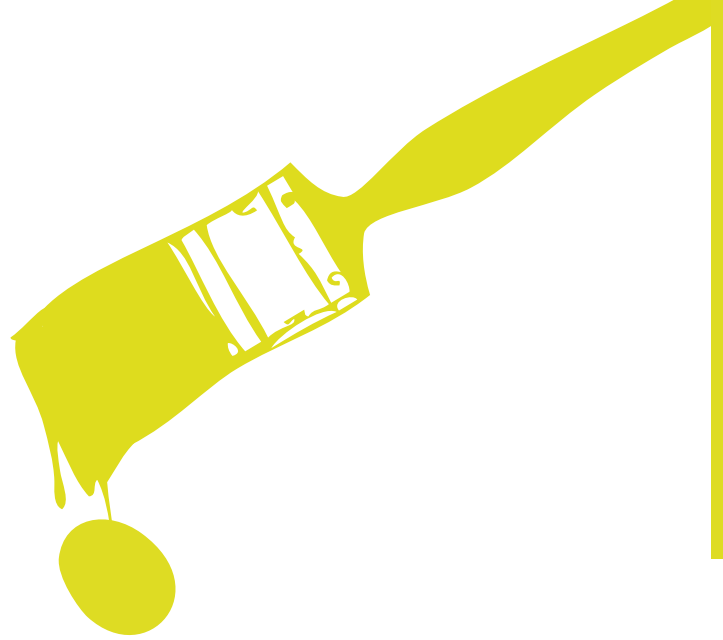
After dividing the roles, each individual should draft a list of what activities they think are part of their role. You may want to finish up with a group discussion to see if you have missed any activities or doubled up on some.

Memo

Remember that you will have to do forward planning for the activities you have been allocated so think about what you will do and when you will be doing it.

You will need to set aside time to organise the activities before they happen. For example you will need to set up an interview before you do it or you might need to apply for permission for the venue of your launch.





Skills Bank:

Developing team working skills

Developing project planning skills

Taking on individual responsibilities

Specific Roles and Responsibilities

Your art exhibition will be a collaborative effort where you will be working together as a team. The roles involved will depend on what type of art form you choose, but here are a few general roles:

Artists – responsible for developing the creative ideas and creating the art. You can have a number of different artists. This is a good opportunity to get others involved.

Exhibition Co-ordinator – responsible for organising the exhibition. Key responsibilities are deciding on the overall look of the exhibition and choosing the venue.

Designer – responsible for the design and layout of the promotional materials and deciding where pictures and illustrations go.

Marketing Officer – responsible for letting the rest of the world know about the exhibition through developing marketing materials. They will work closely with designers for marketing materials.

Media and PR Officer – responsible for informing local press about the art exhibition and making sure they attend, writing and distributing press releases pre and post art exhibition . They could organise a question and answer session where the public can ask you questions around your ideas and inspirations.

Photographer – responsible for recording the exhibition by taking pictures during the preparation process as well as during the art exhibition itself.

Have you thought about?

There are a few things you should consider before you get cracking with your plans: Start to think about how you want to showcase your project. A showcase is an event where you can invite your friends, family and members of the local community to see the result of your project. It is your opportunity to show off your achievements. Think about the roles and responsibilities needed for your event.

Getting others involved

Your project is an excellent opportunity to get the rest of the school involved as well as the rest of your local community.

Think about different ways you can do this!

- You can organise a competition as part of your project and invite the rest of the school to take part.
- You can invite people to the showcase.
- You can consult other students on your issue or what you are proposing.
- Getting people involved as soon as possible.

It is you, as the committee who decide what activities go into your plan. But you may want to consider fundraising.

Fundraising

While your package includes all the necessary resources needed to complete your project, you might want to raise money for your project – particularly if you are planning a showcase. It is of course perfectly possible to organise a showcase with little or no extra funding – but if you want to make it into a bigger event, a little extra cash might be handy.

Avoid planning something spectacular and expensive without having the necessary funding for it. Remember that raising funds takes time. Talk to your facilitator about what might be possible.

You have your theme and your aims. You've got your roles and responsibilities. All you need now is a plan!

Purpose of This Step:

1. Draw up a work plan with a timetable, targets and deadlines.

Plan Your Time

We have included schedulers for work plans and timetables in the worksheets section. You should consider:

- How long have you got to complete the project?
- Try and plan how long each of your activities is going to take.
- Set yourself targets you think you will be able to meet and try to stick to them as closely as possible.

Find out what other art exhibitions are happening in your area, as you may be able to work in conjunction with another activity or as part of another event (i.e. as part of a larger exhibition). Look at national events and themed weeks – most of these are listed on: www.countmeincalendar.info

Make sure you keep your contact teacher and facilitator updated about your plans. You should try to arrange that any external people you have to speak to, visit you at school. In some cases (i.e. talking to the local authority or checking out a venue) this may not be possible so it is important to check with your contact teacher about the best thing to do in those situations.

Planning your exhibition

Some things to keep in mind when you plan your art exhibition:

The issue

- What do you want to achieve with your exhibition?
- Is there a particular theme you want to focus on?
- Do you have a clear message?
- If the exhibition is raising funds for charity – make sure people have the opportunity to donate (make sure you are up to date on regulations around fundraising – ask your facilitator).

Target audience

- Think carefully about who is going to be attending the exhibition.
- Once you know who you will be targeting, think about the type of art they find interesting, entertaining and worthwhile.

Venue

- Make sure you book your venue as early as possible. Without a venue there will be no exhibition!
- Make sure the venue is suitable for your art.
- Keep it simple – use school facilities and save yourself a lot of hassle. Any licences and insurance should already be in place.
- Pick a date, time and place.

Style

- You should have already decided which type of art is suitable for your theme. Set aside some time to research that particular style.
- You will have to decide what kind of materials you will need for your project – paint, pastels, clay, sequins, canvas, paper, pencils etc. Let your facilitator know in good time so we can get the materials you need.

Be inclusive

- Try to involve as many students outside the committee as possible. This will make your art exhibition more inclusive.
- Maybe you can ask other students if they would like to be ushers in the exhibition, lead the public around or serve refreshments. Or they could help out with the publicity and hand out invites for the launch of the exhibition.

Borrow ideas

- Look at other artists' work; it will help stir those creative juices!
- Think about art you have seen in the past or exhibitions you have attended. What have you enjoyed? What got your attention? What made you go?

Memo:

Record your activities

Make sure you are recording your work throughout the project process. Use your Young TimeBank digital camera and snap the group in action from start to finish. You should all use the reflection section in your Student Log, notes and comments during the process.

Get attention

- Make sure you market your exhibition by distributing publicity material.

A call to action

- If you want the guests to act on your message, make sure that there is a “call to action” available; a next step they can take.
- This could be somewhere to register their interest, like a website, or another art exhibition that is coming up that you want people to know about.
- Maybe you want to create your own leaflet that provides information about your issue and how to get involved.

This will make it easier when you are evaluating the project at the end, but it will also help you next time you are doing a project of this scale!

Skills Bank:

Developing work plans and schedules

Setting targets and deadlines

Research



Art Exhibition at a Glance

1 Theme

- Decide on the theme.
- Research the issue.
- Decide on the message.

2 Medium

- Choose your art form.
- Research the art form you have chosen.
- Search for inspiration from other artists and art work
- Try to be original – what can you do with the medium that hasn't already been done?

3 Impact

- Decide on audience – how can you best have an impact on them.
- Decide on style/tone (keep in mind your audience and message)
- What can you do to increase the impact?

4 Involve others

- Have you thought about how to get other students involved, e.g. an art competition or as part of the launch.
- Who else would be useful to have onside?

5

Materials

- Decide on what materials to use for art work.
- Ensure everyone has the materials they need to undertake their role.
- Assemble final product (your exhibition or installation).

Venue

- How is the venue going to be used?
- How will the space be utilised?
- Make sure it's suitable for your art work! Go and see the space.

6

Publicity

- Get other students involved with spreading the information about the event.
- Make sure you let the local media know about your exhibition.

7

Celebrate

- Organise a launch to celebrate the opening of your exhibition/ installation.
- Make sure everyone who has been involved gets recognised.
- Congratulate yourselves on a job well done.

8

If you decide to do fundraising for your project, you should pay special attention to the following points:

Fundraising legalities. There are quite a lot of legalities around raising money for charity, so here are the most important ones:

1. You can only raise money for a registered charity.
2. All the money you raise must go straight to the registered charity.
3. The charity's registered number must be on all fundraising materials.
4. To collect money on the street you must be over 16 and sealed buckets must be used.
5. All fundraising must be supervised by someone over 18.
6. All monies collected must be managed by someone over 18.
7. If you hire an external venue for your event check that they have all the correct licenses. A reputable venue will be able to show you the license, their public liability insurance policy and the health and safety policy.
8. It is also useful to talk to the local authority if you want to do an outdoor event. Each local authority will work slightly differently. Applications need to be made to most authorities three months in advance. Find out your local council contact at www.upmystreet.com

Managing money. When you're raising money make sure that there is a very clear and safe system for collecting and looking after money, that is being managed by a teacher or someone over 18.

Sponsorship and Donations

All requests for donations to charity must be done with an attached registered charity number. All funds raised by you for the charity must only be received by this charity organisation. Any personal information collected about donors or supporters must only be used only in compliance with the Data Protection Act 1998. When a proportion of the money raised is being used to cover costs, or a part thereof, then this must be made clear to donors.

Collections

Obtain a Street Collection License from the relevant local authority (the council or metropolitan borough) for all collections in public (a place where the public have unrestricted access to all the time). These are limited and need applying for well in advance (min. 1 month).

Get permission from the owner or manager of private property (e.g. shopping centre manager, station master) Obtain a House to House Collection License from your local authority for collections that move from place to place. For business premises, such as pubs, you also need the permission of the owner or manager. During all collections, you must wear ID badges and use sealed collection tins. All collectors must be over 16.

Raffles and Lotteries

If you want to hold a raffle at a one-off event, like a dinner or party you must sell tickets solely at the event. Do not spend over £250 on prizes (donated prizes do not count) and there should be no money prizes (vouchers do not count). This counts as a Small Lottery, for which you do not need a license. The result of the raffle must also be drawn at the event.

Any lottery or raffle other than those described above need a Lotteries License from your local council or metropolitan borough.

Liability for the legal organisation of a lottery falls onto the person/persons promoting it.

Resources

See the **Young TimeBank** website www.youngtimebank.org for 10 Top tips for fundraising and more information about fundraising. Click on 'Resources', then 'Fundraising'.

The Government has recently made available two new funds for young people – the **Youth Opportunity Fund (YOF)** and the **Youth Capital Fund (YCF)**. The Youth Opportunity Fund provides money for projects and activities in your area, while funding from the Youth Capital Fund can be used to buy the premises and equipment needed to get activities going.

Contact your local authority for more information or talk to your facilitator.

v is a new charity launched in 2006 to promote youth volunteering. Their aim is to inspire 1 million young people to get involved with volunteering. V is a youth led organisation, and has an advisory board made up of 20 young people. Check out their website www.wearev.com for possible grant opportunities.

The Big Boost also gives awards to young people of between £250 and £5000 (11-25), to help them get their ideas that will benefit the community off the ground.

Visit www.thebigboost.org.uk to find out if you are eligible and see what other young people have already done.

Do It

Step 4

Enough talking, debating and voting, now it's time to take action.

Purpose of This Step:

1. Put your plans into action

Here are some of the things your role should involve, but remember to add anything you think have been missed out. If you feel you need more information about the different roles, get in touch with the Young TimeBank Helpdesk 020 7785 6374.

Artists

- Make sure you decide on your materials as soon as possible and let your facilitator know what you need.
- Make sure you have all the equipment you need.
- Be creative – seek out inspiration from museums, exhibitions, websites, music, concerts etc.
- Brainstorm your ideas and work on a number of sketches before you decide what you want to go for.

Exhibition Coordinator

- After consulting the committee and your contact teacher decide on the time/s and date/s for the exhibition.
- Research the venues available and decide on the most suitable one (in terms of insurance and health and safety we advise you to utilise your school facilities for the art exhibition).
- If you are offering refreshments, make sure you research different caterers and choose the one most suitable to your needs.

Designer

- Look at different styles for design and see if there is something specific you like; something that catches your eye and looks funky.
- Talk to the rest of the group and listen to the ideas they have for the way the publicity materials will look.
- Talk to Marketing about a theme – do you want your own logo and distinctive style?
- Keep in mind what type of art exhibition you are doing when you choose the style and logo. Try to use visual expression to increase the impact of your message.

Marketing Officer

- If you want to find out what your target audience enjoys and doesn't enjoy when attending an art exhibition, ask them. Get the researchers to create a questionnaire for you.
- Come up with a marketing plan and the different elements it will include: leaflets, stand, media stunt etc. Just make sure you 'make some noise' around your project!
- Remember – if people do not know about your art exhibition, they will not attend!

Media and PR Officer

- Use the sample press release as a basis to create your own release.
- Make sure you work with the photographer to cover the art exhibition.
- Make sure the local media is invited to the art exhibition.
- Send pictures with your press release.
- Write up a case study on one or more of the members of the committee along with pictures and maybe quotes from teachers.

Photographer

- Make sure you visit the venue before the art exhibition itself to have a look around and see where the best photo opportunities are.
- Remember to cover the whole project process with your camera, not just the final result.
- Ensure you have all the equipment you need.

Websites

A cool computer art website: www.computerarts.co.uk/

Get accredited by the arts award

www.artsaward.org.uk

Young people and the arts

www.nga.gov/kids/zone/zone.htm

The BBC website with lots of tips and ideas for different art projects

www.bbc.co.uk/arts/art

Look at other young people's art and submit your own

www.bbc.co.uk/arts/multimedia/yourwork

Young people's online art exhibition.

www.bbc.co.uk/essex/content/image_galleries/blast06_hannah_gallery.shtml?2

Online arts exhibition –get inspired!

www.youngbritsatart.co.uk/exhibition.htm

www.arts.ac.uk/young_at_art.htm

www.friezeartfair.com/education/introduction.htm

Memo:

This is where you really get stuck in so have fun

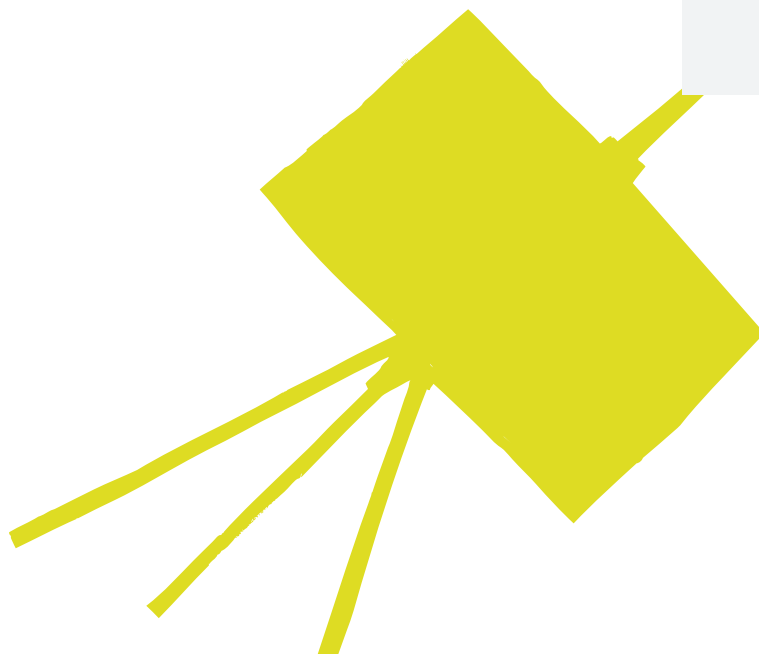
Skills Bank:

Working as a team

Turning your plans into action

Communication

Learning a particular skill



Memo

First Aid – do you need First Aiders at your event? Ask your contact teacher who the registered First Aiders are.

Insurance – check with the school to see if your school's insurance covers your event

Rainy weather – if your event is taking place outside, you should have a back up plan in case of bad weather

Food – if you are planning to have food at your event, you will need to check with the school for any health and safety guidelines

You're wrapping up your project, putting the final touches to your art exhibition and you want to show it off.

Purpose of This Step

1. Recognise your achievements
2. Showcase your work – tell your story
3. Spreading your Message

Recognise your achievements

You have all worked so hard – now it's time to celebrate the contributions each individual committee member has made throughout the project to make the art exhibition a success. A good way of doing this is to organise a showcase, which means inviting the public to view your art exhibition for the very first time.

Showcase your work

Showcasing your work is a great way for friends, family and members of your school to see what you have created and how hard you've worked. If the aim of your art exhibition is to change something, a showcase is a great way to reach out to all those people with power and influence.

Here are some ideas about how to showcase your work...

- Have some sort of musical or theatrical performance to kick it off. Get people from your school involved.
- Do a short presentation around the issue you are tackling in your art exhibition. This will be a call to action.

Specifics things that you might want to think about:

- If you hire an external venue for the showcase, check that they have all the correct licenses
- A reputable venue will be able to show you the license, their public liability insurance policy and the health and safety policy.
- It will be useful to talk to the local authority if you want to hold your showcase outside (for example, in the park of outside the town hall).
- Applications for the use of outside space should be applied for well in advance.
- You will need to ask permission to put up posters etc.

Your showcase is also a great opportunity to get the press interested in what you have been doing. Getting noticed by the local media is an effective way to raise awareness of the issues that matter to you and challenge negative images of young people in the media. And through positive press coverage, you may even receive offers of support, help or even funding. The templates section includes press release templates so get writing and then send your releases to Young TimeBank to be distributed. For 10 Top Tips on contacting the media visit:

www.youngtimebank.org.uk

Spreading your message

Not only is it important to get your message out in the press but it is equally important to keep those who were not able to attend the art exhibition informed about what went on.

Remember to take photos that you can send, with your written record of the day, to those interested in knowing more about your project.

This information will help create a legacy about your work as people can refer back to it in the future. Young TimeBank will use it as a case study or an important councillor might use it as an example of the positive impact of young people engaging with citizenship issues.

Checklist

- Posters and leaflets - printed and distributed
- Acquire any additional equipment, i.e., pa system
- Draft a press release
- Draft a programme
- Send out invitations and deal with replies
- Invite local media
- Plan the clean up

Skills Bank:

Events organising

Liaison with people in authority

Communication skills

Promotional skills

You've done it and celebrated your achievements. How did it go? What worked? What would you have done differently?

Purpose of This Step:

1. Evaluate the project
2. Evaluate your personal involvement

An important part of any project is setting aside time to reflect on what you have achieved and evaluate what you have learnt. Think about the skills you have gained, the things that worked and what, if anything, went wrong. This will help you be better prepared for the next time. Don't forget to look over the information you have recorded throughout the project – pictures and individual logs – to help remind you.

Evaluate the Project

There are numerous ways for you to evaluate the impact and the success of your art exhibition.

Group discussion

The most obvious way to evaluate your project and the progress you have made is to discuss it as a group. Everyone then has an opportunity to reflect on their part in the process and how it all came together.

Questionnaires

A familiar approach for evaluation is by questionnaire. This helps to gather people's ideas, opinions and views on specific questions which also makes it easier to analyse. Think about the type of questions you ask in relation to what you were trying to achieve by doing the project. Has awareness been raised? How has it affected others?

Can you ask people the same questions at the beginning of the project and at the end, to see how people's awareness/opinion has changed as a result of the campaign?

There are two types of questions you can utilise: open or closed.

Open questions require a written answer and are useful to gain an insight into a person's views. However, it can be difficult to get good answers because people tend to write very brief responses or long ones that are difficult to compare to others.

Closed questions are generally quicker and easier to complete and will give a very specific range of answers; they can be easily quantified. E.g. 75% of Year 10 students that we asked, said that they now know more about the issue than before our event, 40% of people we asked changed their mind as a result of the campaign and now support us.

Monitoring

You decide from the outset what type of information you would like to monitor. For example, is it important that you know how many other people were involved in the project or how many attended the art exhibition? Remember, there is space in the Evaluation and Reflection worksheet to write down your notes.

Five questions to think about when you are evaluating your art exhibition/installation

- How did your audience react to your art?
- Do you think it expressed your issue in a successful way?
- Did you learn new techniques and art forms?
- Would you do it again?
- How could the project be improved?

Memo

Make sure you get back to the Young TimeBank staff with your feedback

Skills Bank:

Evaluation methods

Personal reflection on activities

Analysis

Evaluate your Personal Involvement

Techniques such as group discussions can also be used to assess your personal involvement in the project. Think about the following questions when evaluating your personal involvement:

What were the best things about taking part in this project?

What have you learnt as a committee?

What could the committee do differently?

What else could Young TimeBank do to support you?

One of aims of the Young TimeBank projects is to challenge stereotypes around young people and volunteering. Young people have traditionally not been very well represented in volunteering activities – but your project has already shown that you have so much to contribute.

Do you think you are more likely to volunteer in the future as a result of taking part in the Young TimeBank project?

Do you feel more confident at setting up your own projects?

What else could Young TimeBank have done to support you?

