

GO Create!

Great Ormond Street Hospital for
Children NHS Foundation Trust (GOSH)

Annual Report 2014/15

Great Ormond Street **NHS**
Hospital for Children
NHS Foundation Trust



Annual Report 2014/15

GO Create!	3
Highlights	3
Participants	4
Interactive Workshops	5
Music and Performance	7
GO Create! Digital	9
Arts Award	11
Cultural Partnerships	12
Exhibitions	14
Opportunities for Staff	16
Art Collection	17
Research	18
Art Commissioning	19



This has been the best part of our day. My daughter will remember the hospital visit as a brilliant day of art rather than a day about her illness. - Parent



GO Create!

GO Create! is the arts programme at Great Ormond Street Hospital for Children NHS Foundation Trust (GOSH). The programme makes a vital contribution to the healing environment, offering transformative experiences that spark the imagination of our patients, families and staff.

Our pioneering, innovative and collaborative approach contributes to our status as one of the leading children's hospitals in the world.

During 2014/15 we focused on increasing our impact, developing research and building high-profile external cultural partnerships. Our curated participatory opportunities, performances, artist residencies, online activities and collaboration with patients in developing permanent artworks for the hospital environment involved more than 4,160 children and young people.

Memorable GO Create! projects were recognised as two of Great Ormond Street Hospital Childrens' Charity's 'Ten amazing moments in 2014'.

Changes

Susie Hall took up the post of Head of GO Create! in September 2013 and brought a number of highly successful projects into 2014. In June 2014 Susie went on maternity leave and her post is being covered by Isobel Manning.

Despite staff changes, GO Create! has had an exciting year and all programme strands outlined in 2014/15 bid have been delivered alongside additional opportunities made possible through external funding streams and collaboration with cultural partners.

With increased funding for 2015/16 we will continue to build on the success of previous years.



*Fabulous experience that has transformed our day.
My child is really happy! –Parent*



Highlights

- First ever GOSH Family Arts Week as part of the national Family Arts Festival
 - 3 day BIG Draw event with the international campaign for drawing
 - Our fantastic 'Sustainability Story' artwork shortlisted for two prestigious awards
 - Research funding awarded by the Wellcome Trust and Roald Dahl's Marvelous Children's Charity
 - New artists and musicians join the GO Create! team bringing a wider variety of creative activities
 - 'Windibops,' a specially adapted piece of contemporary dance-theatre, tours hospital wards
 - New cultural partnerships - House of Illustration, V&A Museum, Cass Art, The Place, Wellcome Collection, Rambert Dance Company, OPUS Music, Tagore Centre UK and the Art Workers Guild
 - Became a registered Arts Award Centre with 13 GOSH staff trained as Arts Award advisors
 - 1% for Art agreed for the Centre for Research into Rare Diseases in Children (Phase 3A)
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AIR BED



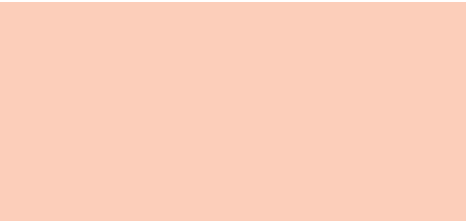
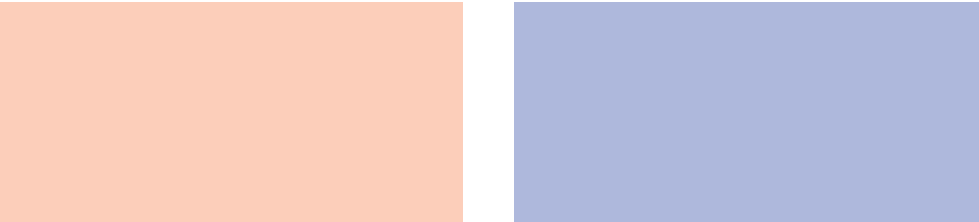
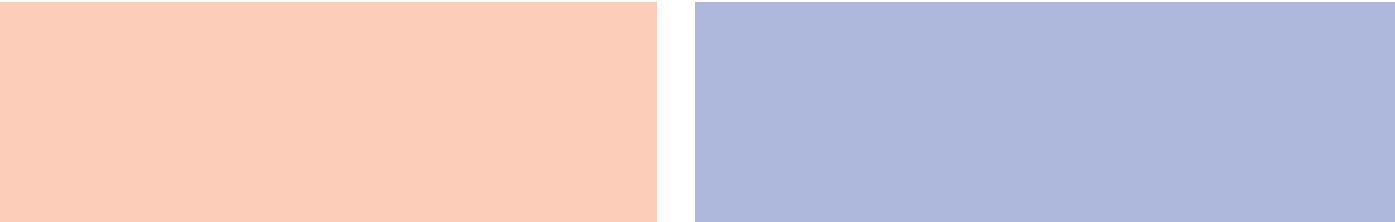
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No dirt



Participant Numbers





*The children all LOVED doing this! - Parent
Really made my daughters day. Thank you! - Parent*



Interactive Workshops

The participatory stream of our programme is based primarily in clinical areas – including at the bedside – which puts us at the heart of hospital life and offers us an opportunity to have an immediate impact on patient experience and outcomes.

Creating art helps children recognise and value their own unique abilities, it also enables them to identify the individual qualities in others. As a result children become more self-assured and resilient when faced with challenging circumstances and better able to understand, process and communicate their feelings.



GO Create! understand that different art-forms affect the health and well-being of our patients in different ways and we carefully plan our projects to suit the needs of the wards and departments involved, working with clinical teams and play staff.

Our growing team of associate artists have delivered fortnightly workshops exploring a wide range of themes, using specialist art techniques and creative processes.

Through our regular sessions this year children and young people have enjoyed painting, drawing, collage, model-making, storytelling, puppetry, installation art, photography, embroidery, metal embossing, printmaking and animation.

GO Create! Art Trail

We offer artist-designed worksheets and online resources for patients and families to access outside of our regular sessions.

Three of our associate artists developed activities specifically about pieces in the GOSH Art Collection. The activities were run as drop-in workshops and then designed as individual resources that make up the GO Create! Art Trail.



Downloadable from our webpages, the trail offers children and young people a chance to learn more about our art commissions and the artists who created them. The trail gives children and young people fun reason to explore the hospital environment and feel more at home in their surroundings.

'She has enjoyed her time (at Family Arts Week) so much that she does not want to leave each day. Great variety and all-consuming.' – parent



GOSH Family Arts Week

In October half-term 2014 we launched the first ever GOSH Family Arts Week. Families had the opportunity to take part in some fantastic creative activities led by our experienced artists, musicians, performers and cultural partners. From hat making and printmaking to contemporary dance and Indonesian drumming, this jam-packed week of workshops and events inspired creativity across the Trust.

GO Create! were thrilled to collaborate with the Hospital Activity Centre and provide unique and creative opportunities for families coming to the hospital during school holidays.



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The week was a wonderful showcase for the range of creative activities GO Create! provide and families could take part in at least three different activities each day.

Family Arts Week was a chance for GO Create! to connect with a number of wider arts and learning initiatives. We kick-started the nationally accredited Arts Award creative learning scheme and became part of the Family Arts Festival, a nation-wide event that brings the arts alive for families all over the country.

The BIG Draw

As part of GOSH Family Arts Week we also ran a 3-day BIG Draw event as part of the international campaign for drawing. The BIG Draw is part of the international campaign for drawing, which inspires people of all ages to use drawing to make sense of the world around them and to communicate their ideas. This year's theme was 'It's Our World, a celebration of our environment.'

GO Create! artist Tanya Kaprielian worked with children and their families to create a collaborative artwork, transforming a little corner of GOSH into their own world.

On the first day, children made their own unconventional drawing tools, from twigs, corks, tubes and even hair brushes. They then used their invented tools to create a three dimensional set, dipping them in paint and filling the white space Tanya had prepared for them with different shapes and colours.

On the second day, children used frames to investigate the shapes and patterns they had created. They discovered lots of amazing and unexpected things in the seemingly abstract forms. In among the splashes and speckles, they spotted flowers, buildings and dragons.



It was nice to meet other children. - Patient
I love art! This was really fun. - Patient



Ten-year-old Molly said: "This looks like a wizard!" While Yasmin said: "I'm going to turn this one into a giraffe."

On the last day, the children introduced colour and three dimensional shapes. A cityscape emerged, with a giant rhino on one side and a huge skyscraper on the other. The children were given absolute freedom to work independently and to take ownership of the space around them. One patient even wrote a poem about the shapes she could see in her marks.

One parent described her amazement that her child, who refused to pick up a pencil before coming along to The BIG Draw, was completely transfixed by the experience and spent several hours painting.





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House of Illustration on MCU

During February half term half-term 2014 we launched the first ever GOSH Family Arts Week. Families had the opportunity to take part in some fantastic creative activities led by our experienced artists, musicians, performers and cultural partners. From hat making and printmaking to contemporary dance and Indonesian drumming, this jam-packed week of workshops and events inspired creativity across the Trust.

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I've never seen a harp before today. Amazing! - Parent
There was a sense of calm in the waiting area. Would be lovely to have more of this if possible. - Team leader Outpatients RLHIM



Music and Performance

Our fortnightly interactive music sessions and performances in wards, outpatient departments and public areas of the hospital have received extremely positive feedback from patients, families and staff this year.

Many of our musicians are known by patients at the hospital and children often make requests for particular pieces of musical repertoire. Our Harpist Mark Levin has been asked to play everything from the theme tune to 'Frozen' to 'Iron Man' by Black Sabbath!

Our pool of regular musicians has grown and we now have a team of five experienced practitioners. Our musicians play a diverse-range of instruments from all over the world, reflecting the cultural diversity of GOSH visitors.

Gamelan

In May 2014 Gamelan came to GOSH. A week-long Gamelan workshop, kindly supported by the Southbank Centre, was held in the Lagoon Restaurant. Children, families and staff joined in with



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Its been so good to see the kids enjoying themselves - Parent
Everybody joined in and had great fun on our ward. - Play worker*

this Indonesian musical ensemble and restaurant staff were so inspired by the music that they developed an entirely new Indonesian menu!

Windibops

In December 2014 GO Create! commissioned a piece of mobile dance theatre specifically adapted for the hospital environment by dance company Moxie Brawl. We were successful in gaining a community grant from the Wellcome Trust, and worked in collaboration with internationally renowned dance centre The Place to bring 'Windibops' to GOSH.

Three energetic dancing scientists met children and families across all areas of the hospital; visiting patients at their bedsides, performing in ward playrooms, the Lagoon Restaurant and the gymnasium as well as performing in corridors and waiting areas. Their mission was to recruit a new lab technician to investigate whether flatulence has an impact on global warming!

The performance bought laughter and joy to over 100 children as well as their families and staff.



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OPUS Music

Two of our regular musicians, Dave McKenny and Joe Danks, successfully completed their apprenticeships with OPUS Music CIC and become fully qualified Music in Healthcare Practitioners.

Training with OPUS at Derbyshire, Leicester, Nottingham and Kings Mill (Mansfield) Children's Hospitals, Dave and Joe learnt a specific practice developed by Musique & Sante (Paris, France).

In March 2015 GO Create! submitted an application to the Arts Council England to fund a year-long project that would enable Joe and Dave to deliver 30 weekly interactive music sessions at GOSH, allowing them to build on their practice and fully integrate Music in Healthcare practice at GOSH, building relationships with children, families and staff.



GO Create! Digital

As well as providing more online activities and resources for patients to download from our GO Create! webpages, this year we have been working in collaboration with Centre for Outcomes and Experience Research in Children's Health, Illness and Disability (ORCHID) on an App for the i-Pad.

'Blood Quest' aims to use digital distraction to relieve patient anxiety associated with blood tests. The app is being developed by illustrator George Mellor and developer Vincent Harding of Health Creatives.

Digital Learning with the V&A Museum

We have developed a new cultural partnership with the Digital Learning Programme at the V&A Museum. Experienced educators from the museum ran a number of workshop to inspire children and young people to use digital technology creatively. They ran digital drop-in workshops on Puffin, Kingfisher and Badger wards, teaching patients how to use coding and circuitry to create interactive landscapes and create their own computer games.



Arts Award

In August 2014 GO Create! became a registered Arts Award Centre. We are now making it possible for children and young people at GOSH to work towards a nationally accredited qualification that recognises their creative accomplishments.

At its highest level an award is worth 35 UCAS points, helping our patients move forward with their education. The flexibility of the award means that it can be adapted to meet the needs and interests of individual patients, particularly those who find it difficult to attend regular school sessions or find areas of academic study challenging.

The award is becoming increasingly recognised for its benefit to children and young people in hospitals.

This year GO Create! provided training for hospital school teachers, play workers and volunteers enabling them to become GO Create! Arts Award Advisors, support patients on this valuable journey and connect them to the artistic and cultural resources that GO Create! offer.

Several children and young people have now started to work towards an Arts Award and one patient completed her Arts Award Discover this year.





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