

# Artisan Creative Village:

A model to help us look at key aims, beneficiaries & core ingredients for generating a sustainable income.



Artisans in need of affordable workshops & housing.

Young people wanting to enter the creative industries but cannot afford to live in debt.

Vulnerable young people & adults including refugees needing trauma therapy & skills training.

Visiting creatives wishing to use workshops space, research & develop ideas and access onsite skills.

Public seeking hands on skills courses & access to exhibitions / performances / talks & community cafe.

A space for championing heritage skills and encouraging creative innovation.

A space that nurtures & supports artisans in developing creative careers.

A space that ensures we do not lose traditional hands on skills by training up young people.

A space that champions self build, low impact housing using vernacular materials.

Links to colleges, pupil referral units and agencies working with young people.

Affordable housing ( low impact eco self build small homes) for onsite artisans & teachers.

Honey Pot creative space for creative mixed media , exploration & innovation.

Stone work teaching space & independent workshops.

Metal work teaching space & independent workshops.

Glass work teaching space & independent workshops.

Wood work teaching space & independent workshops.

Rehearsal space for outdoor arts performance/ theatre/ music/ dance/ voice/ costume / film.

A campaign to create several Artisan / creative villages across the country to allow cross pollination of skills.

A space to encourage volunteers in exchange for skills training & to tackle loneliness.

Onsite Kitchen garden & cafe with sculpture garden & shop selling artisan work.

An alternative education path to the Arts through apprenticeships/ Art GCSEs & A-levels.

Links to film industries & Outdoor Arts Festivals for career pathway links.

Residential units for visiting artists and public accessing workshops.

Arts therapy & wellbeing quiet spaces.

Exhibition Hall for showcasing skills & community events & meals.

Recycle / reuse / repurpose materials & scrap metals for sculpture.

Onsite mushroom growing for food/ income & research for creative use and building materials.

Sculpture Garden to encourage visitors to purchase work and commission skills.

Working woodland for forest garden, coppicing, charcoal making, mushroom growing & outdoor living skills.



= Who benefits?



= Targets, Aims, Outcomes



= Key ingredients to reach targets & generate income.