

# COMING TOGETHER

for



**KWMC**  
KNOWLE WEST MEDIA CENTRE

November 17, 2022

# ANNUAL REPORT 2021/22

Prepared for the KWMC AGM 2022.



# HELLO FROM

## The KWMC Team

As we came out of lockdown, and dealt with remote working, hybrid meetings and uncertainty, we moved from a year of responding and surviving to a year of coming back together. We focused on thinking about what it is that we do and why, what the impact is that we want to make and what the culture is that we want to nurture, both in our organisation and the wider community. Some of the key questions we explored were:

What is our **inspiration** and how do we **inspire** others, nurture **hope** and work in a positive way now to **build** a future we want for our **communities**?

We want to create the conditions for **positive change, sustainability** in all its forms and a **fairer** society. How do we make our physical spaces **welcoming** to all, build **local** relationships and share our learning **globally**?

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How do we use **digital** to expand **inclusivity** – take our learning and find **new ways** of building relationships to **connect** with people?

All huge questions, but challenging us to think afresh, and come together to collectively work on what and how, we are going forward.

We did this in two ways.

Firstly, we explored our organisational culture and asked how can we better understand ourselves so that we can talk confidently about what we are about and invite others to join us. We worked with consultants Current Works, and were challenged, inspired and supported to think about KWMC's past and think afresh about our future. As a result, we began developing the KWMC playbook.

Secondly, we approached this exploration and the work we do through the "Come Together" programme, funded by Arts Council England, drawing on our experiences of hybrid working and being isolated at home, we explored ideas about inclusivity, creativity and welcome.

As a result, this year, we wanted to reflect on the year's highlights in a slightly different way, by breaking it into three sections:

# **COMING TOGETHER FOR INSPIRATION, EXPERIMENTATION & CHANGE.**



# Section 1: Inspiration

## Landscapes for Care & Co- Creation

In the summer of 2021, we began our mission to be inspired. We brought together our staff, trustees, community partners, young people, artists and local residents to be part of an expanded day. The day was very hands on and involved lots of playing and making, exploring how we best connect, care, and create together.



On the morning of the event, we shared and explored the conditions for co-creation, what this means in our work, what it means on a practical level. This included an artist provocation from Raquel Meseguer Zafe to help us ground ourselves; a review of BlockWest - what has worked well, what could be different/better/ideas that it has sparked; and an exercise that was led by artist Tim Lytc to help us think about our outdoor space in new ways.



In the afternoon, we worked with Automated Architecture to think about BlockWest, that was soon to be taken apart. How we might re-use, re-imagine, re-make the blocks (and an additional 100 blocks) into a collection of outdoor spaces and structures to support how we like to work, make and connect with our communities. The result was a new useable outdoor seating area that can be used by all of the community.



**Inspiration**



# Our Space

Another goal of ours in inspiring everyone who walks through our gates was to “add a lick of paint”, so to speak, to the building that could celebrate KWMC in the present day. We worked with illustrator Yoli Ward-Streeter (who was mentored by artist Adam Bridgland and shadowed by emerging artist Keyane Allman) and the creative Young People of Jump Studios, to co-create a new artwork in the public realm on the railing of KWMC. Through Our Space, we were able to support artists from a variety of disciplines at different points in their careers.



**“Our Space was such an exciting project to be part of, not only through collaborating with the young people but as an artist, I was given an enormous amount of creative freedom and support throughout the project.”**

**Yoli Ward-Streeter**

**Inspiration**

The young people not only worked with Yoli, they also worked with Poet Mo Ali. Poet Mo Ali delivered a spoken-word workshop with the Jump Studios young people, the words that featured in artwork were gathered from the workshop. It was then produced at the Factory, KWMC's inclusive digital fabrication space before being installed and celebrated in March 2022, with the young people of Jump Studios, parents and KWMC neighbours.



The young people had the chance to share their creative personal projects with their parents and other members of the community. They took ownership of their space and their achievements; the energy was incredible and there was a real sense of pride and inspiration while we celebrated.



**Inspiration**



# Megamix

As part of being an arts organisation and charity, we have found that our staff have a wide variety of skills, both creative and otherwise, that they either experiment with or are experts in. Whether this is inside or outside of the work they do at KWMC, we wanted to recognise and celebrate this, whilst hoping to inspire them along the way.

We ran regular informal events in the KWMC garden for the team to share creative practice. This was a way to celebrate achievements and encourage and enable everyone to bring their whole selves to work. After distributed working through the pandemic, this was needed and has helped cultivate a richer culture of sharing and inspiration.

We also supported 'go-see' trips within Bristol and beyond to encourage outward looking and development of ideas – we went to the Onion Collective in Watchet, and to Real Ideas and Nudge Community Builders in Plymouth. We have brought these ideas back and they have been used to inform and shape our practice.



**Inspiration**

# Section 2: Experimentation



## Come Together

Lockdown brought with it a new challenge: relying on technology to stay connected. As we moved back into the world, we wanted to explore a programme that explored creative ways to stay connected using a mix of digital and physical ('hybrid') tools, in order to be as inclusive as possible.

Come Together was a programme of public events, training, co-creation and commissions from summer to autumn 2021. It provided opportunities for communities and artists, representative of varied lived experiences, to explore re-imagine and co-create together in Bristol and with three national partners across the UK. The artists and communities developed new skills in 'hybrid' arts practices and co-created inclusive spaces and experiences for connection.

**COME TOGETHER**





After a series of inspiring workshops, experimentation and six artist commissions, we hosted our Come Together Weekender. The weekender was four days of workshops, talks and events delving into different questions around ‘hybrid’ through the themes of: [‘Inclusion in Action’](#), [‘Making it Sensory’](#), [‘Imagining for real’](#) and [‘Claiming the right to rest’](#).

[Explore the website](#) to find out more about the weekender programme, the six commissioned artists ([Ant Lightfoot](#), [Emma Blake Morsi](#), [Linda Brothwell](#), [Malcolm Hamilton](#), [Michelle Roche](#) and [Mary Flora Hart](#)) and the work they made with communities. There are lots of [resources](#) and hybrid practice tips along the way for you to experience too. Through the programme we also worked with three critical friends Roseanna Dias - creative producer, curator and critical researcher, John Kelly - a disability and human rights campaigner and Claudia Collins - a Bristol-born community artist.

**“By reflecting throughout and being able to have honest conversations – it helped us identify and respond to some of the challenges and conflict in a timely way – directly impacting the project as it developed”**

**Roseanna Dias**

**“It is so important to make sure we don’t just go back to ‘normal’ – to keep experimenting and working – not losing the learnings of new ways to connect through the pandemic”**

**John Kelly**

## Experimentation



**Experimentation**




# Future Legacy Project (FLP)

The theme of experimentation, however, was not limited to new practices but rather, focus on what we know we do well and give the next generation a chance to develop skills and experiment with their own passions.

Future Legacy Project was an exciting creative STEAM (Science, Technology, Engineering, Art and Maths) programme supporting young women and non-binary people aged 16-18 to make a difference in the world by creating their own digital social action project. The aim of the programme was to support the participants to learn and develop key STEAM skills to be able to plan, design and implement digital social action projects.

We have run the programme 3 times over the past 3 years. In May 2022, our latest cohort graduated from a programme where they learnt new skills such as web development, photography, video, animation, and product design. We also worked with brilliant mentors and had many opportunities to meet inspirational professional women and non-binary folk.

**FUTURE**  **LEGACY**  
**PROJECT**



**Experimentation**

As part of the programme, we went on a 4-day retreat at Folly Farm to connect and develop skills in social action. We shared those experiences, through the voices of the participants, whose blogs you can find [here](#).

**"If you are intimidated about applying to this retreat, then don't be. It's one of the most amazing experiences of my life, as you get to meet new, kind people and learn life-changing skills.**

## Ideja

The years programme saw four social action groups form:

SD2: a charity and business that supports all those that wish for an education

Open-Minded: a mental health and well-being organisation

Le Chat: A sustainable, eco-friendly cat café

EFA: A non-profit organisation whose proceeds are split between charities for a range of equality-based issues

You can read all about them [here](#) on the Future Legacy Project website.



You can also read about Levi's reflection of the retreat [here](#), and find out more about the projects that were created and watch a short film that was made by our creative agency Eight [here](#).

## Experimentation

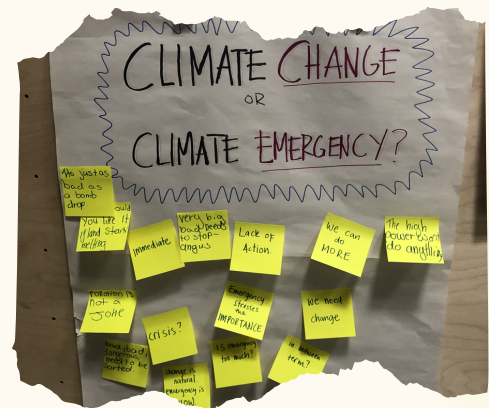


# Jump Studios!



This year saw the young people's programme of KWMC, Jump Studios, use co-creation to adopt serious themes that the young people themselves wanted to tackle. The after-school sessions running consistently throughout the year saw young people adopt a wide variety of skills and activities whilst addressing these challenges within the community.

In October 2021, Jump Studios ran a Photography Programme for 10–16-year-olds throughout the half-term holidays. The programme featured a day where the young people got to learn and collaborate with [We The Curious](#). The goal was to produce a photograph that expressed their take on climate change, in the community, for [COP-26](#). The young people themselves had previously said at the start of the year that they believe [we should be saying 'Climate Emergency' as opposed to 'Climate Change'](#) and this was a perfect way for them to experiment with photography skills and carry that message forwards.



Find their work, showcased at We The Curious, [here](#).

**Experimentation**

The Jump Studios programme also saw their winter-spring term incorporate the theme of mental health, where they were guided by the '5 steps of mental health and wellbeing: give, connect, keep learning, take notice and be active.' They incorporated in their work in their creative works, even [creating music on the topic in Sound Wave](#).

Over Summer 2021, Jump Studios ran a series of workshops with the We Can Make team to help introduce sustainable community architecture to the young people of Knowle West with the hope of guiding the new generation with an understanding of sustainable living, as the children of today will be the adults of the tomorrow. [Read more](#).



This year also saw the growth of the youth council which relaunched (in person) in January 2022, that directly gives a voice for young people to engage with topics like 'reCREATE Filwood' and the development of Filwood Broadway. The youth council has continued into a regular meeting to amplify young people's voices in the community. [Hear their initial conversation here](#).

In October 2021 we welcomed our Maker City cohort of young people back to the newly refurbished KWMC The Factory. This year, Maker City expanded into three strands.

Maker City Inspire: an introduction to the STEAM programme, learning the skills needed to design, prototype and create a product for their social action theme using digital fabrication equipment.

Maker City self-led: a space for returning young people to come and continue their creative maker city projects they have been working on over the months they have been engaging with Maker City.



## Experimentation

Maker City Industry: a space for young people to gain real-world experience and insight into how some of the most influential construction organisations create change and make things happen in Bristol and beyond!



The participants have been taking part in live project work alongside mentors from a Bristol Strategic Partnership: [Arup](#), [Arcadis](#) and [Mott Macdonald](#). The projects the young people got to work on were: Ensuring accessible transport for the “Youth Zones” project, prototyping houses for ‘Better Lives at Home’, and ‘How Sustainability is considered in businesses when designing homes’.

In January 2022, the Maker City team were busy delivering a programme alongside the curriculum at ‘[KnowleDGE](#)’ (a local school down the road from ‘KWMC’). Combining Maker City with assessments alongside the school curriculum has allowed the young people to express their creativity, learn lots of new STEAM skills and have the chance to talk about social issues that matter to them. It has enabled a different perspective on how you can combine STEAM, product design and creativity all whilst completing assessment criteria.

Finally, one of the gaps Jump Studio’s found in our approach since lockdown, was connection with members of the community and other organisations, which led to the formation of Tea & Coffee Mornings, that supported ongoing relationships and nurtured new ones.

Listen and watch to some of the projects created by young people in their showcase blogs from Summer 2021 and [the three-day summer showcase](#).



If you know of a young person who would be interested in Jump Studios Programme you can register your interest [here](#).

## Experimentation



# We Can Make Houses

We believe that the “neighbourhood” is a key site within which to seed and grow social change. We seek to create impact by growing the spaces, tools, and capacities for the community to collectively imagine and actively anticipate new community-led ways of living better together. More than just generating speculative futures, through We Can Make we are working to make practical glimmers of those better futures; making, prototyping, and testing out new approaches to community-led housing for real in our neighbourhood.

This means people can tangibly see and feel how new possibilities work on the ground. Our creative co-design approach has: trained 30 local people with these new tools; co-designed and delivered two low-carbon homes; invented new planning precedents that are influencing wider policy and practice around housing delivery; and overall demonstrated how a community can be a producer and source of system-changing innovation.



**Experimentation**

We are excited to continue this journey of community-led social innovation, with the proposals for the next set of homes about to go into planning and plans for sharing the approach with other communities in housing need so they can adapt and adopt the tool-kit for their own context.



**“We Can Make is where we bring communities together and co-design together, and make them stronger as a community.”**

**Toni, We Can Make participant and tenant**

Hear about the building process from the residents themselves, [Toni](#) and [Bill](#).

We're excited to continue on this longer-term journey.



**Experimentation**



# Re-Think Re-Make Re-Cycle

Re-Think Re-Make Re-Cycle was born from conversations with the community, and their concerns about the impact of climate change and actions they could take on a hyper-local level. These conversations led to the issue of household waste; what was the scale and impact of their household waste and what ways could we explore and experiment with creative solutions to the problem. We used two ways to explore this issue, they were workshops and the creation of a 'zine'.

The workshops incorporated mixed presentations, collaborative online tools such as Jam board, group discussion and video tutorials. 'Home packs' were delivered to the participants. These included:

1. Printed 'waste audit' sheets to measure household paper and plastic waste.
2. Ingredients and tools for making bioplastic pine resin pots and gelatine – based plastic with agar
3. Safety clothing for bioplastics activities.
4. A sewing kit, fabric, and towel for making washable, reusable cloths.
5. A laser cut keyring made with recycled plastic sheet.





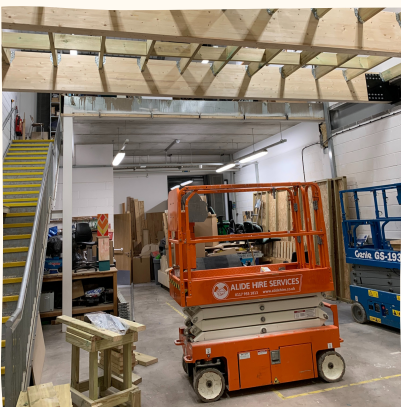
# Section 3: Change



## Factory Refurb

Finally, this financial year saw large steps towards change that we are looking to embrace in the upcoming year.

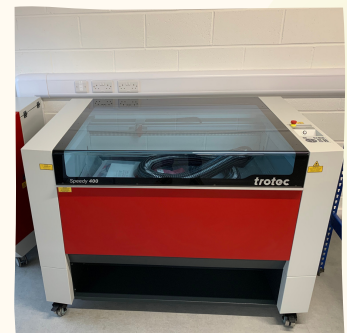
Since its beginnings as a pop-up furniture-making project. The Factory has become KWMC's creative innovation space, working together with community, artists and makers learning new skills, exploring ideas and imagining new futures through making and prototyping, and experimenting with the use of materials. Alongside opportunities for community wealth building, routes into employment and locally based business support and creation.



As The Factory has grown in ambition so has our need for a more dedicated space. During 21-22, KWMC The Factory underwent a major refurbishment. Together with Childs Sulzmann Architects and many other stakeholders, we designed a new vision for this growing programme, increasing the size and flexibility of our two units at Filwood Green Business Park. During this process the space has been designed to be more useable and accessible for people with a range of access needs.

We also took the opportunity to come together with Factory members and team to consider the finer details of our new workspaces and have taken the first steps towards the creation of co-designed furniture and storage.

Together with the development of the factory space we have been upgrading and adding to our equipment to broaden our capabilities, with a significantly upgraded CNC Router, new Laser Cutter and additional 3D printers, UV flatbed printer and a range of accessories to aid in the delivery of training, workshops and supporting our growing membership.



Change



# Connecting Through Culture As We Age

In Spring 2021, as part of the Connecting Through Culture As We Age project, we delivered a series of Inspire workshops for a cohort of older adults at The Factory. The project seeks to increase participation in social, digital and cultural life for all with the aim to improve the quality of life for older populations, particularly those that are disabled, or racially or socio-economically minoritised.

Run by University of Bristol, the three-year project is a partnership between a number of organisations in Bristol, all working to support the co-design of new arts and cultural experiences.



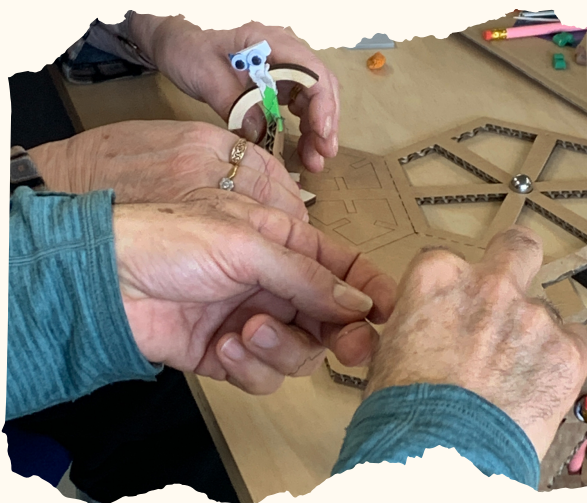
**Change**

**“We have been making things, prototypes, we have learnt about the design process [...] It’s been quite challenging for me... I’m not a maker and I feel as if I’ve been learning and being stretched out of my comfort zone and that’s been exciting and inspiring”**

### **Elanora, Co-Researcher**

Following on from these workshops the co-researchers have participated in another series of workshops hosted by the Watershed where they have gone on to form teams and submit a design for funding to be prototyped over the next few months. Dani Hale, Factory Access Manager, is part of one of the teams who have been successful and will be working at The Factory to run workshops and develop the idea further.

Check out the [website](#) and the project [video](#).



**Change**



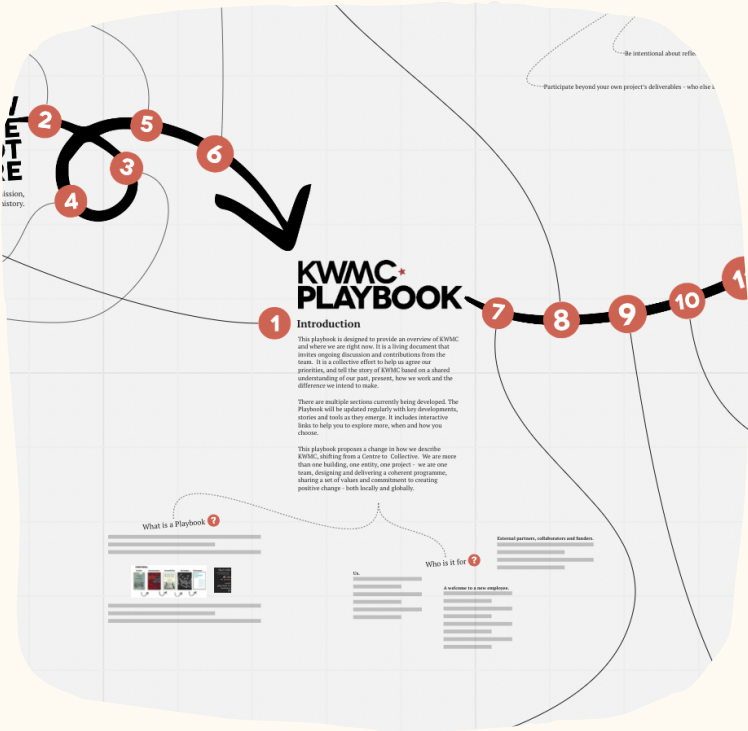
# The Playbook

Over the last year we have worked with [Current Works](#) to develop the KWMC Playbook and describe our activities as the [Bristol Living Lab](#). The Playbook was born out of the need for a living document that can tell the story of KWMC: past, present and future.

The document acts as a resource about our practice that can show the story from KWMC's formation through to the story we are currently living. It is a collective effort to help the team agree priorities, and tell the story of KWMC based on a shared understanding of how we work and the difference we have, and intend to make.

The Playbook is primarily for our team, and to share with our collaborators and community to understand ourselves better, and to grow our organisational culture and programme. It includes describing our work as being focused locally but sharing our practice globally, through the [European Network of Living Labs](#).

We plan to share The Playbook more widely in 2023, many thanks to Current Works for their support.



Change

# Financial Reports: 2021-2022

## Consolidated Statement of Financial Activities [including an Income and Expenditure Account] for the year ended 31 March 2022

	Unrestricted Funds	Restricted Funds	Total Funds	
	2022	2022	2022	2021
	£	£	£	£
<b>INCOME FROM:</b>				
<b>Donations &amp; Legacies</b>				
Donations	926	100	<b>1,026</b>	3,184
<b>Other trading activities</b>				
Sales	64,063	-	<b>64,063</b>	58,244
Rent income	41,915	-	<b>41,915</b>	44,511
<b>Charitable activities</b>				
Grants and contracts	192,913	1,405,851	<b>1,598,764</b>	2,078,523
<b>Investment income</b>				
Interest receivable	387	-	<b>387</b>	877
<b>Total income</b>	<b>300,204</b>	<b>1,405,951</b>	<b>1,706,155</b>	<b>2,185,339</b>

<b>EXPENDITURE ON:</b>				
Raising funds	98,419		<b>98,419</b>	104,660
<b>Charitable activities</b>	169,703	1,395,868	<b>1,565,571</b>	1,511,370
Governance costs	15,484	-	<b>15,484</b>	13,724
Depreciation of building	-	50,230	<b>50,230</b>	50,230
<b>Total expenditure</b>	283,606	1,446,098	<b>1,729,704</b>	1,679,984
<b>Net incoming (outgoing)</b>				
<b>Resources before transfers</b>	16,598	(40,147)	<b>(23,549)</b>	505,335
<b>Reconciliation of funds</b>				
Transfers between funds	262,747	(262,747)	-	-
<b>Net movement in funds</b>	279,345	(302,894)	<b>(23,549)</b>	505,355
Total funds brought forward	130,981	2,884,191	<b>3,015,172</b>	2,509,817
<b>Total funds carried forward</b>	410,326	2,581,297	<b>2,991,623</b>	3,015,172

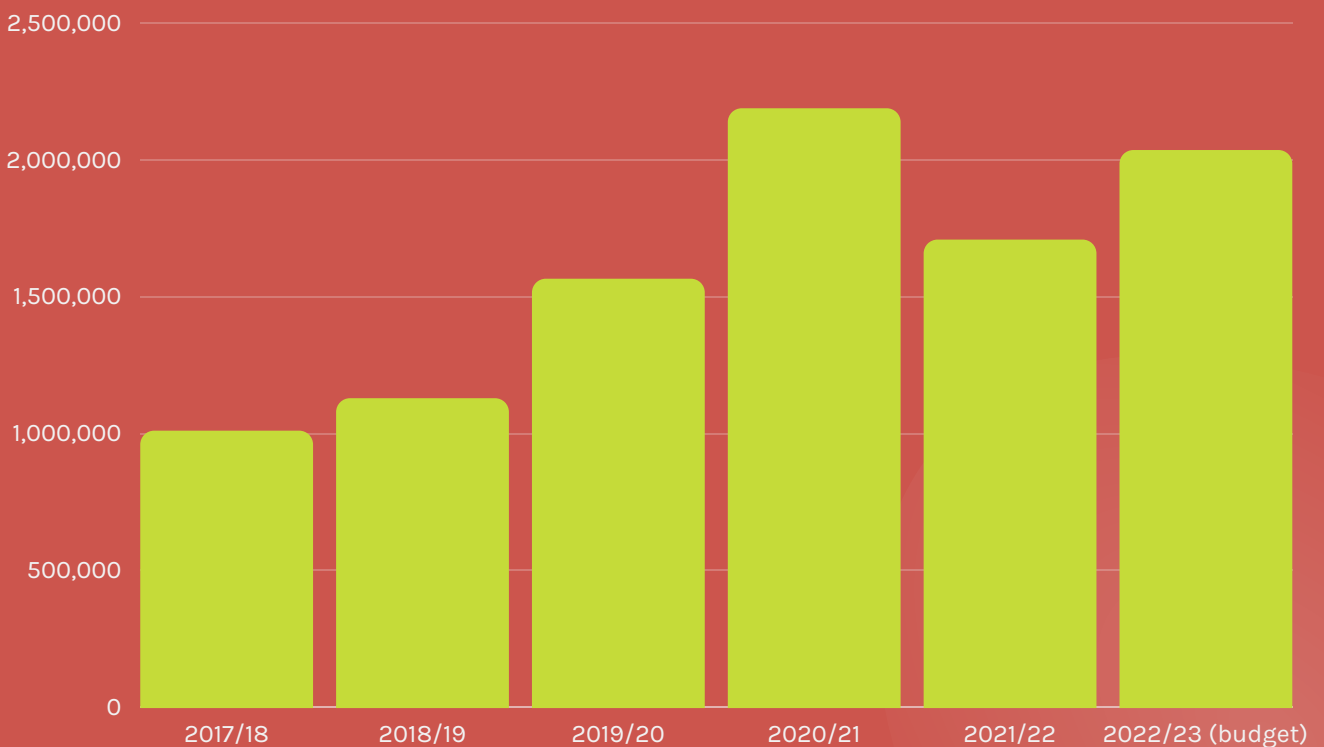
All of the above results are derived from continuing activities. There were no other recognised gains or losses other than those stated above.

## Balance Sheet as of 31 March 2022

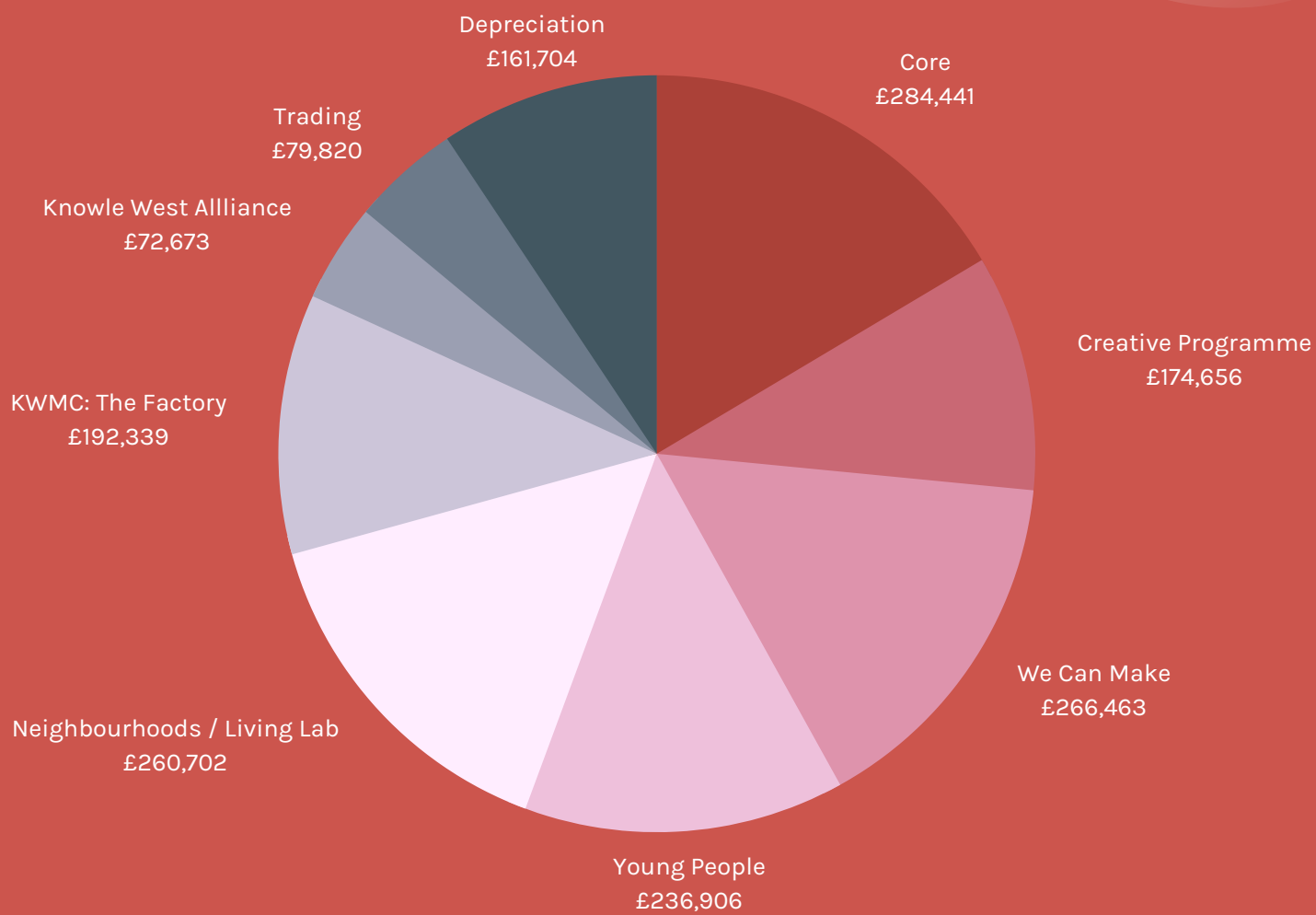
	2022	2021
	£	£
<b>Fixed assets</b>		
Tangible assets	2,415,892	2,068,535
Long-term investments	50	50
<b>Current assets</b>		
Debtors and prepayments	172,482	302,611
Stock	1,886	1,105
Cash at bank and in hand	782,497	755,832
	956,865	1,059,548
<b>Current liabilities</b>		
Creditors: amounts falling due within 12 months	(226,184)	(112,961)
<b>Net current assets</b>	730,681	946,587
Creditors: amounts falling due after more than one year	(155,000)	-
<b>Net assets</b>	2,991,623	3,015,172

<b>Funds</b>		
<b>Unrestricted funds</b>		
General funds	256,500	130,981
Designated funds	153,826	-
	410,326	130,981
<b>Restricted funds</b>		
Project grants	479,407	815,656
Depreciation reserve	2,101,890	2,068,535
<b>Restricted funds</b>	2,581,297	2,884,191
<b>Total funds</b>	2,991,623	3,015,172

## Income Bar Chart



# Expenditure by programme 2021/2022





# Next Chapter

Looking forward we know that KWMC as an organisation is entering a phase of transition through a period of great uncertainty. Together, we are facing a cost-of-living crisis, climate change and growing inequality of opportunity alongside the probability of public funding cuts and austerity.

We commit to keep listening and strengthening our collaborations, to continue to build on our work of Creativity and Care, and to share our learning and tools with others. We will be endlessly restless in improving our work and creating opportunities for people to engage in innovative cultural experiences that provide the catalyst for social change.

Lastly, but not least, a huge thank you to the community of Knowle West, and the Knowle West Alliance (KWA). We look forward to continuing to being a part of this active and collaborative group of organisations, residents and businesses across Knowle West. KWMC and KWA are planning to improve communications across the community, make better use of community data and collectively involve more people in what is already here. Together, we will imagine, plan and deliver better futures for us all.

We hope that through our year of looking forward, reflection and seeing the possibilities for making positive change through our work with our community, we bring both hope and action with us into 2022/23.

# Thanks

Finally, we'd like to take this opportunity to thank everyone who has supported us this year.

Everyone who took part in our activities and projects, and the fantastic artists, makers, young people, community groups, and individuals we've worked with.

Knowle West Alliance – the team, partners, businesses and residents.

Our funders and everyone who has provided financial support.

Our partners who supported us to deliver our work: from local freelance creatives to collaborators in international partnership projects, researchers and Universities and the European Network of Living Labs.

Thanks to Onion Collective, MAIA, Grizedale Arts, Real Ideas and Nudge Community Builders for their generosity in sharing learning and experiences.

All those involved in the Knowle West Alliance: together we are stronger.

Our trustees, volunteers and team for their dedication and creativity.



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**ARTS COUNCIL  
ENGLAND**





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