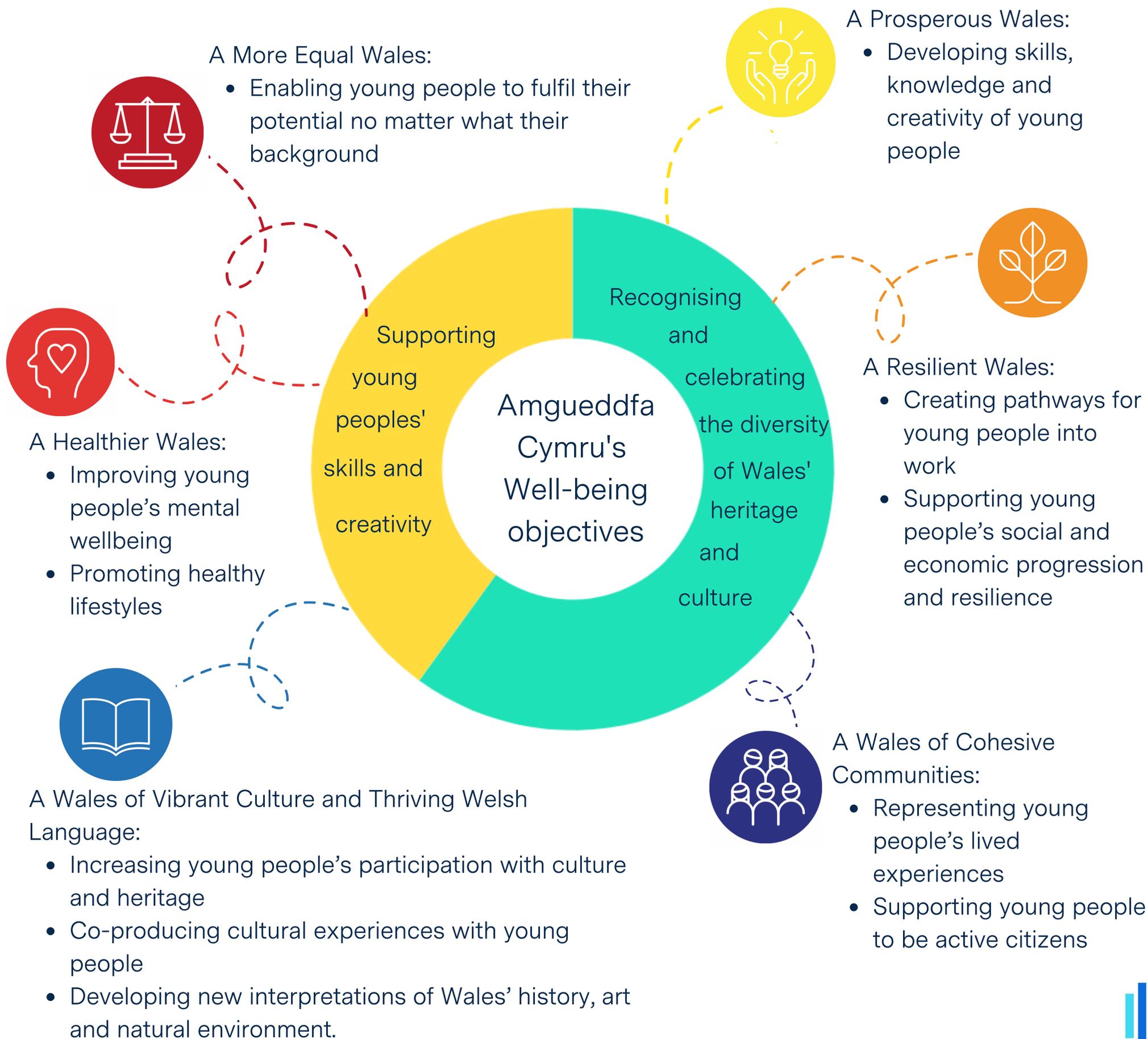




Amgueddfa Cymru - widening engagement with young people

Involving young people in all aspects of Amgueddfa Cymru-National Museum Wales' work began as a way of supporting and developing skills and creativity, which was one of its well-being objectives. Now, their involvement is considered crucial for creating a more equitable museum that is relevant to the lives of young people, now and into the future.

Contributes towards:



The Future Generations Commissioner's advice:

- "The collaborative projects you have showcased, such as increasing your volunteering numbers to around 700 people are great examples... We would encourage you to build on this approach and consider the wider impacts you can demonstrate. You should be considering how you have impacted on the mental resilience of people, the physical and mental health benefits of being involved and how their contributions have shaped the organisation."
- "...We [in Wales] need to focus on fostering the development of transferable skills that are difficult to automate, such as creativity and critical thinking competencies, alongside skills for the digital economy, technical skills, and in STEM subjects... You are well-placed to help develop these skills in young people and in adults, as you provide many out of school learning opportunities. Collaborating with others to make these opportunities have multiple benefits would be a positive next step."

Feedback from the Commissioner on National Museum Wales' use of the self-reflection tool, 2019



Examples

Amgueddfa Cymru Producers

- Employed young people (aged 18-25) to work as 'Amgueddfa Cymru Producers' - agents of change who challenge and transform museum practice
- Producers work with all departments in any way they please, from co-producing exhibitions to reframing policies; from taking over social media platforms to launching their own museum Instagram account
- Gaining transferable skills and learn project management to help career development and progression routes to employment



Source: Amgueddfa Cymru

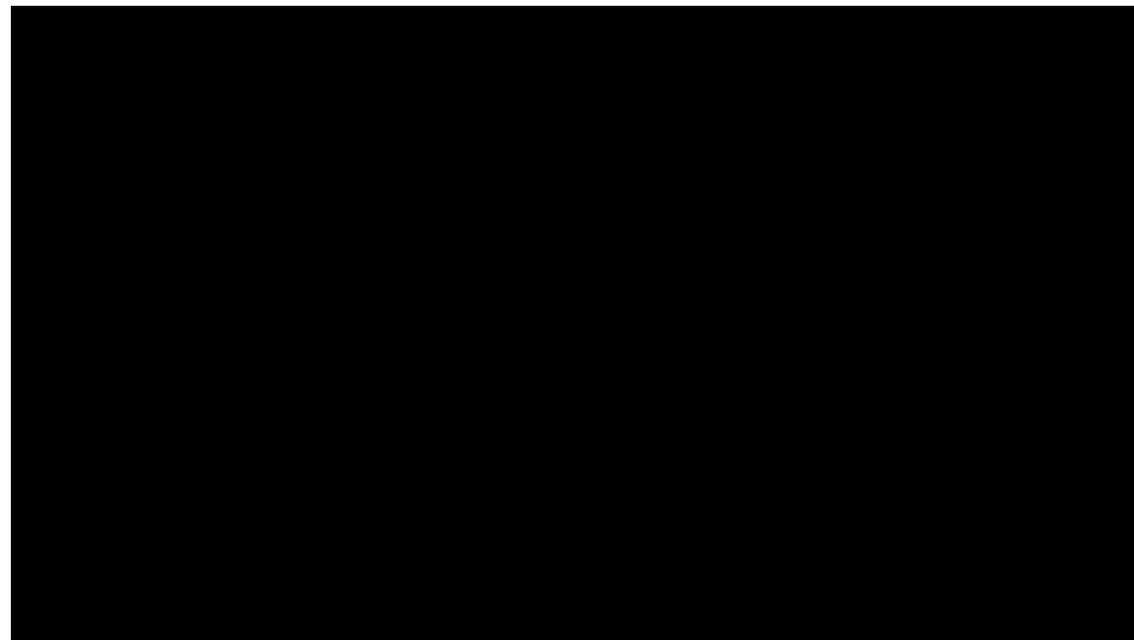


Amgueddfa Learning
@Amgueddfa_Learn

...

Hi this is a [@Museum_Cardiff](#) [#TwitterTakeover](#) by the museum youth forum. We're a pretty fantastic forum of people who are into history and science from all kinds of backgrounds, and we all agree that dinosaurs are awesome.

[#Takeoverday](#) [@kidsinmuseums](#)



Trailer for the Murder Mystery game young people organised



Approach

Challenge

Young people least likely to use museums and are not heard in decision-making

Collaboration

- Coordinated with partners to ensure engagement was part of wider provision for the young people involved. Partners include: Llamau, Barnardo's, Sub-Saharan Advisory Panel and Jukebox Collective

➤ **A Healthier, More Equal and Prosperous Wales**

Prevention

- Developing longer-term action plan with partners to provide alternative pathways for young people to employment, and new internship and apprenticeship schemes

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What next?

Progression routes to employment for young people created; increase young people's involvement in governance structures; youth networks established across Wales

Involvement

- Paid opportunities for young people
- Forums for under-18s to develop events and exhibitions; reduced the volunteering minimum age to 14
- Supported young people's social networks, such as Extinction Rebellion, RWCMD LGBTQ Society, Delve, and GISDA

➤ **A Prosperous, More Equal Wales, of Vibrant Culture and Thriving Language**

Integration

- Targeted initiatives to support young people facing the greatest disadvantages and to achieve better representation in the museum's workforce long-term

➤ **A Prosperous, More Equal Wales**

Long Term

- Equipping young people with digital skills for the future together with transferable skills that are difficult to automate, such as creativity and critical thinking competencies

➤ **A Resilient, Prosperous Wales.**

