REACH Champions

Eleven professionals, ranging from freelance creative practitioners to representatives from both York's leading and emerging arts organisations, were involved in the programme as REACH Champions. Each Champion was partnered with one of our target schools. Their role was to support the schools during the programme, helping them to understand the high-quality arts, creative and cultural sector in York and how schools can develop sustainable and impactful partnerships with the sector. Each Champion brought sector expertise into the programme which in turn meant that each partnership was entirely unique.

	Champion	Organisation	Role	Discipline
1	Dr. Liam Herringshaw (LH)	York's Hidden History Yorkshire Fossil Festival	Lead/Co-Director	Archaeology / STEAM
2	Louise Dwyer (LD)	Freelance	Curator and Jeweller	Crafts
3	Karen Newell (KN)	Toy Like Me	Co-Founder	Play / Media
4	Cherry Fricker (CF)	National Centre for Early Music	Director Finance and Operations	Music
5	Kelly Culver (KC)	Grand Opera House	Creative Learning Producer	Performing Arts
6	Julian Ollive (JO)	York Theatre Royal	Head of Creative Engagement	Performing Arts
7	El Stanage (EL)	Next Door But One	Creative Engagement Manager	Applied Theatre
8	Marnie Simpson (MS)	Mediale	Assistant Producer	Digital Arts
9	Oli O'Shea (OOS)	Pilot Theatre	Associate Director	Performing Arts
10	Rebecca Hill (RH)	National Railway Museum	Schools and Families Manager	STEM /STEAM
11	Dr. Sarah O'Brien (SOB)	York St. John University	Associate Head: Performance	Performing Arts

REACH Champions worked directly with their partner school, meeting with their School Leader every half term. The Champions acted as critical friend, providing support and guidance so that schools could engage effectively in the pilot programme. Champions have been providing schools with expertise on:
- Inclusion, focusing specifically on additional needs and disabilities
- Costings for how to engage professional artists
- Funding opportunities for schools
- Teaching science through creativity
- How to engage with Digital Arts and Media in school
- Visiting organisations and creative opportunities for schools
- Access to Higher Education