

DETAILED PROJECT PLAN

HLF Programme Area			
Area	Programme Title	Main Area (tick one box only)	Links to Other Areas
A	Conserving or restoring the built and natural features that create the historic landscape character.		
B	Increasing community participation in local heritage	✓	
C	Increasing access to and learning about the landscape and its heritage		✓
D	Increasing training opportunities in local heritage skills		
E	Scheme staffing, overheads and running costs		

PB10

White Horse Community Play



©Jenny Steer/ MED Theatre

Heading	Content
Summary	People of all generations from a Dartmoor community will perform a community play that has been inspired by life in and around Bellever through different eras starting with the Bronze Age.
Project description	<p>What is the project? This project will bring together different generations who share a common heritage to tell a story that is about their local area through working together to perform a play. As it will involve intergenerational participants from a community and the subject matter is about their community this is best described as a community play.</p> <p>The set up process: MED Theatre will create and write a script based on how Bellever has developed through the ages – key inspiration will be taken from the recent discoveries on White Horse Hill and the play will then pass from the Bronze age through other eras such as the Roman, Anglo-Saxon, Medieval, Elizabethan, Victorian, and present day. Set, props, costume and music composition will also be created at the start of the process so that these elements along with the script can be used as a template year after year.</p>

The activity: three key groups will be engaged to participate: children from a primary school, teenagers and adults from the wider community. There will be 10 sessions to get the play rehearsed: MED Theatre will work with teenagers recruited from the local area over 5 sessions to rehearse their scenes which will cover 2 or 3 eras, and another 5 sessions with the adult group recruited from advertising in the local area to rehearse their scenes covering 2 or 3 different eras. MED Theatre will also work with Princetown Primary School over 2-3 sessions to create lanterns and rehearse a song/movements in order for the children to be 'extras' in the performance (eg. Will O' the Wisps). All groups will come together on the performance day for a dress rehearsal and they will perform at the end of this day to invited audiences.

The legacy will be a template of a community play to be performed in future years by new participants. Two participants (one adult and one young person preferably, although this will be dependent on the interest of individuals) will be invited back the following years to be trained up by MED Theatre to become community leaders and play directors so that they can have these skills to carry out the project themselves in the future.

Where will the project be delivered?

The performance will be based in Bellever Forest, taking in parts of Postbridge, with the village hall as an indoor space dependent on weather. The rehearsals will take place at Princetown Primary School, MED Theatre's studio, and Postbridge Village Hall.

Reasons for the project?

- It will tell the story of the changing landscape of Dartmoor over 4000 years
- It will make connections with Bronze Age Dartmoor and the findings at White Horse Hill
- It will engage local communities actively in this important story

Why is this project important?

The importance of using a community play as the vehicle for exploring the material of life surrounding Bellever through the ages is that it enables the often dry and hard to access research to be brought to life in a personalised and tangible way for the participants and audience. Thus the level of engagement will be enriched to a deeper level, and will be accessible to a wide range of people. Evidence of how important a community play can be to members within a community can be seen in the following statements from participants in MED Theatre's community plays:

"This project gave me a huge morale boost."

"Great fun to participate in - educational from it stagecraft perspective - enhancing of a secure community through mixing of various generations and the touring process, it felt very 'held'."

"Pleasant experience for father and son. [It developed our] confidence and self-esteem [which was helped by] being part of a collaborative process."

Beneficiaries and communication	<p>Who will be involved in the project? A group of approximately 10 young people, a group of approximately 10 adults, Princetown Primary School students (approximately a class of 28).</p> <p>Who will benefit from the project?</p> <ul style="list-style-type: none"> • Participants across the generations from Dartmoor communities will not only have a better understanding of the heritage of the moor, but community cohesion will be increased as relations within the communities will be developed by taking part in a common activity. • Audience watching the performance from the local area as well as visitors from further afield will gain an understanding of the heritage of the moor.
Project buy-in	<ul style="list-style-type: none"> • MTMTE Community Officer Andrew Bailey and MED Theatre have been in conversation about the development of the project. At delivery phase MED Theatre will liaise with the Community Officer in order to keep both parties in touch with the development of the overall shape of the project. • MED Theatre has a strong relationship with headteacher Alison Hirst at Princetown Primary School who has said they would like to continue this if future opportunities arise. If the project takes place MED Theatre will approach Princetown School to take part. • MED Theatre has a good relationship with the youth club networks in the surrounding Dartmoor area – area youth worker Hannah Rowlands has said that she knows young people who are eager to have a performance opportunity such as being part of a community play. Hannah and other youth workers will be asked to circulate advertising to their young people networks. • MED Theatre has a strong relationship with Dartmoor historian and Archaeologist Dr. Tom Greeves. At delivery phase Dr. Greeves will be consulted for research purposes.
Project lead	<p>MED Theatre’s Artistic Director Mark Beeson – 01647 441357, markbeeson@medtheatre.co.uk. Mark is the perfect person to lead on this project: he has a successful history of putting on around thirty community plays over the past thirty years, and he is a playwright with a vast knowledge of the local heritage, ecology and mythology to enrich a project such as this.</p>
Partners / contractors etc.	<p>In addition volunteers from the wider Dartmoor community will be vital to this project in creating the performance and in its legacy</p>
Project development	<p>This is a new project put forward during the development phase to address community engagement with young people with the MTMTE scheme. This project has been developed with the experience of MED Theatre in conversation with Andy Bailey, Community Officer for MTMTE and has been positively received by the wider community.</p>

**Activities and
Timetable**

The preparation stage will take place in 2014 which will involve researching the material in partnership with local research professionals, writing the script, composing music, choreographing dance, creating props and costume.

The rehearsal stage will take place over 5 months, May to September 2015, with the debut performance happening in September 2015.

Evaluation will be submitted after the process is complete at the end of 2015.

Activity Timeline	Y1						Y2				Y3				Y4				Y5													
	7	8	9	10	11	12	1	2	3	4	5	6	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4				
PB10 Whitehorse Community Play																																
Script research			█																													
Script construction				█																												
Set design/props/puppet										█																						
Set materials										█																						
Lighting												█																				
Costume design										█																						
Costume materials											█																					
Consultation/planning/ project coordination			█							█									█					█				█				
Lantern making/facilitation										█		█																				
Workshop leader fees											█	█								█												█
Stage Manager fees												█																				
Music facilitation				█								█																				
Hall hire											█	█								█												█
Script copying										█									█									█				
Travel										█		█								█												█

Budgets	Cost Breakdown		
Estimated Total Cost	Cost:		Contingency:
	£14,350		£0
VAT	a. Is VAT applicable?	b. Is VAT reclaimable?	c. VAT amount:
	NO	NO	£0
Lead Partner Contributions	Type:	Secured:	Unsecured:
	Cash (source):	£0	£0
	Staff:	£0	£0
	Volunteers:	£300 (6 volunteer days - In kind)	£0
	In-kind:	£0	£0
	TOTAL:	£300 (In kind)	£0
Other Contributions	Type:	Secured:	Unsecured:
	Cash (source):	£0	£0
	Staff (source):	£0	£0
	Volunteers (source):	£0	£0
	In-kind (source):	£0	£0
	TOTAL:	£0	£0
<i>Moor than meets the eye contribution</i>	Contribution:		Intervention Rate (%)
	£14050		98%

Outputs	<ul style="list-style-type: none"> • A playscript for communities to use in the future • Training for two or more community members to become community project leaders/play directors • 1 production of a community play and a template for future productions
Output indicators and targets	<ul style="list-style-type: none"> • Recruiting 10 young people from the local area to take part in the project • Recruiting 10 adult community members from the local area to take part in the project • Engaging a class of around 28 pupils from a local school • Training around 2 volunteers in the skills of putting on a community play
Outcomes	<ol style="list-style-type: none"> 1. Children, teenagers and adults gaining an in depth knowledge of the heritage of the Bellever landscape and engaging with this positively through stories 2. Audiences of local people and visitors gaining an understanding of the heritage of the Bellever landscape 3. Community cohesion between generations within Dartmoor communities

	<p>The above outcomes relate to the following HLF outcomes:</p> <ul style="list-style-type: none"> ▪ Heritage will be better identified/recorded through interpretation taking place in the form of a playscript ▪ People will have developed skills – both the general participants, but also the trained up community leaders ▪ People will have learnt about heritage – this relates to both the participants and the audience ▪ People will have volunteered time – all participants will be volunteering their time, as well as volunteers who will help out at the performance event ▪ More people and a wider range of people will have engaged with heritage – this will affect both the participants and the audience ▪ Your local area/community will be a better place to live, work or visit – achieved due to the fact that cultural interpretation of the Bellever landscape is available for local audiences and visitors, as well as participatory opportunities being available for all ages
Evidence	<p>Outcome 1 will be achieved through the act of participants engaging with the subject by taking part in the rehearsal and performance process, which will be evidenced through a register of the number of participants who attend accompanied by photographs to document it</p> <p>Outcome 2 will be demonstrated by audience feedback at the end of the performances; they will be asked questions verbally and their responses recorded on video/audio and they will be given paper feedback forms with relevant questions on</p> <p>Outcome 3 will be demonstrated by getting feedback from participants after they have taken part in the process, using both filmed and written responses</p>
Wider context	<p>PB1 Bellever and Postbridge Trails PB2 Parishscapes PB6 Managing volunteers PC1 Discovering the Dartmoor Story- MTMTE Interpretation PC4 Brimpts Tin Trail PC6 Heritage Trails</p>
Legacy and maintenance of benefits	<ul style="list-style-type: none"> • A script and promenade production template will be available for the Postbridge-Bellever community to carry out future productions. These templates will be given to the community, with the initial production being documented on MED Theatre’s Dartmoor Resource Website www.dartmoorresource.co.uk. • Two community members will have received training in how to lead a community arts production and how to direct it, as well as other community members gaining training in performance skills from a trained actor and a director on the MED Theatre team, so these skills will enable future production of the White Horse Community Play to be carried out in future years.

Risks and Risk Mitigation	Risk Register			
	Risk	Severity	Likelihood	Measures undertaken
	Not enough participants are recruited	H	M	Use taster workshops to draw in participants, and a wide range of advertising
	Bad weather causing cancellation of outdoor activities	H	M	Book Postbridge Village hall as a secondary space
Background information	<p>MED Theatre is a developmental community theatre organisation dedicated to creating new participatory work in and around the Dartmoor National Park. Their aim is to develop and promote a model of the performing arts in remote rural areas such as National Parks that involves the community in the interpretation of their surroundings. The company has a history of innovative work interpreting the historical, social and ecological background to life in a National Park. The artistic director has been working with Dartmoor communities over the last 30 years and has created around 30 community plays which can be read about here: http://www.medtheatre.co.uk/?page_id=11. Three of our plays have been broadcast on BBC Radio 4 and our young people's award-winning film Lost Roots was featured on BBC regional television in March 2008. MED Theatre operates out of a small rehearsal studio and office in the moorland town of Moretonhampstead, and has two websites that document their work: www.medtheatre.co.uk and the research site www.dartmoorresource.co.uk.</p>			