



Hello!

This is Enrico, Director of Conductive Music CIC. Our business is to **inspire** children from challenging backgrounds with a new passion for music and technology and to **reignite** their interest in education.

Through research, experimentation and hacking, we open the STEAM box of tools and ideas and invite students to this **21st century playground**, where they can design and build their own art-and-science projects.

Our workshops fully embrace failure, include reflective time and apply improvisation. These key skills, essential to both music-making and personal development. Music is a powerful tool to link people, cultures and generations, and it's our magic ingredient in our custom STEAM mix. [See here how we use music throughout all our provision.](#)

Since our first workshop in 2012, we have gathered a unique experience and momentum. Thanks to our 15 Music Education Hubs partners, each year we reach out to 10K students in the UK and 3k more in 20 Countries.

Our innovations are driven by extensive feedback with all students, teachers and partners, and by an annual Research & Development residency.



Technology is a means, not an end. At the top of our agenda lay the students' creativity, attainment and, most importantly, their curiosity.

Our cross-disciplinary approach provides a creative platform to students. We teach them **how to**, not **what to** do, and we love watching the unexpected results they achieve when applying their boundless imagination to our methods.

Each workshop is designed in close connection with the National Curriculum, and supported by [freely accessible lesson plans](#), and [video tutorials](#).

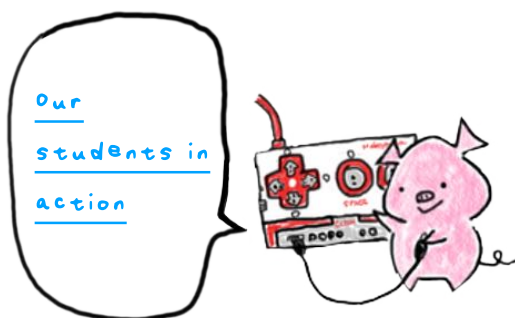
We deliver daily CPD sessions for non-specialist teachers in each school. During these *Lunch&Learn* sessions, teachers are equipped to champion our creative approach and implement it in their day-to-day lesson planning.

Our technology is musical, friendly and effective, from the [simplest of instruments](#) to the more [advanced](#), through to the [coding platforms](#).

We only use the available schools' computing equipment to demonstrate that they can continue after we leave, using free cloud-based software.

For 2019/20 we have designed a 5-path offer, Year 1 to 10 ([video](#)), including a Special School provision. Each summer, we embark on an Artist Residency to update all our provision and then tour it to test and refine it. Last October, we toured 11 Japanese Universities to share our STEAM approach ([report](#)).

We thoroughly evaluate our projects, collect data through an online feedback system and publish [yearly reports](#). We are also a Trinity Arts Awards Examination Centre, and ArtsMark partners.



Partnership Packages

@conductivemusic

We are now in our annual fundraising phase, confirming partnerships for 2020/2021 to offer free Conductive Music workshops to schools in your borough that would most benefit from a boost in music technology provision. The project is part-funded by Arts Council England (7 years in a row!!) and match-funded by all partner Hubs. Our current 15 partners stretch from Cornwall to Sunderland: we have capacity for 5 new partners in 2020/21.

We work with our partner Hubs to select Primary, Secondary and Special Schools and deliver 2 days of free workshops and CPD per school.

Your contribution to the project is based on the number of schools reached, and we typically reach out to the following number of students and teachers:

4 SCHOOLS	£2k	8 days, 320 students and 24 teachers
6 SCHOOLS	£3.5k	12 days, 480 students and 36 teachers (popular!!)
9 SCHOOLS	£5.5k	18 days, 720 students and 54 teachers
11 SCHOOLS	£7k	22 days, 880 students and 66 teachers

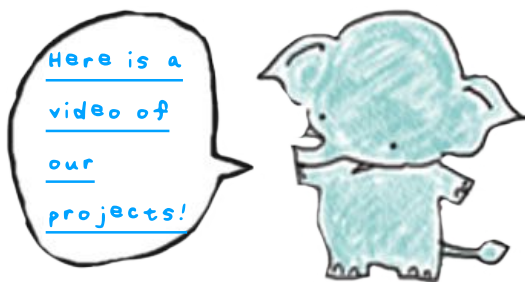
We provide all equipment and work directly with schools for our technical requirements. We also bring a ton of fun to classrooms and memories that will last: children create their own weird a wonderful musical instrument with cardboard and electronics, invent new melodies and sounds, and discover through play and creative learning.



A bit more about us

info@conductivemusic.uk

We founded Conductive Music in 2012 to bring together art, music, technology, science, pedagogy and research. [We are a team of artists-researchers](#) working in intergenerational and mixed abilities contexts to inspire young people who experience daily obstacles to their learning and development. We foster their imagination, help them gain confidence in complexity by adopting a step-by-step approach, and embrace risk, failure and play as integral to a successful creative process.

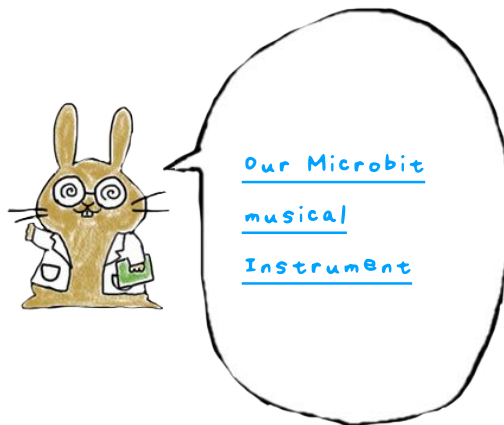


For the past 8 years, we have been developing innovative methodologies bringing STEAM and Maker Culture together to offer “learning and making” experiences in schools and universities, at festivals, and increasingly in the community. Our work celebrates Making by testing the latest technological tools - wearable sensors, open-source hardware, block-based coding - and mixing them with everyday objects - fruit, felt, PlayDoh!... - to transform them into custom vehicles for people’s ideas.

We specialise in working in schools with low music provision, PRUs and Special Schools. Our funding allows us to focus on students from challenging backgrounds such as Pupil Premium, Free School Meal, English as an Additional Language and SEN/D.

Waltham Forest MEH has worked with Conductive for several years to bring a unique learning experience to the children and young people in our borough. Their workshops are well received by both pupils and teachers and are always engaging and a lot of fun!

Mary Mycroft, Head of Waltham Forest MEH





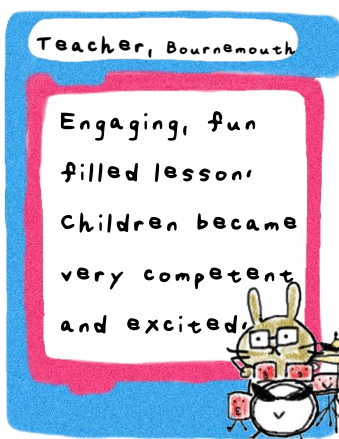
Our cohort of partners is at the core of our business. This project would never be possible without our 15 partner MEHs - contact them for references.

We are proudly working with: Barking and Dagenham, Bournemouth, Calderdale, Camden, Cornwall, Gateshead, Havering, Bedford, Love, Redbridge, Rotherham, Slough, Sunderland, Tower Hamlets and Waltham Forest.

There is also a growing cohort of international partners: [Amigos de Gillian Banks \(Tenerife\)](#), British Council France, Aistap (Genova), Onassis Art Centre (Athens), PGVIM and KMITL Universities (Bangkok), European University Cyprus, Canadian International School (Hong Kong), Massey University (Wellington, NZ), and the 11 Japanese Universities part of the [STEAM project](#).

We design bespoke learning & engagement projects for half-terms, summer schools, festivals, and collaborative bids. Contact us with ideas or questions!

At the end of this fundraising campaign, we will submit an application to ACE with outcome in July/August. The booking process will start in September and the delivery between November 2020 and July 2021.



In the meantime, we are delivering our STEAM project in England and abroad, reaching out to 10,000+ students. After its completion, we will embark in a summer artist residency to research and update all our projects and then test them during a 2-month autumn tour in Thailand, Japan and Hong Kong.

We look forward to working with you next year!





50 teachers say:

Did your
students cope
well with the
technology?
9.7/10



8.9/10

Did your
students cope
well with the
technology



500+ students say

Did you enjoy
today's
workshop?
9/10



Students get to grips
with design, programming, science, and of
course music! They "wear so many hats" and get to
work on the areas that really interests them! How
all their work comes together at the end
always fascinates me!

Ms Sees, Harris Academy Rainham



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Teachers really appreciated the science and technology links to music. They also appreciated Conductive Music tutor's manner with the children and felt that she had just the right approach to encourage very excited pupils.

Music Teacher, Seven Mills Primary, London