

ABOUT FUN PALACES

Fun Palaces is a free UK-and-worldwide ongoing campaign for culture at the heart of community and community at the heart of culture with a weekend of action at the start of October every year. This year it will take place over the weekend of the 5 & 6 October 2019.

Each Fun Palace celebrates the unique skills and passions of local people – run by, for and with the local community. Since 2014 a total of 1367 Fun Palaces have been made by approximately 32,800 Fun Palaces Makers in 11 nations with 450,000 people taking part. This year will be the sixth Fun Palace weekend.

Fun Palaces create events that bring together arts, science, craft, tech, digital, heritage and sports activities – but above all PEOPLE – sharing their own skills and passions, working and creating together, having FUN together and in doing so, celebrating and making links within our own communities.

This October we welcome even more involvement and engagement from anyone and everyone keen to make a contribute locally. Fun Palaces is not just about the weekend, it is about coming together to create, celebrating local people, local places and community in the everyday and many Fun Palaces Makers go on to create other events locally throughout the year. Fun Palaces are a great stepping stone to many other community activities and connections.

FUN PALACES' MANIFESTO

We believe in the genius in everyone, that everyone is an artist and everyone a scientist, and that arts and sciences can change the world for the better.

We believe we can do this together, locally, with radical fun – and that anyone, anywhere, can make a Fun Palace.

FUN PALACES 2019



A FUN PALACE IS:

Free: Free to enter, free to take part.

Local: A Fun Palace is by local people for local people – perhaps a group of neighbours, a residents' association, friends getting together, or strangers who decide to join up to create a local Fun Palace. If you are a venue, building or organisation, 'local' might mean your staff, the night cleaners, businesses nearby. It also means those who live close but never visit, because they don't think your place is for them. If you're making a Fun Palace, we'd say don't produce something 'for' those people hoping they will come, instead hand your space over and let them decide what happens. Pretty soon they'll feel they own it. For TwoCan's Fun Palace in Gloucester it meant working with the homeless person who slept in the doorway of their Fun Palace space – he joined in and it was his Fun Palace too.

For all ages: It's often easier to think up activities for children. What about the 17-year-old who doesn't consider themselves a kid? What about the 75-year-old who never gets to play? Can we make our Fun Palaces for *everyone*? We welcome children and young people as Makers in their own right; [Arc Stockton](#)'s 2016 Fun Palace was run by their young people's group, as was Morden Hall Park's Fun Palace at their National Trust property in 2017.

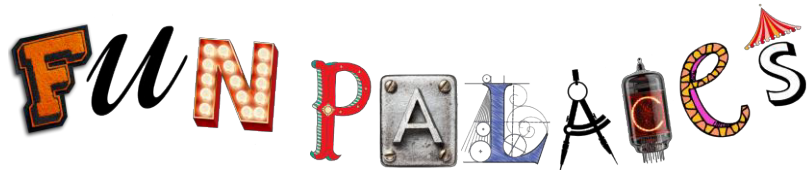
Inclusive: Most Fun Palaces are made with little or no budget, showing that even the smallest effort make a difference. Can you make sure your signs are easy to read? Consider access for wheelchair users? Are there groups in your local community you can invite to take part, who can share their own cultural interests? Thinking just a little outside your usual circle can make a massive difference.

Hands-on: Fun Palaces are about joining in with whatever your version of 'culture' may be (arts, science, craft, tech, digital, heritage, sports), whatever brings people together. We had this feedback from [South Elmsall Library](#)'s 2016 Fun Palace: *I've met a young girl today who I've never spoken to before and she lives on my street, through chatting I've found out her Grandma was my best friend at school.* Doing something together gave them a chance to talk.

Process as much as product: A Fun Palace is an opportunity to create with your local community or workplace. Of course the weekend matters, but the real Fun Palace is what you and your community do to make it happen, the meetings, the cups of tea, the organising, the conversations. It's the thinking and the linking that count.

Yours: We don't know where you live, your workplace, or your local community. You do. You know how to make YOUR local Fun Palace. If you want some help, check our [Maker section](#) or [get in touch](#), we might know someone who's done something similar – it can be useful to speak to a fellow Maker and we can make those links.

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Part of a Campaign: What you do locally will be influenced by your area – you are also part of an international campaign for culture at the heart of every community and for everyone to have the opportunity to join in arts, science, crafts, tech, digital, heritage and sport. Your Fun Palace is part of a worldwide shout for access and inclusion for and with *everyone*.

A FUN PALACE IS NOT

A fête or an Open Day: Whether you are making a Fun Palace in a building, in a community group or as an individual, part of the role is to help other people understand that they too are an artist, a scientist, a craftsperson, a techie – they too can make a Fun Palace, they too can feel ownership of your library, museum, school, gallery, shop, town square, football pitch ...

A community arts project or sci-comm: it's both and neither. If someone in a community is an artist or a scientist, it's great if they want to make a local Fun Palace. We also welcome those who have never done any arts or science. This way we support many more people to join in arts and sciences, and to create with our own local communities.

(ordinary) Facepainting: Fun Palaces are about turning the ordinary upside down – so let the kids paint the adults' faces. [Brixton Library](#)'s 2015 Fun Palace showed everyone how to paint their own bones, muscles and veins on their skin – learning about the body and being artists at the same time. (See also balloon modeling, bunting, fairy cakes – can you hack an ordinary activity to make something totally new by and for YOUR community?)

A show, performance or lecture: If you have a band playing and people singing, that's brilliant. If you have a band playing, people singing AND the band sharing instruments to teach the chords to people who've never played before – THAT's a Fun Palace! This applies to *anything* that is a performance, lecture, talk, show or match – how can everyone join in?

Audience development: We're not about audiences, we're about participation. Yes, our statistics show that venue-led Fun Palaces bring in loads of new people, but we're not about getting numbers through the door. We want to help venues or organisations be *really* brave, try something you are not in control of, something where you truly welcome the local community to have ownership of your space, making it their space. It's scary AND it's worth it.