

**ART
IS
THE
CURE**

CREATESCENE X ART IS THE CURE

OUR SHARED MISSION

Creativity as Infrastructure for Wellbeing and Opportunity

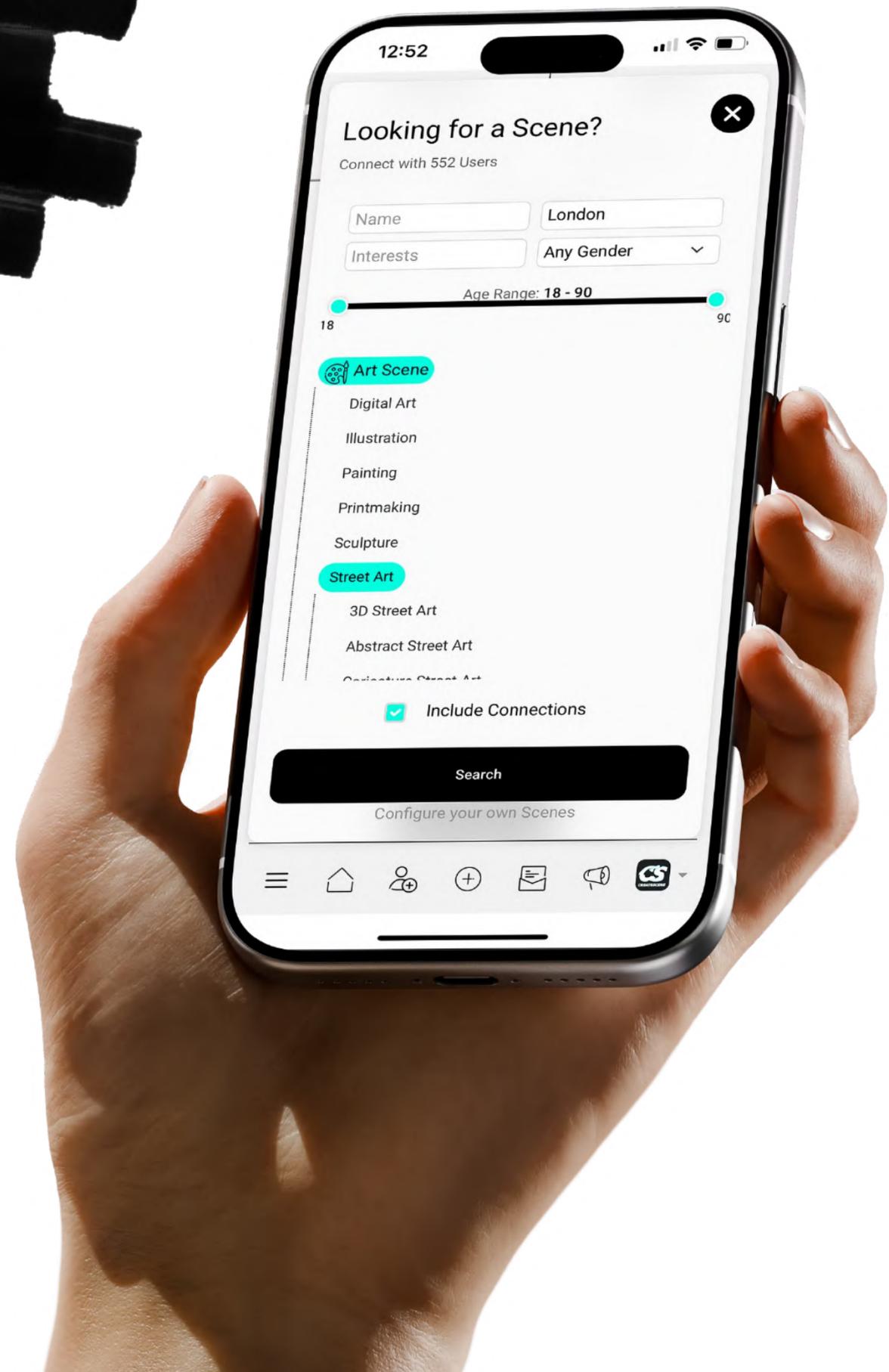
Art Is The Cure was founded on a simple belief:
Creativity is not a luxury. It is a lifeline.

CreateScene was built on another truth:
Creativity deserves infrastructure – not fragmentation.

Together, they form one mission:

To make creativity visible, valuable, and viable for everyone –
supporting mental wellbeing, strengthening community, and creating real economic
opportunity.

We believe creativity should be visible, valuable, and viable for everyone – no matter where they're from or what they create.



WHAT THIS MEANS IN PRACTICE

Art Is The Cure delivers

- Creative wellbeing workshops in schools
- Open conversations around mental health
- Grassroots ambassador programmes
- Storytelling that reduces stigma

CreateScene provides

- Digital community and belonging
- Tools for collaboration and visibility
- Monetisation pathways for creatives
- Scalable infrastructure to amplify impact

The Core Belief

- Creativity improves wellbeing.
 - Connection improves belonging.
- Income improves dignity.

When these three pillars are aligned, creative individuals do not just cope – they thrive.

Our Vision

We envision a world where no young creative feels isolated, where talent is not limited by geography, and where opportunity is not hidden behind gatekeepers. A world in which mental wellbeing and economic opportunity are not treated as separate conversations, but recognised as deeply connected parts of a healthy, thriving creative life. Art Is The Cure begins that conversation at grassroots level – in schools, communities, and open dialogue. CreateScene ensures it continues, providing the infrastructure for connection, visibility, and sustainable opportunity long after the workshop ends.

PUBLIC SPEAKING

Creative Resilience in Action

Art Is The Cure public speaking sessions are designed to reframe creativity as a strength, not a distraction. These talks combine lived experience, creative storytelling, and practical insight to open honest conversations around mental health, resilience, and finding purpose through creative expression.

Sessions are tailored for schools, colleges, youth groups, and creative communities.

Each session includes:

- A personal journey narrative linking adversity to creativity
- Open discussion around mental wellbeing and emotional expression
- Practical insight into building creative confidence
- Q&A designed to create safe dialogue
- Signposting to ongoing creative support resources

These talks aim to reduce stigma, increase openness, and leave audiences feeling empowered rather than overwhelmed.

Funding & Impact

- £500 funds one session
- Reaches 50-200 young people per talk

Example Impact:

£5,000 → 10 talks → Reach up to 2,000 students



WORKSHOPS

Expression as a Wellbeing Tool

Workshops move beyond conversation into action. Participants are guided through structured creative exercises designed to encourage emotional release, reflection, and confidence-building through making.

Sessions are inclusive and accessible – no prior creative skill required.

Workshops typically include:

- Guided creative exercises (visual, written or collaborative)
- Discussion on how creativity supports emotional regulation
- Group sharing opportunities (optional and safe-led)
- Practical pathways for continuing creative practice
- Introduction to digital community support via CreateScene

Workshops create tangible participation – not just passive listening.

Funding & Impact

- From £500 per workshop
- Supports 20–30 participants per session

Example Impact:

£5,000 → 10 workshops → 200–300 young people engaged



MEDIA & PODCAST

Scaling the Conversation

To extend impact beyond physical rooms, Art Is The Cure produces digital media and podcast episodes focused on creative wellbeing and real-life creative journeys.

These episodes provide accessible, repeatable resources for young creatives navigating isolation, doubt, or instability.

Each episode aims to:

- Feature honest conversations about creativity and mental health
- Highlight diverse creative voices and lived experiences
- Promote positive coping tools through creative practice
- Reach thousands through digital distribution
- Remain accessible long after release

Digital storytelling ensures that impact compounds over time rather than ending when an event concludes.

Funding & Impact

- £500 per episode
- Digital reach of hundreds to thousands per release

Example Impact:

£5,000 → 10 episodes → Ongoing global access to creative wellbeing content



AMBASSADOR PROGRAM

Peer-Led Creative Activation

The ambassador programme empowers young creatives to lead within their own schools or communities. Rather than relying solely on central delivery, this model builds local ownership and peer influence.

Ambassadors receive:

- Creative wellbeing toolkits
- Branded materials and visibility support
- Guidance for hosting small creative sessions or awareness moments
- Digital community access for collaboration and support

Peer-led models increase trust, relatability, and sustained engagement

Funding & Impact

- £100 per onboarding
- £500 supports one ambassador (3-6 months)

Example Impact:

£5,000 → 10 ambassadors → Ongoing local creative leadership across multiple communities



SCHOOL CURRICULUM

Creative Wellbeing in Education

Art Is The Cure is developing a structured mental health and creativity curriculum designed for schools to deliver independently.

This resource translates lived experience and creative practice into a repeatable, scalable framework that educators can use long-term.

It includes:

- Lesson plans combining creativity and emotional wellbeing
- Guided exercises for expression and reflection
- Teacher support materials
- Integration with digital community tools (CreateScene)
- Flexible delivery across different age groups

This creates lasting impact beyond one-off sessions – embedding creativity into the culture of education.

Funding & Impact

- £5,000 funds development and initial rollout

Impact:

- Supports multiple schools
- Reaches hundreds to thousands of students over time
- Creates a long-term, reusable educational tool



FUND REAL IMPACT. SCALE CREATIVITY AS A FORCE FOR MENTAL WELLBEING. CHOOSE HOW YOUR SUPPORT IS APPLIED – FROM GRASSROOTS WORKSHOPS TO SCALABLE EDUCATION PROGRAMMES – WITH TRANSPARENT REPORTING AT EVERY LEVEL.

Grassroots Impact

Community-Level Support

Supports direct engagement in schools and local communities through talks, workshops, and early-stage ambassador activation.

Typical Funding Range: £3,000 – £10,000

What This Funds:

- Creative workshops in schools
- Public speaking sessions
- Early ambassador onboarding
- Initial community engagement

Example Impact:

- 100–500 young people reached
- Local creative communities activated
- Immediate, hands-on engagement

Regional Growth

Scaling Across Communities

Expands delivery across multiple schools, regions, or creative networks with deeper engagement and ongoing activity.

Typical Funding Range: £10,000 – £25,000

What This Funds:

- Multi-school workshop programmes
- Regional ambassador networks
- Ongoing media & storytelling content
- Structured reporting and engagement

Example Impact:

- 500–2,000+ young people reached
- Sustained presence across multiple locations
- Ongoing digital and physical engagement

National / Legacy Impact

Long-Term Creative Wellbeing Infrastructure

Supports large-scale programmes, curriculum development, and long-term measurable impact across education and communities.

Typical Funding: £25,000+

What This Funds:

- Curriculum development and rollout
- Large-scale workshop programmes
- Ambassador leadership systems
- National-level content and storytelling
- Advanced impact reporting

Example Impact:

- Thousands of young people reached
- Long-term integration into education systems
- Scalable, repeatable impact

LET'S BUILD IMPACT TOGETHER

We work with partners to fund and deliver real-world creative and mental health initiatives – from school talks and workshops to ambassador programmes, digital storytelling, and long-term education projects. Every partnership is flexible, allowing you to support specific areas or build a blended programme aligned with your values and impact goals.

Whether you want to fund a single initiative or scale a wider programme across schools and communities, we provide clear, transparent costs and measurable outcomes at every stage. Partnerships typically range from £3,000 to £50,000+, with flexible giving options – from one-off contributions to structured monthly support that allows impact to be delivered over time.

Every contribution helps expand access to creativity as a tool for mental wellbeing – supporting young people, strengthening communities, and building long-term opportunities through CreateScene and Art Is The Cure. We'd love to explore how we can build something meaningful together.

THE FUTURE OF CREATIVITY IS CONNECTION

CreateScene and Art Is The Cure are built on a shared belief: creativity has the power to improve wellbeing, strengthen communities, and create real opportunity.

Art Is The Cure delivers grassroots creative mental health initiatives in schools and communities. CreateScene provides the digital infrastructure to extend that impact — connecting creatives globally and supporting sustainable creative careers.

Together, we are building more than a platform or a programme. We are building a preventative ecosystem where creativity supports resilience, belonging, and economic dignity.

The time is now to invest in infrastructure that empowers the next generation of creatives — not just to express themselves, but to thrive.

Let's talk about how we can partner to deliver measurable, lasting impact.



RICH SIMMONS | CEO

+44 7540660353

RICH@CREATESCENE.COM