

A case worth studying





The Architecture Crew

A case worth studying

Happy, thriving and sustainable communities are created by the people who live there. At Fundamental we find ways to give local people the skills and the confidence to become actively involved in the transformation of their communities.

This report is about the Architecture Crew, the UK's first ever youth architecture forum, which is leading the field in engaging young people in regeneration and the built environment.

Fundamental set up the Architecture Crew to nurture and develop young people so that they are able to participate fully in their communities; to generate sustained youth engagement in regeneration; and to demonstrate to planners and regeneration agencies how better youth engagement creates better places to live, work and study.

Youth participation in the built environment is still very new in Britain and there is a long way to go before young people are able to really affect change but at Fundamental we believe that projects such as the Architecture Crew have to be the way forward.

After five years we have learned so much and I am delighted to present this Case Study which gives a snapshot of what we have achieved so far. The Crew is a responsive, vibrant programme, which is constantly evolving and I look forward to the next five years with our young members who continue to be an inspiration.

Nick Edwards, Chief Executive, Fundamental Architectural Inclusion

A project worth supporting

Getting young people actively engaged in the transformation of their communities into happy, thriving, sustainable places in which to live and work are the core aims of government policies on youth, on education and on regeneration. Fundamental has been doing this for five years with a unique project: the Architecture Crew.

The Architecture Crew is the first of its kind – a youth architecture forum that has led the field in sustained youth engagement in the built environment since its establishment in 2004. Set up to provide teenagers in Newham in East London with the opportunity to come together and express their views about regeneration and how it affects their own borough, it has stimulated young people's interest in their environment and built the self-confidence they need to make their voice heard in their own community – and listened to by professionals in the wider world of architecture and regeneration.

Although composed of 13–19 year olds, the Crew's professionalism and accumulated knowledge has given it a substantial and growing role in local, regional and national debates around regeneration and the way that local people should be consulted about changes to their environment. The Architecture Crew provides a viable model and inspiration for developing 'architectural inclusion' youth projects across the country.

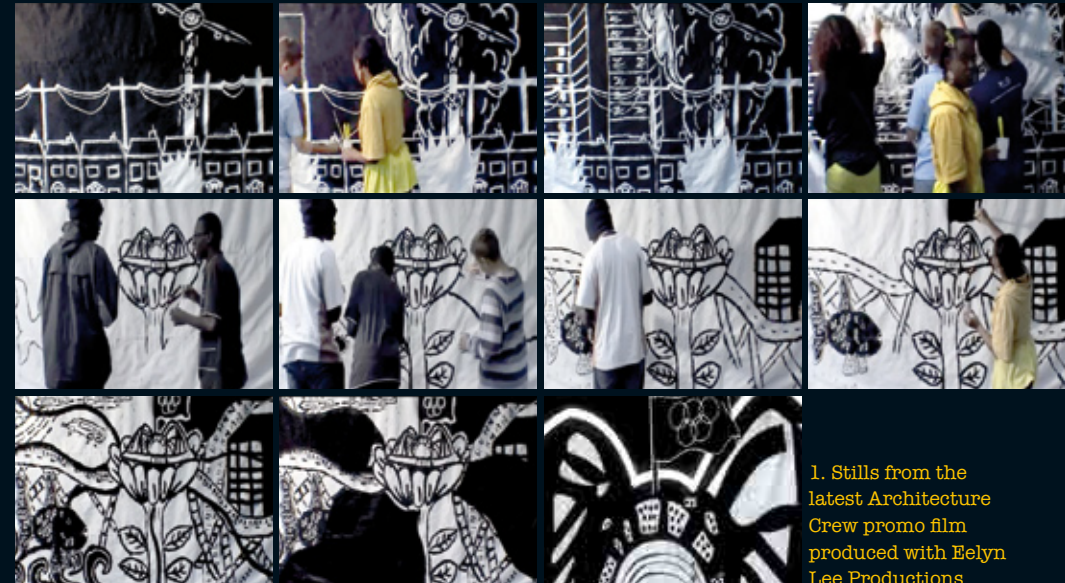
As it has grown, the Architecture Crew has also developed an independent and sustainable model for personalised learning and enterprise, based on local

networking, professional mentoring and programmes of activity tailored to individuals as well as to the group as a whole, with optional accreditation on offer. It has potential application to other creative projects with young people, particularly those that wish to encourage youth leadership and enterprise.

In terms of citizenship, it offers an alternative, more active and potentially more productive model of youth democracy to that of local authority youth councils or conventional forms of youth consultation, and this needs to be more widely understood and replicated.

The Architecture Crew has a strong track record of collaborative working with local government, such arts organisations as the Serpentine Gallery and Art on the Underground, the architecture and built environment sector and other partners to achieve positive outcomes for Crew members and the projects they contribute to, including community consultation on new developments - most recently, on what happens to the Olympic site after 2012.

As this Case Study demonstrates, the Architecture Crew has achieved a great deal, both in terms of pursuing a fresh approach to consultation about regeneration and in its method of engaging with and empowering young people. It has achieved political success and created a tangible legacy to build on – a legacy for others to follow and a sound basis for its own future.



1. Stills from the latest Architecture Crew promo film produced with Eelyn Lee Productions



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The story so far

As the first youth architecture forum in the country, the Crew still leads the field in a sustained approach to youth engagement in the built environment. This is the story of how it all happened and what the project has achieved so far.

Digging the foundations The birth of the Architecture Crew

Fundamental Architectural Inclusion secured a grant from the Neighbourhood Renewal Fund in 2003 to run a series of taster activities around architecture and the local built environment, using film and animation at Eastlea Community School, as part of a wider regeneration awareness programme, *Open Your Eyes*. The idea took hold amongst some of the Year 9 students and, in response to their continued enthusiasm and drive, Fundamental ran a series of after-school sessions and piloted the idea of a youth architecture forum. The students came up with a name – the Architecture Crew – and a logo and made their first promo film. By the end of the following year that film had helped them to secure a unique opportunity – to create their own designs for the Olympic Aquatics Centre.

This group of nine 14 – 15 year olds followed the same design brief and timetable as the six professional architectural teams entering the *Aquatics Centre Architectural Competition*. They visited the site. They learned basic principles of space and architecture from staff at Fundamental, who helped them to develop their own designs. One was taken forward with support in kind and turned into a professional model and rendered drawings. The group presented it at London 2012's offices on the 50th floor of Canary Wharf in January 2005: a literal high point that coincided happily with a substantial award from the Big Lottery Young People's Fund that secured the next three years for what was now – officially – the Architecture Crew.

From that modest beginning in a local school, the Crew now drew its membership from young people living or studying across the borough. Its mission was to 'ensure that young people are positively engaged in the regeneration of East London'.

2. Volunteer facilitators at Fundamental's *Give and Take* event in the Lift
3. Making the first Architecture Crew promo film with Zoë Flynn, Eyesaw Productions
4. Still from the latest Architecture Crew promo film produced with Eelyn Lee Productions
5. Our first Jack Petchey Award winner chooses to take other members Go Karting
6. Making Crew banners for the *London Open House* event with artist Nicola Griffiths
7. Exploring mobile structures with Atelier One Engineers
8. Introduction to the *London Plan* with Planning Aid for London
9. Crew member's design for the Serpentine Pavilion



Form following function

Developing an effective programme

The swimming pool design was, in retrospect, an ending as much as a beginning. Having imagined that the most effective way of putting young people on the regeneration map would be to put them literally in it, by designing and creating a building of their own, Fundamental soon realised that the Architecture Crew had greater immediate potential as a group of informed and confident young people, able to make a range of interventions in the growing debates around regeneration in the borough and well beyond.

The programme of activity that developed over the three years was, therefore, geared to giving members direct experience of the planning and architecture sector and the opportunity to form a critical understanding of regeneration, out of which they could find their own voices and, more importantly, know how to make them count. The idea was not to turn them into architects – though one member has gone on to an architecture degree and others are considering studying it. To encourage members to take some responsibility as citizens and to exercise a citizen's rights was at the core of the mission, the notion of regeneration being rather wider than simply the construction of more new buildings. Happy, thriving and sustainable communities – surely the ultimate aim of regeneration, or at least a desirable outcome – are not created out of a sense of powerlessness, after all.

As it has grown over the last three years, the Crew's programme has fallen into five types of activity, three of which are undertaken collectively and two tailored more to individual progress. As a group, Crew members attend regular day or evening trips, social events and open evenings to find out what new opportunities are coming up. Secondly, often in collaboration with another organisation, members work on substantial creative and multi-disciplinary projects that might take place over several days or even weeks. One example of this was the promo the Crew filmed to show what the regeneration of Newham looks like from a young person's perspective.

The film was made in Autumn 2007 in collaboration with filmmakers Eelyn Lee Productions and staff from Fundamental. During an intensive week, members worked on hand-painted animations that tell the story of the borough, from the docks to the high-tech modern developments that are now taking shape. In the process, they developed documentary filmmaking skills and filmed on location including capturing some dramatic shots by driving around in Fundamental's

10–13. Crew recruitment flyers

14. Flyer for promo film screening designed by Crew member

15. Flyer for Architecture Crew *Mind City* 60 Second Film Challenge

16. Trailer from Architecture Crew website developed with artist Helen Marshall

(Crew identity and publicity designed by Linda Byrne in consultation with Crew members)



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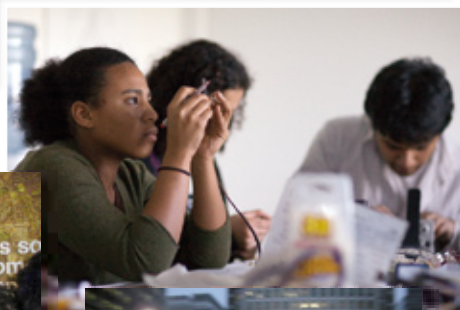
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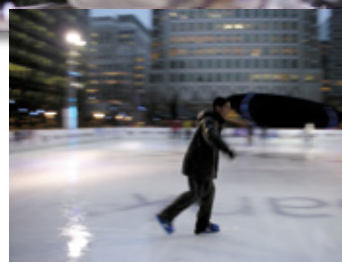
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seven-seater vehicle with a camera mounted on its dashboard. The film was premiered the following spring at an informal event at Stratford Circus, and is now being used as a tool to recruit new members.

The third kind of group activity might be thought of as a more than usually ambitious 'consultancy' service. Five Crew members had the opportunity to pursue an interest in this when they were invited onto the *Legacy Now Youth Panel*, run by Fundamental, alongside five other young people from each of the other four host Olympic boroughs. Their task was to help to shape what is left for young people when the Olympic Games are finished.

As the personal and social benefits of involvement in the Architecture Crew have become clearer, more emphasis has been laid on helping members to pursue their own personal development goals and enabling them to achieve a greater sense of independence through making their own way to events and workshops in and beyond the borough. Encouraging such autonomy is seen as more important than following a system of measuring individual progression through qualifications so, although Arts Awards were introduced in Autumn 2007 with remarkable success, there is no great desire as yet to make them central to the programme. What is core is giving young people opportunities to discover things for themselves, including what they are good at.

Crew members have regular chances to visit galleries and exhibitions in London – amongst many other visits, they have seen the annual temporary summer pavilion created by an international architect at the Serpentine Gallery, visited Tate Modern's major art show on *Global Cities* and seen Zaha Hadid's winning version of the Aquatics Centre at the Design Museum.

Part of the cityscape Architecture Crew productions

If the most important contributions that members of the Architecture Crew have made to regeneration are in terms of debate and raising awareness of the issues, it should not be assumed that nothing concrete has been produced. The same attention to technical skills and attractive presentation evident in the Aquatics

17. Filming the latest Architecture Crew promo film produced with Eelyn Lee Productions

18. *Big Draw* public art project at Stratford Station with Art on the Underground

19. Visit to the site of the Olympic Aquatics Centre

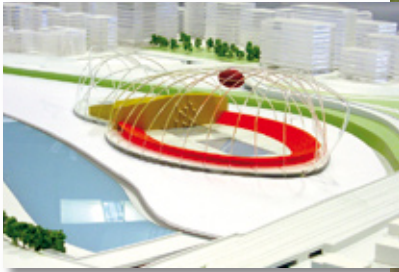
20. Crew member's design for a mobile architecture centre

21. Working on the *mapnewham* website with software developers Active Web Solutions

22. Recruiting new members at Newham's *Big Sunday* event at the Excel centre

23. Crew members taking part in a weekend film making workshop at the Serpentine Gallery

24. Ice skating at Canary Wharf



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designs can be seen in the wide variety of tangible items that Crew members have put together ever since, often in partnership with professional artists and Fundamental staff. Some items cleverly double as elements in members' personal portfolios. They include promotional films, podcasts, guest edited websites and local newspaper supplements, and a photographic exhibition at the National Portrait Gallery.

The Architecture Crew worked with photographer Liane Harris and with Nick Edwards, architectural educator and co-founder of Fundamental, on a weeklong project organised/funded by CABE and the National Portrait Gallery. Participants were able to explore some of the new developments happening in and around Stratford and through photography and portraiture consider their own position in relation to changes happening in East London. The portraits were exhibited at the Gallery in October 2007, its website noting that they offered 'an insightful look at the relationship between young people in Newham and the high specification, high rise homes being built in the area'.

As this suggests, the Architecture Crew is happy to go public with its investigations of the rapidly changing built environment its members live with and in. These can take documentary form, as in the creation, with artist Lucy Harrison, of a special pullout section of *The Stratford Grapevine*; or it can be more playful, as in the temporary public artwork members created with artist Michelle Williams for Stratford Station's mezzanine as part of the annual *Big Draw* event – a striking large-scale drawing of an imaginary skyline. Both were collaborative projects with Art on the Underground, exemplifying how effectively the Crew works with other agencies in the public realm.

The architectural dreaming has not stopped either, but rather than developing designs that will not be realised, the Crew has been involved in plans for a mobile architecture centre of their own, working with staff from Fundamental and Atelier One Engineers. This hands-on project has had members exploring moving structures from first principles, using shopping trolleys, pipes, fabric and other assorted materials as well as starting to think about what the mobile centre should be, say and do.

One way or another, the Crew is keeping architecture on the move.

- 25. Crew's winning design for the Aquatics Centre with support from Unit 22 Model Makers
- 26. Working at the *Legacy Now* Community Consultation Roadshows
- 27. Large scale painting at Camden Arts Centre during the *Archipeinture* exhibition
- 28. Laying out the Architecture Crew pull-out section of Lucy Harrison's *The Stratford Grapevine*
- 29. Working on the *My Space* exhibition for the National Portrait Gallery
- 30. Members co-facilitate *Mind City* workshops with filmmaker Natalie Pallier
- 31. Out and about at the *Fourth Plinth* Conference
- 32. Crew member's model of a mobile architecture centre

File under

Crew achievements

CONFERENCES

03/2007: Youth consultation session at Arts Council *Creative Services Summit*
03/2007: Q&A session at conference about Home Zones organised by London Play at City Hall
02/2008: Fourth Plinth Conference *Art in the Public Imagination* at the National Gallery. Q&A session with shortlisted artists

COMPETITIONS

05/2007: Architecture Crew logo competition with Linda Byrne Alphabetical Order Design
06/2007: *mapnewham* photography competition with Active Web Solutions
03/2009: Architecture Crew ran the *Mind City* 60 Second Film Challenge

CONSULTATION

02/2006: Youth consultation at the *Big Sunday* event at Excel. Findings published in *Soundings* April 2006
06/2008: Architecture Crew members developed consultation tools for *High Street 2012* event with Fluid's *Soundings*

DESIGN

11/2004–01/2005: *Aquatics Centre Architectural Competition*
10/2006: *Lift New Parliament* design workshops
08/2007: Serpentine Gallery Pavilion design workshop
04/2008: Mobile Architecture Centre design workshops with Atelier One Engineers. Concept designs published in *Soundings* July 2008

EVENTS

03/2007: Crew hosted *Are You Being Left Behind?* youth event with activities on the theme of Play. Findings published in *Soundings* May 2007
06/2008: Hosted *BUILD* visit from Solihull to *London Festival of Architecture*

EXHIBITIONS

02/2006: Exhibition stand at the *Big Sunday* event at Excel
09/2006: Architecture Crew banners exhibited at Grassroots and the Hub during *London Open House* weekend
09/2006: Large scale painting in the studio at Camden Arts Centre during *Archipeinture* exhibition
10/2007–02/2008: *My Space* exhibition at the National Portrait Gallery

FILM

11/2004: First promo film screened on *BBC Blast*
07/2005: *The Word from Manchester* DVD screened in Stratford on the day of the Olympic decision
04/2008: Promo film produced with Eelyn Lee Productions screened at Stratford Circus

PANELS

07/2006: *Lift New Parliament* community selection panel
10/2008 to present: *Legacy Now Youth Panel* – five host borough group engaged in Olympic Legacy planning

PODCASTS

06/2006: Newham Regeneration Tour podcast produced for *Architecture Week*
05/2008: Architecture Crew podcast for Architecture Centre Network

PUBLIC ART

10/2008: *Exquisite City Planners* large scale drawing event at Stratford Station for the *Big Draw* with Art on the Underground

PUBLICATIONS

11/2008: Architecture Crew pull out section of *The Stratford Grapevine* Issue 3 created with artist Lucy Harrison, commissioned by Art on the Underground

PUBLICITY

06/2005: Interviewed on London Today
07/2005: Interviewed on BBC Radio London
06/2006: Launch of Architecture Crew website developed with artist Helen Marshall during *Architecture Week*
11/2006 to present: Guest Editors of the Mayor's *Young Londoners* website

RESEARCH

05/2005: *The Word from Manchester* study of likely impact of hosting Olympic Games
11/2008: Urban Design Appraisal of Westfield shopping centre at White City

FURTHER INFORMATION

Visit www.architecturecrew.org or join in the blog at www.architecturecrew.blogspot.com
You can also find us on Facebook and Myspace

Shaping the Crew's course

Activities on offer

The Architecture Crew offers different kinds of activities so that members can engage appropriately according to their age, level of independence, interests and other commitments they may have. The offer includes both group activities and personal or individual challenges glued together by social events.

Opportunities

Voluntary and paid work opportunities, mentoring support, placements and Awards supported by Fundamental staff.

Events

Crew members are supported to take part in training and consultation events usually provided by another organisation.

Independence

Crew members participate in events without support. Staff signpost suitable opportunities and provide advice.

Outreach

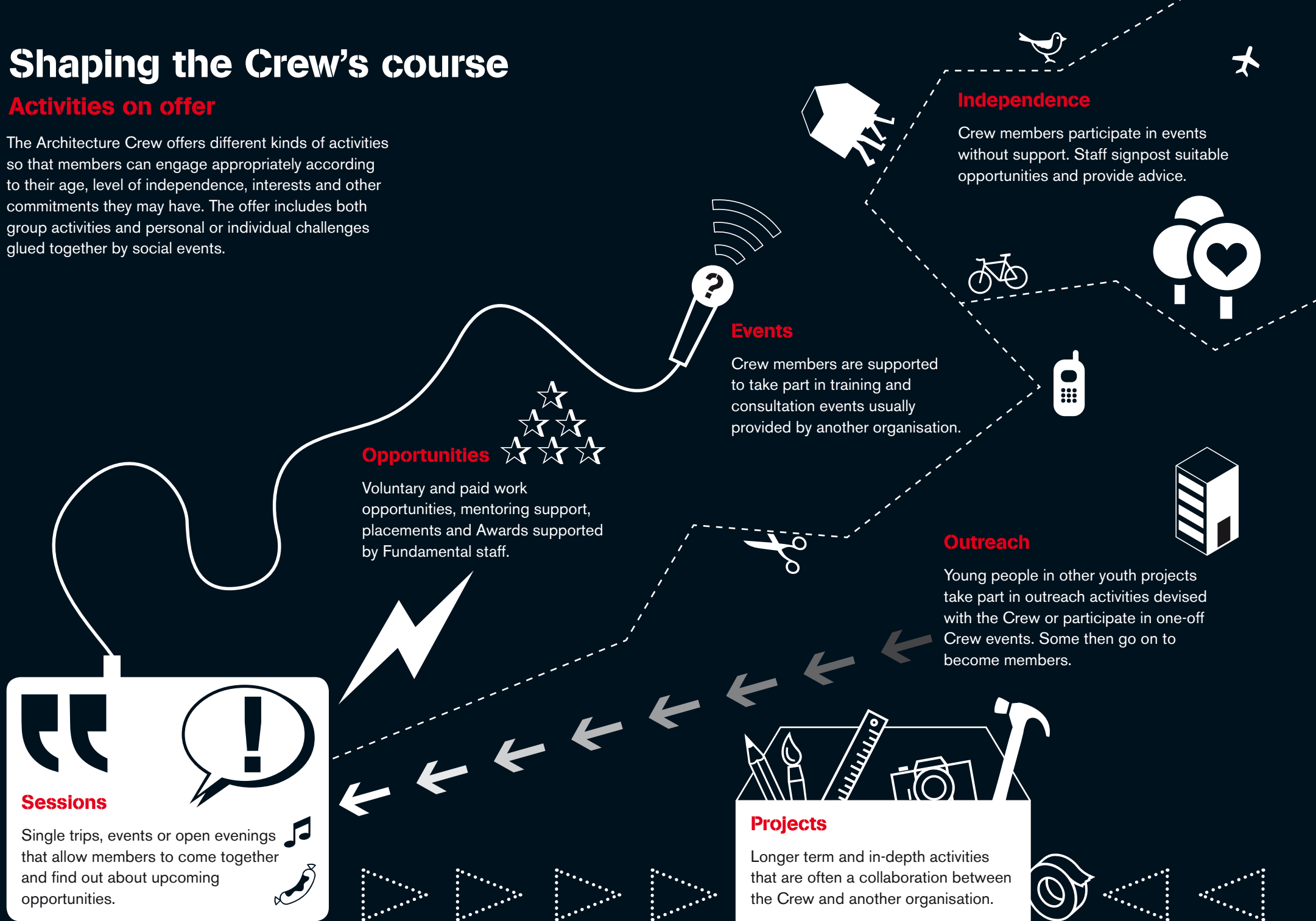
Young people in other youth projects take part in outreach activities devised with the Crew or participate in one-off Crew events. Some then go on to become members.

Sessions

Single trips, events or open evenings that allow members to come together and find out about upcoming opportunities.

Projects

Longer term and in-depth activities that are often a collaboration between the Crew and another organisation.

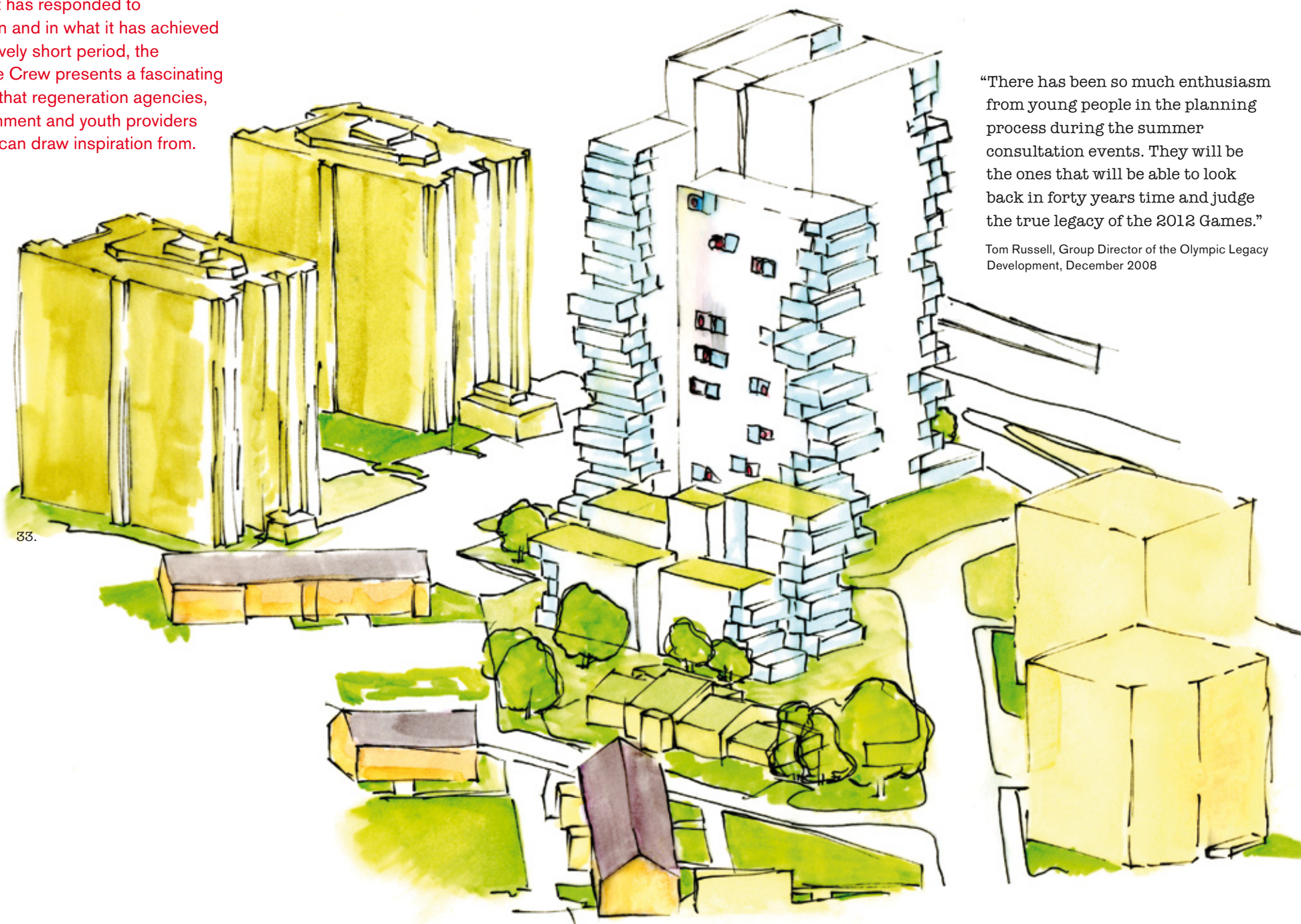


Talk about regeneration

In the way it has responded to regeneration and in what it has achieved over a relatively short period, the Architecture Crew presents a fascinating case study that regeneration agencies, local government and youth providers nationwide can draw inspiration from.

“There has been so much enthusiasm from young people in the planning process during the summer consultation events. They will be the ones that will be able to look back in forty years time and judge the true legacy of the 2012 Games.”

Tom Russell, Group Director of the Olympic Legacy Development, December 2008



When plans are made for urban regeneration, you often hear a great deal of rhetoric about 'consulting the local community' but little evidence of it actually happening. Equally, when policies are mooted for improving the lives of young people, you often hear a great deal of similar rhetoric about 'listening to young people', which again is rarely reflected in concrete practice.

The reason for this is not usually a lack of interest in consultation nor a craven desire to avoid accountability; most planners and policy makers are keen to hear local observations and opinions to find out whether what they are trying to achieve is, in fact, achievable on the ground and likely to work effectively. The problem is, quite simply, that meaningful, in-depth consultation is hard work and hard to organise when you are coming in from the outside.

The Architecture Crew is a remarkable project that plays a significant role in consultation about both young people and the built environment – and not just on its home territory of Newham in East London, as it offers a potential model for similar initiatives elsewhere in the country. As a group of young people, aged 13–19, well versed in matters of the built environment and regeneration, the Crew is regularly canvassed and listened to by people in authority, sharing its views and ideas with major organisations, ranging from the Greater London Authority to the London International Festival of Theatre to the London Development Agency.

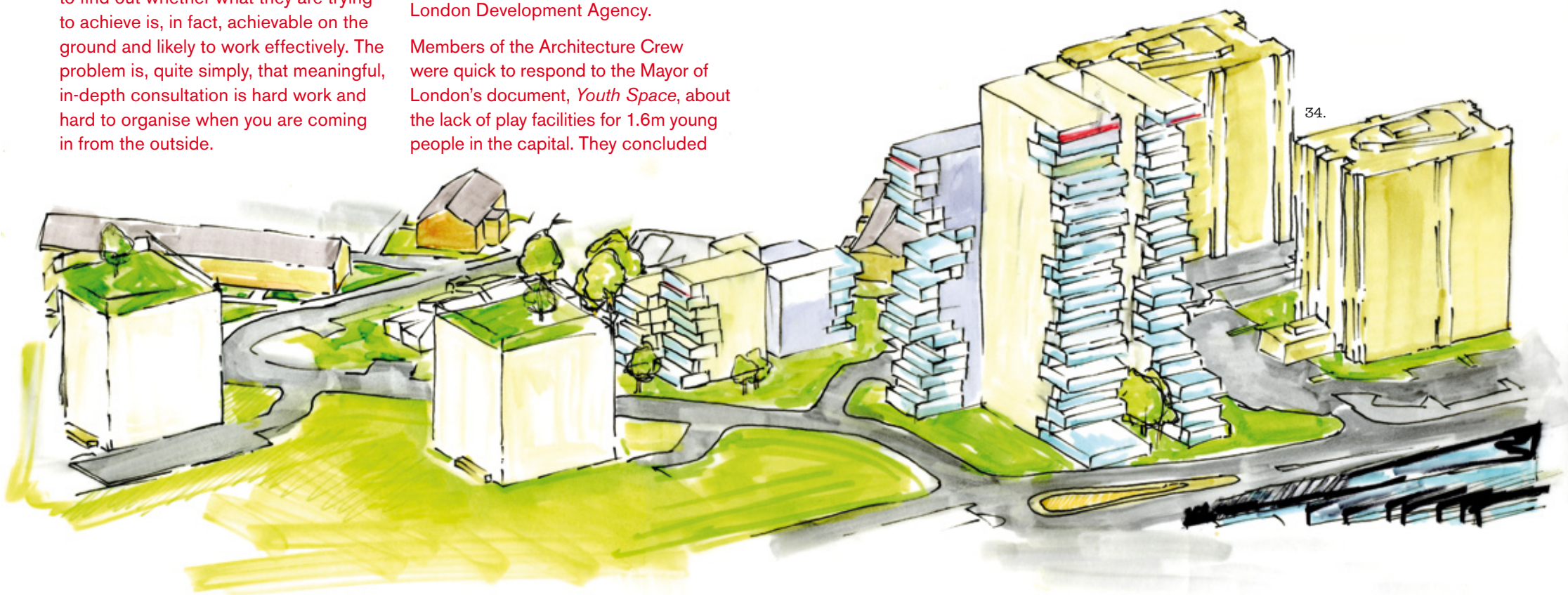
Members of the Architecture Crew were quick to respond to the Mayor of London's document, *Youth Space*, about the lack of play facilities for 1.6m young people in the capital. They concluded

that there was a need to get the right balance between providing the capital's youth with their own play and recreational amenities and finding ways to include them in our public spaces and facilities. The Crew also took over the teen spot on the Mayor's website, not just to promote their work and their interests but to investigate the *London Plan* and its provision for young people.

The Crew is also in an ideal position to do its own consultation and research amongst people in its home borough, to find out what they genuinely think of

the extraordinary changes happening around them – and to pass that on to those with more influence and power. One recent example of this was the *High Street 2012* consultation.

Several Crew members worked with Soundings, part of Fluid Architects, to devise authentic 'community consultation' tools to test public opinion on a new High Street that will run from Stratford to Aldgate, linking the City to the 2012 Games site. The group produced a game, carried out vox pop interviews and devised a mood board,



which they used to ask people about their ideas for the future of the street. Their findings were included in the final official report to the Council.

Newham is, of course, at the epicentre of urban regeneration in London, with 50,000 new homes, three times as many major planning applications as anywhere else in the country and no fewer than 25 major regeneration sites. As a major site for the 2012 Olympics (over half of the main park is based in Newham), new developments include an 80,000 seater stadium and a new international rail station. The creation of Stratford City will generate 4,500 new homes, a major shopping centre, hotels and schools. All this means that the borough is literally changing shape – with all the implications this has for local people and local culture, especially one where there are still high levels of deprivation.

Newham teenagers will be working adults by 2012 so the success or failure of these massive regeneration projects will have a profound effect on their life chances. The emergence of the Architecture Crew five years ago can be seen as a direct response to the challenge that all this presents – both to the developers and to those being ‘developed’.

In carrying out research into the likely effects of the Olympic Games on East London, the Architecture Crew went to East Manchester to find out what lessons had been learned from holding the Commonwealth Games in 2002. It seemed that, although local people had been consulted often and in detail,

the new housing and retail outlets there were aimed more at wealthier outsiders. This strengthened the Crew’s conclusions that local communities should be listened to in order to find out what will work, not just asked to approve plans that have already been drawn up. Job creation has to be sustained for local people – temporary posts during the Olympics period are of limited value. And some young people would like to be paid for work, not just expected to volunteer.

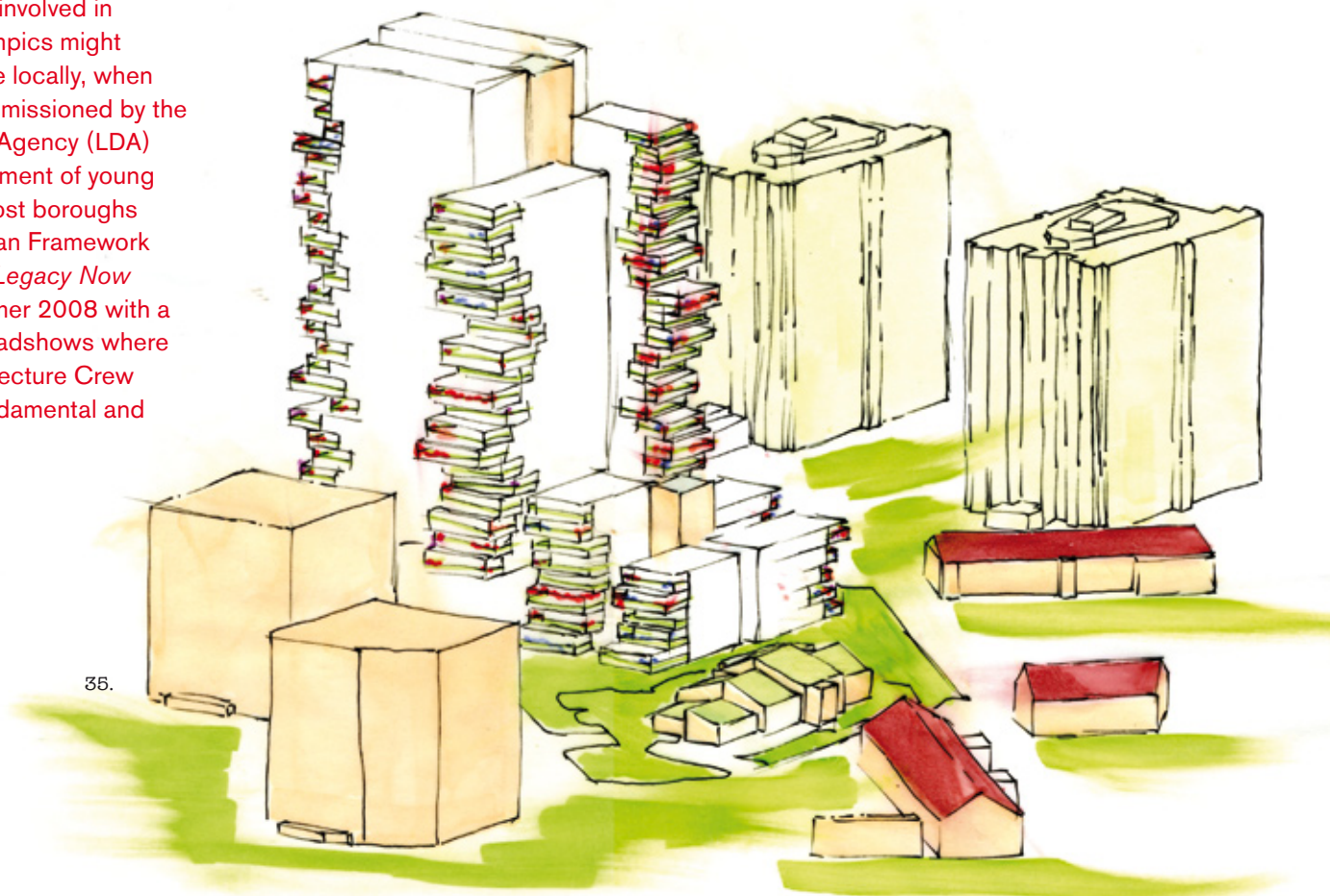
Members of the Architecture Crew became more directly involved in shaping what the Olympics might mean for young people locally, when Fundamental was commissioned by the London Development Agency (LDA) to support the engagement of young people from the five host boroughs in its Legacy Masterplan Framework for the Olympic Park. *Legacy Now* was launched in Summer 2008 with a series of interactive roadshows where members of the Architecture Crew worked alongside Fundamental and

LDA staff. The Youth Panel, which has five Crew members, is now regularly meeting with the masterplanning team to review designs and plans, visiting the Olympic Park and other regeneration sites, taking on work placements or work experience, presenting and consulting with wider groups of people and producing a soundscape for the flythrough on the *Legacy Now* website, as well as planning a large-scale youth event for Summer 2009. The Panel has also submitted a formal response to the

current Legacy plan, a new departure for members, and written a manifesto of its own priorities for the future post-Olympic City.

Whether invited to contribute ideas on Olympic legacy or finding out for itself what the local community thinks about regeneration, the Architecture Crew is at the crucial interface between the developer and the public.

33–35. Crew member’s sketch designs produced during a work placement at Ash Sakula Architects



Engaging young people

‘With all this talk about regeneration isn’t it time you found out what is actually happening? Join the Architecture Crew, a youth project for 13–19 year olds who live or study in Newham. Come along and meet new people, do cool projects, get new skills, go places, influence the decision makers and make a difference. It’s your future so take part!’ Recruitment publicity

The Architecture Crew does what it says on the tin. Joining the Crew is not just about signing a teenage manifesto, nor is it simply a chance for young people to ‘have their say’. The Crew is about genuine engagement with and understanding of the real world of architecture, the built environment, public space and regeneration. It offers young people a unique way to discover more about this world, to learn the skills necessary to be taken seriously in it and to find out more about their own strengths and aptitudes – even, perhaps to find a future career through their involvement. It is also about the opportunity to explore different art forms and to broaden creative and organisational skills in an *arts-led* approach to regeneration awareness.

Identity and confidence

‘A lot of the time you’re just a kid and don’t get really get to express any opinions. But with the Architecture Crew, you get to say what you think about the area and how they could improve it.’

Right from the start, a strong group identity developed amongst people joining the Architecture Crew, mainly because the practical tasks they were set involved them actively learning together. This can be seen most obviously in the distinctive branding and website profile they have created for themselves. The feeling that being part of the Crew was special and important was strengthened when members had the opportunity



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to talk to professionals and people with power and influence and were taken seriously. As confidence has grown, so too have opinions about local regeneration and many members now feel able to put forward strong views as bona fide members of a community going through great changes.

'Just to stand up in public with my own design gave me more confidence and made me feel, as a young person, that I'd had my say and was able to present my idea without feeling ignored. It was a very nervous moment, but a special memory.'

Curiosity and enjoyment

'I've been in the Architecture Crew for five years and being able to learn about the changes and the regeneration has opened my eyes. It has helped me to take my area and community more seriously.'

As a result of site visits and trying out architectural and planning designs themselves, members have become much more observant and curious about the buildings around them and in particular those being created through regeneration. Their critical faculties have been sharpened – for example, in order to assess what the Westfield Stratford City might be like, members visited the new Shopping Centre in White City, West London and carried out their own Urban Design Appraisal. They liked the large scale of the space, its openness and modernity. Their creative potential has also been realised in finding new ways of exploring the built environment and the process of regeneration, including making films and animations, writing, taking photographs and recording podcasts.

It is not all about learning, either. There are numerous opportunities to participate in creative and other projects, from creating a film artwork for *BBC Blast*

to taking part in a unique interactive piece devised by Blast Theory, an online chase game where visitors to the Royal Opera House could interact online with live runners in Mile End Park using GPS.

'If I hadn't joined the Architecture Crew, I wouldn't have had the experience. I would have just been sitting upstairs playing on my Playstation and missing all the fun.'

Training and progression

The Architecture Crew has earned a strong reputation for the questions it asks and the contributions it makes to the public debate.

'The Crew produced questions for the panel of very eminent artists that were mature, insightful and challenging; they asked these questions with poise and confidence in a public forum that would have daunted many adults.'

Speaker at conference on the *Fourth Plinth* (Trafalgar Square)

Although the purpose of the project is not to produce budding architects, the opportunity is there for members to learn, to progress, to secure work placements – at practices run by David Adjaye, Ash Sakula and other leading architects – and, if they wish, to seek accreditation for their contribution to the Architecture Crew.

'Thanks to the Architecture Crew, I was able to gain some experience working at events like London Pride Festival, Crystal Palace Youth Games and the Newham Mayor's Show. My job was to help with the consultation done by the London Development Agency and Beyond Green, looking at what the legacy after 2012 could be and what people at these events want the Olympic Park to become.'



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The Arts Award, a nationally recognised qualification that supports young people as artists and arts leaders, was adopted in Autumn 2007. In the first round, four members achieved Bronze awards and two won Silver. One secured his award by creating publicity for the screening of the Crew's promotional film, assisted by Fundamental's graphic designer.

A number of members have now gone on to university and art college. One is taking an architecture degree at South Bank University; another is studying graphic design at Central St Martins and another is doing an Arts Foundation at London College of Communications; others are taking media and medical degrees. The architecture student had this to say on how being a member of the Architecture Crew had influenced her:

'When the other students all sit there saying, I love this or I love that, I have a more critical view of things. I can stand back and say, No, actually, that's a load of rubbish. They are thinking about the aesthetics of it but I remember my work experience and none of the discussion then was about the aesthetics or how it looked: it was just about how much the client could pay and how much the planning permission would allow.'

Whatever route members ultimately take, academically or in their careers, the experience of being part of the Architecture Crew has given them not just greater confidence in themselves and in their own judgement but a wider understanding of the way the world works and how they can exercise their rights as citizens in it.

The Architecture Crew is the brainchild of Fundamental Architectural Inclusion, an architecture centre based in East London that seeks new ways for communities to participate in the transformation of their neighbourhoods.

The Architecture Crew was established in June 2004 and received a funding award from the Big Lottery Young People's Fund between January 2006 and December 2008, with additional support from the Jack Petchey Foundation, CABE (Commission for Architecture and the Built Environment), Local Network Fund and Youth Opportunity Fund.

The Architecture Crew programme is devised and delivered by centre staff Barby Asante, Joe Nuza, Nick Edwards and Jane Leighton with additional support from our pool of freelance arts practitioners and volunteers.

Evaluation of the 3 year Lottery funded period was managed by Leila Baker, Fundamental's policy and research associate, with additional help from Ann Clare and Jake Garber.

This publication was written by Richard Ings (richardings@blueyonder.co.uk), designed by Linda Byrne (www.alphabetical-order.co.uk) and printed by Jigsaw Colour.

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