

PPS 1 & 4 Community Impact – MAIN ROOM

Andy Sykes, Chief Executive, E:merge

PPS 2 & 5- Mental Health & Wellbeing – DRAMA ROOM (This Room)

Bea Herbert, Founder & Director, States of Mind (Social Enterprise)

PPS 3 & 6 Employment & Skills: Engaging young people through Football Family Programme – **GEOGRAPHY ROOM**

David Simms, Head of Business Development & Partnerships, Inspire & Educate



States of mind

YOUTH LED APPROACHES TO WELLBEING



THE VISION

- To make psychological research and practice more accessible for young people
- To engage young people in designing a mental health organisation
- To create a preventative model of mental health support
- To provide an understanding of mental health that is holistic and non pathologising - Focusing on context

WHAT DO YOUNG PEOPLE WANT?

- Less medicalised/ clinical language.
- To move beyond public awareness, to self awareness.
- To understand the causes of mental health concerns.
- To create change by doing.
- To work with professionals to develop solutions.

ONE YEAR LATER

- 350 Students have taken part in the programme
- Wellbeing Week 'A Holistic Journey to Mental Health'
- Podcast Series on mental health and wellbeing coproduced with teachers and students.
- Film coproduced with students and teachers exploring the causes of mental health problems
- 'Breaking the Silence' Project Exploring the impact Ofsted has on students mental health and identity: A letter to Amanda Speilman
- Wellbeing Ambassadors Programme Co-produced with a student team
- 45 Wellbeing Ambassadors Trained and ready to go!

WHATS NEXT?

Newham Wellbeing Ambassadors Programme

- 8 schools and colleges
- 240 Ambassadors
- Recruitment and Training
- 3 projects per school
- Social Impact and Sustainability focus
- Innovation in Education Event

MAKING THE PROCESS THERAPEUTIC

- Ask young people for help
- Replace the need to fix with curiosity
- Sitting with uncertainty (empathy)
- Allow young people to have ownership
- Set clear timelines/ manage expectations
- Give young people a seat at the table Remove Power Imbalances
- Explore the value of failing



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