



ANYTHING CAN HAPPEN

www.kny.com

HAPPEN (v): to take place

If your inclination is to see, and do, things a little differently;

If you believe that innovation and fresh thinking create the spark;

If you're intrigued by the prospect of an artist-led creative programme that is bringing about positive and lasting change, to the benefit of all in Bedfordshire;

And if the opportunity to be a partner in these changes, either as an organisation or as an individual, were something you'd like to happen...

Then probably a better place to start is: "Why not?"

HAPPEN lives for innovation; an "open mind" approach with the potential to do great things, simply by putting creativity at the heart of everyday lives.

To make it HAPPEN, we're keen to build relationships with people and local organisations that will naturally develop into lasting friendships – both sides committed to innovation, and new ways of doing things.

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HAPPEN (v): to become reality;

HAPPEN is a strategic partnership initiative between Arts Council England and the 5 local authorities in Bedfordshire (including Luton).

Unlike consultants, HAPPEN is not commercially driven. Instead, we have something quite unique: a creative programme with a social agenda, designed to connect with local people, by bringing creativity into their lives in surprising - and inspiring - ways.

Individually, we bring an enormous breadth of experience and expertise to HAPPEN, with real hands-on understanding of the challenges within Bedfordshire and the Eastern region.

We bring many other invaluable ingredients with us, too; the ones that are needed to make things happen: talent, spontaneity, and enthusiasm.

W h e e r

1 ECONOMIC

Developing the creative industries sector.
Helping to attract workers, tourists, and investment.
Entrepreneurship, innovation and competitiveness.
Developing basic skills among job-seekers.

2 SOCIAL

Improving people's built environment.
Assisting with community cohesion and identity.
Encouraging participation in community life.
Increasing opportunities for young people.

HAPPEN (v): to come into being;

Where does HAPPEN want to make an impression?



3

EDUCATIONAL

Developing creativity across the curriculum.

Improving self-esteem in young people.

Inspirational training and learning opportunities.

Engaging hard-to-reach young people.

wow

HAPPEN (v): to take place;
become reality;
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Now it gets really exciting...

Talk with us.

Hear our ideas.

Tell us yours.

Share our thinking.

Join in.

Why not?



Together, we can ma



ake anything HAPPEN

HAPPEN

MAKING ART HAPPEN
FOR BEDFORDSHIRE

visit us at www.happen.org.uk

The Smithy The Village Old Warden Bedfordshire SG18 9HQ

