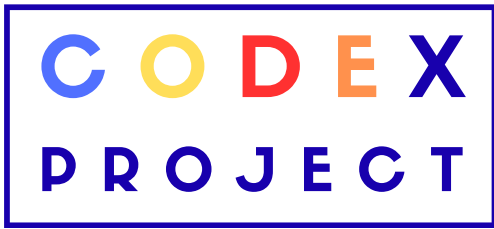


CODEX

FACILITATOR HANDBOOK



'Puzzle 4 Sidmouth'
Bob & Roberta Smith
Sidmouth Wallspace



Thank You for Joining the CODEX Project

We're thrilled that you and your learners are part of this second iteration of the CODEX project. Your commitment to giving young people a voice through art is what makes this initiative powerful. Together, we'll create work that speaks to communities and celebrates creativity across schools and settings.

Project Overview — Why This, Why Now

CODEX brings educators and young people together to co-create public-facing artworks and amplify youth voice. In a rapidly changing world, learners need authentic platforms to express lived experiences, build creative confidence, and see their ideas valued by their communities.

This project is designed to unlock creativity, foster growth, and celebrate diverse voices through the power of art—while strengthening teacher collaboration across phases and settings.

What is CODEX?

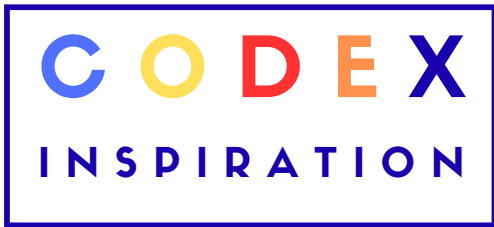
CODEX is a Sidmouth School of Art / Sidmouth Coastal Community Hub partnership initiative blending art forms to empower young people, upskill educators, and unite communities. It champions public platforms where stories can be shared and heard, inviting schools across the South West and beyond to participate.

Explore the original CODEX project concept and short film plus other projects here:

www.sidmouthart.org/projects/wallspace/codex

www.sidmouthart.org





Key Inspirations — Art Advocacy and Youth Voice

CODEX is rooted in the belief that art is not just decoration—it is dialogue, activism, and advocacy. The works that inspire this project demonstrate how visual language can amplify voices, challenge norms, and create spaces for civic engagement. For our learners, this is more than making something “beautiful”; it’s about making something meaningful. In a world where young people often feel unheard, projects like CODEX give them a platform to be seen and listened to. This is not an “extra”—it’s essential for nurturing active citizens and empathetic thinkers.

Bob & Roberta Smith — Champion of Art as a Human Right

Bob & Roberta Smith (Patrick Brill OBE) is internationally recognised for his vibrant, text-based works that advocate for art, education, and democracy. His slogans—hand-painted in bold colours—turn everyday phrases into calls for action. Smith argues that “Art is a human right”, and his practice models how creativity can challenge inequality and inspire participation.

Two key works shape CODEX:

Puzzle 4 Sidmouth: Co-created with Sidmouth School of Art, this piece transforms a public wall into a space for dialogue. Its playful typography and colour invite communities to think about creativity and belonging. See more information on this work here:

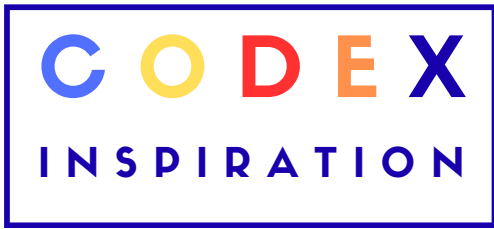
www.sidmouthart.org/projects/wallspace/puzzle-4-sidmouth

The Thamesmead Codex: A landmark project blending interviews, placards, and painted text to celebrate collective storytelling. Exhibited at Tate Modern until Jan 26, it shows how art can capture lived experience and amplify local voices.

Why This Matters for Our Classrooms

By engaging with these works, students see that art can be activism. They learn that their posters, slogans, and compositions are not just tasks—they are statements of identity and hope. Whether addressing climate change, mental health, equality, or community pride, learners discover that their creativity can spark conversations and influence change.





About Sidmouth School of Art (SSOA)

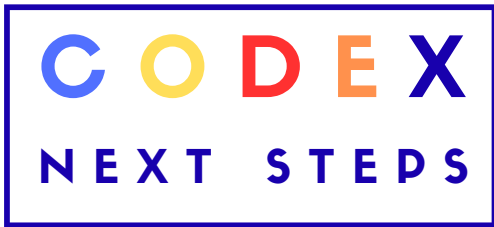
Sidmouth School of Art is a community-led arts organisation with a bold vision: to make Sidmouth the artwork and its people the artists. Co-founded with internationally acclaimed artist David Shrigley OBE, the organisation champions creativity as a force for social good, connecting people across generations through ambitious and inclusive public art projects. Its mission is to ensure that art is accessible, participatory, and transformative, prioritising opportunities for young people to build confidence, develop skills, and experience art as a tool for dialogue and activism.

The original Codex project was inspired by The Thamesmead Codex, a landmark artwork exhibited at Tate Modern. Sidmouth School of Art adapted its spirit of collective storytelling and identity into a school-based programme, inviting learners to create collaborative artworks that amplify youth voice. This foundation paved the way for the current iteration of CODEX, which continues the legacy by embedding advocacy and activism into classroom practice. By partnering with Sidmouth School of Art, schools gain access to expertise in public art and participatory practice, connections with leading contemporary artists such as Bob & Roberta Smith, and a platform for student work to be seen and celebrated in public exhibitions—reinforcing that young voices matter.

For more information about Sidmouth School of Art and its projects, visit:

<https://sidmouthart.org>





Who Is CODEX For?

Primary, secondary, and post-16 learners, including alternative provision, youth clubs and community groups. Teachers, facilitators, art leaders, technicians, and support staff across art and design, photography, creative subject specialisms and cross-curricular projects.

What You and Your Learners Will Do

Create a 2D artwork in any medium—paint, collage, digital, drawing, or mixed media—responding to the themes, aesthetics, and activist spirit of

'Puzzle 4 Sidmouth' and the 'Thamesmead Codex'.

Student, teacher and workshop leader pieces are equally welcome; collaborative group works are encouraged.

Learning Intentions & Curriculum Links

Develop visual communication using text, colour, and composition.

Articulate personal and community concerns.

Experiment with media processes; refine and present outcomes for a public audience.

Build cultural capital by encountering contemporary artists and public art practices.

Designed Not to Add to Workload

Ready-to-teach mini-briefs and adaptable slides for different key stages.

Short, repeatable lesson sequences (2-4 lessons) that slot into existing schemes.

Shared exemplars, quick prompts, and simple materials lists.

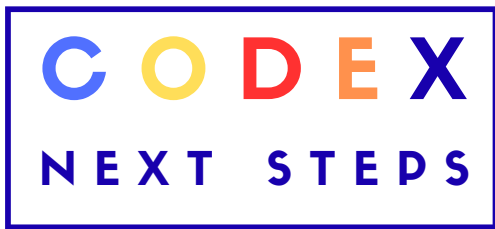
Optional online meet-ups for idea swaps rather than additional meetings.

Support You'll Receive

Teacher Pack with overview, prompts, and submission guidance.

Opportunity for online sharing sessions to exchange progress and ideas.





Exhibition & Celebration

All submitted responses will be showcased in a large collective **exhibition in Autumn 2026**, celebrating the creativity and voices of young people and educators. Selected works may also feature in digital galleries and local pop-up displays.

Submission & Next Steps

Plan and run your lessons at a pace that suits your timetable. Select and prepare 2D outcomes for submission.

Final submission deadline: Friday 10th July 2026 – giving you time to plan, develop ideas, and embed the project into curriculum or extra-curricular opportunities.

Send or deliver your submissions to:

Sam Eyre

Head of Creative Arts, Coombeshead Academy, Newton Abbot, Devon, TQ12 1PT

Safeguarding & Permissions

Schools retain responsibility for obtaining image/display permissions for student work and names. We recommend first-name-only labels for public display unless additional consent is obtained.

Accessibility & Inclusion

Resources are adaptable for diverse needs and learning profiles, including Alternative Provision. Outcomes can be individual or collaborative; process documentation is welcome.

For support, resources, or queries, contact: Sam Eyre
sam.eyre@coombesheadacademy.org.uk

