

A black and white photograph of a person wearing a black leather jacket, carrying a large sack filled with newspapers. The sack is secured with straps and has the word 'Herald' visible on it. A bright yellow horizontal band is overlaid across the middle of the image, containing the word 'OVERVIEW' in white capital letters.

# OVERVIEW

SETTING UP & RUNNING  
MAKERIGHT: FOR PRISON STAFF  
PART 1 of 6

**MAKERIGHT**  
**DESIGN**  
**COURSE**



A black and white photograph of a woman with long, light-colored hair, wearing a dark coat. She is holding a newspaper in front of her, which is partially open, showing some text and a large image. The background is blurred, showing other people in a crowd.

# Pack 1: Content

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**1a:**

**What is  
Makeright?**

# What is Makeright?

## ‘Making Bags to Make Good’

Makeright is a course that runs in prison industries (textiles) over a maximum of 8 weeks.

Across the world inmates often work for ‘Prison Industries’ whilst serving time in order to keep busy, earn income and learn new skills. Whilst prison industries and purposeful activity is key for inmates, the prison and commercial enterprises, inmates aren’t always trained with skills that may lead to future employment opportunities following their release.

Transferable skills are needed for prisoners to become more resilient in the highly competitive and changing workplace. Makeright teaches design thinking skills through supporting inmates to design anti-theft bags. It’s important to remember that the basis of this course is about the changing mindsets through the use of design thinking.

This course has been delivered in HMP Thameside, London where the first collection of bags were designed and then produced by inmates from HMP Kilmarnock near Glasgow. The collection takes its name from the Makeright Design Academy, a design education initiative for prison industries led by Design Against Crime Research Centre (DACRC) at Central St. Martins, University of the Arts London.

We are excited that you are wanting to deliver the Makeright course and be part of the scaling up of this project to other prisons in the UK.





## **HMP Collaborations**

We work with a number of HMP Prisons and design volunteers from various universities. The current designs were created by inmate learners at HMP Thameside, London and then produced by inmates at Kilmarnock near Glasgow. We are working to scale this project to other UK prisons who have expressed interest in delivering the Makeright course.



# **1b:** **Makeright rules & tools**



# What are the Makeright resources and how to use them.

During the delivery of the course this toolkit provides you with the resources to run Makeright.



## OVERVIEW:

This pack provides introductory information about Makeright, an overview to the teaching materials and key information related to who the course is for, timings of the course and setting up a delivery team.



## Roles explained:

Through delivering Makeright at HMP Thameside and HMP Doncaster we have realised that a clearly defined team needs to be created before embarking on delivering the course. In the next pack you will see more information about the key roles within the delivery team and the responsibilities each role has. It is key to identify your roles with enough time so you all are clear about your responsibilities and what you have to do, well in advance of the course starting.



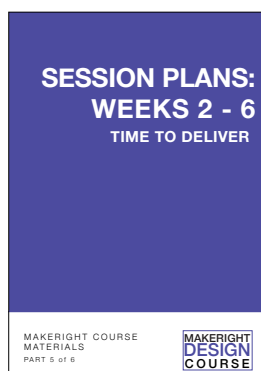
## STITCH SKILL DEVELOPMENT: WEEK 0

This week is optional for learners already trained in basic stitch skills or those that have been with you in the textiles studio for a while. The purpose of this week is to bring all learners up to the same level of basic stitch skills before embarking on the Makeright course. The week starts with an introduction to sewing machines, how to thread them and then moves into how to put in zips, seams and culminates in the construction of a small bag from patterns. In our experience this was a week we always took the learners through, as it was an opportunity for all learners to brush up or develop their skills, it got the learners in the frame of mind of making bags and it was fun!



## SESSION PLAN: WEEK 1

This week is key for the Makeright course to work, and is compulsory for all learners to attend (this is where scheduling is key) in order to get underway before the design development starts. Over the course of the week learners will be taken through 23 educational techniques and games (it's sounds like a lot but they are all activity based which makes it easier and more engaging for both facilitators and learners). By the end of the week learners will have developed a persona to design for, identified when that persona may be vulnerable to theft and made 3D initial paper prototypes.



## SESSION PLANS: WEEK 2-6

The following 6 weeks of the course focus learners on developing their bag/accessory design(s) to a point where they have refined patterns which could be taken to production, a final toile for presentation and any calico prototypes to show their making process and design development. The final week (8) is used to work with learners to gather their design work (including all activity based handouts/work in week 1) and create a portfolio in preparation for accreditation (this will be in partnership with your education provider).



## ACCREDITATION: WEEK 7

Week 7 is used for learners to compile all work they have completed throughout the course in preparation for accreditation. With support from the facilitation team and the Accreditor (see Roles: Explained pack), learners will refine and finalise their portfolios of work to be reviewed for certification.



# 1c: What you need to know

# Who is this toolkit for?

Typically a course like this would be located within the education department in prison, however, Makeright is located within Prison Industries in order to provide “purposeful learning” linked to creativity and wellbeing activities. The aim of this course is to teach learners transferrable “thinking” skills as well as aid in the development of better communication, team work, conceptual design skills, pragmatic making skills and enterprise skills.

This course is aimed at members of staff working in prison industries (textiles, print, media), education, prison officers and senior leadership. In order to make the course work you would need to form a team that spans across these groups but we will cover that in more detail in the next information pack.

Makeright has been successfully run in HMP Thameside and HMP Doncaster and has had staff delivery teams formed of members from the textiles and print studios, Novus education providers, Families First, Resettlement, Operating Support Officers, Works Party officers and Senior Leadership managers.





# Setting up Makeright

A Design Thinking Course to create anti-theft bags & accessories.

## Before you start:

The Makeright course is not only for learners but also for you and your team. You might find that some of the activities available are useful in other contexts of your work, teaching or training. The course has been developed at HMP Thameside over 8 iterations, working with 80 learners and 40 student design volunteers, who have all contributed to its evolution. But its evolution does not stop there. This course is also an invitation to experiment and we welcome feedback and new ideas around teaching activities that can continue its development.

## Timings and course length:

Makeright is a 7 week course that takes learners through the design process in order to create design outcomes (in this case bags and accessories) that protect users from crime. You can choose to run the course in whatever way suits your team and the prisons regime. To give you an example at HMP Thameside, we ran the course every afternoon, Monday to Friday for 7 weeks but you may choose to run the course full time (both morning and afternoon sessions) for 3.5 weeks, we have designed the course to be flexible, however bear in mind it is always good to allow learners time and space for reflection and design development in cell or on the wing.

## Forming your team:

In order to make this structure work, you will need at least 4 colleagues. Remember a strong team far outweighs an individual and collaboration is key to design and to Makeright. It's important to form a team (of staff from within your prison) that will help in the set up and delivery of the course. It's also a good idea to have team members from a cross section of the staffing hierarchy i.e. having a senior manager as well as operational and works party officers in order to support with the setup and running of the course.



