ADEPT President's Awards 2024

Entry form

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Award category Shaping Places for People

Project Title Rendlesham Revealed Community Archaeology Project

Local authority entrant Suffolk County Council

Headline summary (150 characters max.)

Delivering health & wellbeing benefits through internationally significant archaeological research in a groundbreaking community archaeology project.

Please note we need at least one supporting image per award submission. Upload your image/s below.







Video - please paste links to any video evidence here. (Leave blank if not relevant.)

Playlist of x5 videos "Uncovering Anglo-Saxon Rendlesham – The Excavations" https://www.youtube.com/playlist?list=PL6s2sDzfXMihySdMOwhPbZThph0Er9_de

Video made by Suffolk Mind at the excavations https://youtu.be/WYhAS7uG518

Video made by Suffolk Family Carers (aged 13-16yrs) at the excavations https://youtu.be/1r5P6jvP3CY

Shaping places for people: How was this project an innovative response to a significant concern? (150 words max.)

Heritage Crime involving illegal metal detecting and theft is a significant concern. This has reduced at Rendlesham following the on-site presence of responsible archaeological investigation. This project has also revealed the condition of the finite archaeology, which has been damaged by intensive agricultural practices, and enabled landowners to understand and better manage it in the future.

There are very few opportunities for the public to engage in archaeology, as it is mostly development-led and on inaccessible private land. Through this project's fieldwork programme, people have a deepened sense of place making connections with their local heritage. Covid-19 and lockdown also highlighted the importance of sharing resources online, which was continued throughout the project, see https://heritage.suffolk.gov.uk/rendlesham

Mental health support in Suffolk (and nationally) has limited resources, impacting the NHS and other services. Through this project, patients referred to Suffolk Mind were given hands on training in archaeology supporting their wellbeing.

Shaping places for people: Please give evidence of the quality of outcomes obtained from the project (for example improved/more efficient services, increased inclusivity for residents, futureproofing the service). (150 words max.)

Local people received training in archaeological fieldwork resulting in a network of skilled volunteers bringing capacity to the Archaeological Service. This is continuing with people now volunteering to curate the County's archaeological archives.

New partnerships with Suffolk Mind, Suffolk Family Carers and local schools increased inclusivity, engaging people who face significant barriers and do not have opportunities to engage with archaeology. Training was recorded in 'British Archaeological Jobs Resource Archaeology Skills Passports'. Financial support was provided for transport and accommodation.

Feedback evaluation demonstrated improved wellbeing of 27-41%, which volunteers attributed to their involvement as part of the team, the importance of the archaeology, connecting to place and heritage, and having the choice of new opportunities. For the Suffolk Mind patients, this positive improvement is extremely rare and has not been seen before for patients with such complex and long, enduring diagnoses of Borderline Personality Disorder (BPD) and PTSD.

Shaping places for people: Please give evidence of the level of collaboration between place and people services (both within the council and with external partners/providers). (150 words max.)

New cross-service partnerships with health services (Suffolk Mind and Suffolk Family Carers), ensured needs were met and barriers removed to engage more people – such as fully-funded bespoke residentials.

Six organisations provided grant support.

21 local and national partners/stakeholders formed the project's "Partnership Advisory Group" to advise and deliver various aspects of the project as in-kind contributions, benefitting the local community. Full list: https://heritage.suffolk.gov.uk/rendleshamrevealedsupporters

Universities brought expertise and fieldwork training, usually only available to academic students.

Three local authorities brought expertise in outreach methods/teaching resources, workshops and venues.

Additionally, positive relationships were carefully maintained with four landowners and farmers for access to the archaeological sites.

Eight contractors delivered activities in collaboration with the project team. Evaluation consultants impartially evaluated volunteer feedback.

Internal collaboration included:

- Passenger Transport to secure best value when hiring transport for priority groups.
- Rights of Way to identify a new archaeology walking trail with QRcodes.

Shaping places for people: Please give evidence of the level of buy-in to the project or its goals from members of the local community, health and social care and external organisations. (150 words max.)

Extensive local, national and international media interest, including leading industry publications, generated c.120 pieces of coverage per story (typical council coverage is 10-15 pieces).

690 volunteers were involved, 53% (average) returned each year to develop their skills. This includes 172 people from priority groups: 28 Suffolk Mind adult patients, 27 Suffolk Family Carers clients aged 13-16 and 117 children from 3 local primary schools aged 6-8yrs.

22% of Suffolk Mind patients returned each year and improved their mental health to a level where they were motivated to engage more meaningfully with health services, volunteer elsewhere or enrol in further education.

A temporary exhibition was installed in National Trust Sutton Hoo, which had 132,507 visitors. An online version is available permanently as a virtual tour https://heritage.suffolk.gov.uk/rendlesham-exhibition

A project website shared resources to the wider community: 98,573 total page views on project-specific pages: https://heritage.suffolk.gov.uk/rendlesham

20 videos produced with total 236,285 views: https://www.youtube.com/channel/UCTP5PaYEw3vN5JDNuXS40BA

Shaping places for people: Please give evidence of the use or consideration of new sources of investment to fund projects. (150 words max.)

This project is externally funded with a £517,300 grant awarded by The National Lottery Heritage Fund (NLHF).

Suffolk County Council's investment was £40,000 along with in-kind staff management time, IT resources, HR and business support, PR and comms, vehicle use.

This NLHF grant unlocked additional match funding valuing £22,485 in cash

- £8,995 Sutton Hoo Society
- £5,000 Suffolk Institute of Archaeology and History
- £3,000 Association of Community Rail Partnership
- £500 Council of British Archaeology East
- £350 Rights of Way Discover Suffolk
- £4,640 raised via ticket sales on a small number of places to participate in the archaeological excavations

The project also benefitted from non-cash in-kind contributions from partnerships and volunteer time equivalent to £452,002.

Total value of the project: £1.3M

All categories: please add anything else that supports your award entry

South-east Suffolk was the power centre of the early East Anglian Kingdom 1,500 years ago. This project has confirmed the internationally significant royal settlement at Rendlesham dating to the 5th - 8th centuries, where the kings of East Anglia lived. New discoveries include a royal hall and a rare possible pre-Christian temple, along with other settlement evidence from the Stone Age to WWII.

The project has a strong, lasting legacy. There is a properly recorded archaeological archive, new specialist equipment available to community groups, skilled volunteer network and new partnerships continuing with in-house volunteering programmes. This project highlighted the demand for continued learning and a new Archaeological Outreach Officer role working with schools has been created within SCCAS.

A brand-new website https://heritage.suffolk.gov.uk/rendlesham produced in house hosts a variety digital learning resources which are permanently and freely available to the public beyond the project.