

Place-based violence issue

This is a community that has a long history of being impacted by violence, crime, ASB, much of which particularly relates to youth violence. Hallowe'en is always a night where violence and crime spikes, creating fear in the community. In previous years it was not uncommon for an excess of 50 reported crimes of all types to be reported, and the community was left reeling from youths running riot on the estate.

Ahead of Hallowe'en in 2022 and 2023, professionals joined with a local community group to design positive activities for all age groups. This community group had started during Covid to help the community, and had carried on since, connecting over 1800 people via Facebook. Now they were asking for help at Hallowe'en, to bring diversion activities to youths, and offer families places to go out and enjoy themselves.

Throughout planning for these activities, it was important to hear from the community what they wanted, what they knew was needed and where, and importantly what would and would not work. The partners who joined together were:

- Local police
- VRU
- Local authority- Community Safety Department
- Childrens's services
- Education
- Youth service outreach workers, voluntary and community sector and sports facilitators
- Community Centres and local venues eg local church, pizza house, open spaces to play sport.

Together a plan for coordinated activities across the estate for all age groups was made:

<u>Community Centre 1</u> – the whole centre was available offering a spooky disco, inflatables, crafts, a scare maze. There was free food, ice creams and drinks available, and this centre was packed. Over 800 people had signed up prior to the event, with many more turning up on the night.

<u>Community Centre 2</u> saw youth outreach engagement with a large number of teenagers, doing football, music, rapping, and craft activities, with burgers, soft drinks etc supplied. Good team work allowing teenagers to gather and be engaged, rather than being dispersed by police. They were amazed that the BBQ food was free to them.

Church had 180 young visitors to a "light" disco, with free drinks and biscuits.

There was a cost to this, which amounted to £3800 total. Funding was shared equally between Community safety team and Childrens' Services.

Local police were present in good numbers (due to previous Hallowe'en issues), however, they were not called upon and either returned to the station, or joined in the activities.

Data from Hallowe'en for the past 3 years:

	2021	2022	2023
ASB	12	1	1
Assault	10	3	
Criminal damage	17	8	2
Public order	4	1	
Suspicious inc	5	8	3

Hallowe'en 2023 success was down to a collaboration of organisations and the community. Everyone genuinely appeared to have a great time. There was some great feedback on the night from families and teenagers.

Here is a quote from local police on the night:

"The main observation from a Policing perspective is that we spotted our group of youth nominals really early on and managed them. They gave us some flak and ran around the estate but I was comfortable with that. All the time they're doing that, people can continue having a nice time. The activities made a huge difference and kept them fixed in one area, where they were easy to manage. We took a backwards step and only stepped back in when the activities ended. It was a good balance of "Here's some nice stuff to do so please join in" and "Don't mess about, there's loads of Police". What I liked best was walking around the estate, speaking with all the residents who just wanted to have a nice evening with their kids. That sort of engagement is priceless and has a ripple effect going forwards".

Questions:

How could your role help engage people and communities towards positive diversion?

What opportunities might you have and how can you develop them?

How would you work with other agencies to support an initiative like this?

To consider your role more specifically we suggest you consider answering the questions in the what is my role section of the toolkit