

## JOB DESCRIPTION AND PERSON SPECIFICATION: ILLUSTRATOR/GRAPHIC DESIGNER/MAKER – ‘BALLOON GIRL’ SCHOOLS OUTREACH PROGRAMME

<b>OPPORTUNITY:</b>	Illustrator/Graphic Designer/Maker
<b>PROJECT:</b>	<i>Balloon Girl/ Cardiff</i> <i>Great Exhibition 2026</i>
<b>FEE:</b>	£200 per day



### PROJECT OVERVIEW:

2026 marks 130 years since Cardiff hosted the extraordinary—but largely forgotten—**Fine Art and Industrial Exhibition of 1896**, a grand celebration of Victorian innovation that attracted over a million visitors. Inspired by this historical event, the **Cardiff Great Exhibition 2026 Schools Programme** invites young people to rediscover a forgotten chapter of their city’s story, imagine bold new futures and share their visions through art, storytelling and creative technology.

At the heart of the project sits *Balloon Girl*, a new theatrical production by **Hannah McPake** (Tilting at Windmills Productions), in partnership with **Sherman Theatre**. The production will act as a creative catalyst for an ambitious scheme, engaging young people during the transition from primary to secondary school—in a playful and imaginative journey through Cardiff’s history, present and possible futures. Mirroring the sense of transformation and opportunity central to the Cardiff Exhibition of 1896.

By blending immersive history with imaginative futures, the project will empower pupils to become **storytellers, innovators and custodians of Cardiff’s legacy**.

Balloon Girl Schools Outreach Programme is made possible with The National Lottery Heritage Fund.

### ROLE OVERVIEW:

We are seeking expressions of interest from Illustrators, Graphic Designers and Makers to support the development of the *Balloon Girl Schools Outreach Programme*.

Working closely with the core team, these creatives will help shape the visual identity of the project across workshops, educational resources and participant-

facing materials. These roles will support the creation of engaging visual and physical content that encourages curiosity, storytelling and imaginative world-building for young people aged 10-12.

The project is currently in the early stages of development and the scope of each role will evolve as the programme takes shape. **Days working on the project will therefore be decided with creatives, in line with the needs of the project.**

## **MAIN PURPOSE OF ROLES:**

Depending on the role:

- Create original illustrated, graphic or artefact-based content for workshops, resources and project materials
- Design and produce digital and physical assets and artefacts connected to the project narrative, that could include maps, objects, graphic elements and storytelling materials
- Support the design of a school resource pack and participant-facing materials
- Prepare artwork and assets for print, exhibition and digital formats
- Collaborate with the creative team to develop a cohesive visual approach across the programme
- Contribute to the wider visual identity and aesthetic of the outreach project
- Ensure materials are visually engaging, accessible and appropriate for young audiences
- Manage files and artwork efficiently and deliver work to agreed deadlines

## **PERSON SPECIFICATION:**

### **ESSENTIAL**

Depending on the role:

- Experience in illustration, graphic design, prop-making, or related visual arts practice
- Strong visual storytelling and communication skills
- Ability to create engaging and accessible designs for young audiences
- Experience working across physical, print and/or digital formats
- Ability to interpret creative briefs and respond collaboratively to feedback
- Strong organisational skills and ability to manage workload and deadlines independently

- Ability to work collaboratively as part of a creative team

## DESIRABLE

- Experience working on arts, cultural or participatory projects
- Experience creating visual materials for theatre, immersive or interactive experiences
- Experience developing narrative-led visual worlds
- Understanding of accessible design practices
- Experience in bilingual design through the medium of Welsh and English

## TO APPLY:

If you would like to be considered for this opportunity, please email [gwen.morris@shermantheatre.co.uk](mailto:gwen.morris@shermantheatre.co.uk) explaining why you are interested in the role and how your experience could be relevant to the project, along with links to some examples of your work.

**Please submit expressions of interest by 5pm on 5 June 2026**

You can also use this address if you have questions or would like to talk to someone informally about the role.

We want our team to reflect the communities we serve across South Wales. We therefore particularly welcome applicants from diverse ethnic communities and D/deaf and disabled communities, who are currently underrepresented within the sector.

Please note that, in line with our environmental policy, we are only handling applications electronically.