



CALL FOR SUBMISSIONS - Creation Residencies at the WeeFestival of Arts and Culture for Early Years

In an effort to encourage the creation of new theatre for very young audiences by Canadian artists, the WeeFestival is pleased to offer a 3-week residency for artists or groups, taking place over the 2020 edition of the festival between May 4 and 24, 2020 in venues downtown Toronto.

We are looking for proposals for projects with an intended audience of very young children ages 0-30 months by artists employing puppetry, object theatre, music, dance, circus/aerial arts or any combination of disciplines. Projects can be at any stage of their creation process but cannot have been previously produced.

Successful projects will receive:

- Studio space
- A small budget for materials or technical support
- Dramaturgical support
- A seed grant of up to \$2,000 (depending on scope of project)
- Access to all WeeFestival performances and events
- Test performances of the work, in full or in part, in an early childhood setting and for families.

Please include in your application:

- A cover letter outlining your artistic motivation for applying for this residency
- A C.V. or detailed bio
- A project description including your anticipated material and space needs
- Support material related to any previous work in the field of theatre for young audiences

Artists or groups from across Canada are welcome to apply, however the WeeFestival cannot provide travel or accommodation support.

Deadline: November 15, 2019

By email: artisticdirector@weefestival.ca

Selected pieces to be announced by December 1, 2019.



About WeeFestival of Arts and Culture

The WeeFestival celebrates and promotes the importance of quality arts experiences in early childhood, (0-6 years), through the presentation of theatre and performance from around the world and across Canada in a festival taking place each May. Since its launch in 2014, the WeeFestival has presented 35 productions, 4 of which were seeded or commissioned by the festival.