



## CROSS-CUTTING THEMES

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TO BE APPLIED TO ALL AWARDS

### HEALTH AND WELLBEING

Nominations should demonstrate a contribution to health and well-being in any of the following 5 Ways to Wellbeing as set out by the New Economic Foundation<sup>1</sup>:

- Connect – with the people around you. With family, friends, colleagues and neighbours. At home, work, school or in your local community. Think of these as the cornerstones of your life and invest time in developing them. Building these connections will support and enrich you every day.
- Be active – Go for a walk or run. Step outside. Cycle. Play a game. Garden. Dance. Exercising makes you feel good. Most importantly, discover a physical activity you enjoy and that suits your level of mobility and fitness.
- Take notice – Be curious. Catch sight of the beautiful. Remark on the unusual. Notice the changing seasons. Savour the moment, whether you are walking to work, eating lunch or talking to friends. Be aware of the world around you and what you are feeling. Reflecting on your experiences will help you appreciate what matters to you.
- Keep learning – Try something new. Rediscover an old interest. Sign up for that course. Take on a different responsibility at work. Fix a bike. Learn to play an instrument or how to cook your favourite food. Set a challenge you will enjoy achieving. Learning new things will make you more confident as well as being fun.
- Give – Do something nice for a friend, or a stranger. Thank someone. Smile. Volunteer your time. Join a community group. Look out, as well as in. Seeing yourself, and your happiness, linked to the wider community can be incredibly rewarding and creates connections with the people around you.

### COLLABORATION – COMMERCIAL/ACADEMIC/PUBLIC

Nominations should demonstrate collaborative working across at least two of the following – commercial, academic and/or public archaeology. Alternatively, they should be able to evidence collaborative working with partners from other areas such as the natural environment, health and well-being or arts and culture.

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<sup>1</sup> <https://neweconomics.org/uploads/files/five-ways-to-wellbeing-1.pdf>



## EQUALITY, DIVERSITY AND INCLUSION

Nominations should demonstrate a positive and active contribution to the promotion of equality, diversity and inclusion.

EDI (Equality, Diversity and Inclusion) ensures fair treatment and opportunity for all. It aims to eradicate prejudice and discrimination on the basis of an individual or group or individual's protected characteristics.

## PLACESHAPING / PLACEMAKING

Nominations should demonstrate how archaeology has contributed to the process of placeshaping in the work of the project, organisation or individual concerned.

Placeshaping /Placemaking is a process through which places that people want to live in, work in, or explore are created, managed, enhanced and looked after.

# CRITERIA FOR EACH AWARD

## OUTSTANDING ACHIEVEMENT AWARD

Annual Outstanding Archaeological Achievement Award

Winning entries from all 5 award categories will automatically be put forward for the Outstanding Achievement Award. 7

## AWARD CATEGORIES

### ARCHAEOLOGICAL INNOVATION

This category celebrates innovative approaches and techniques in archaeology. The judges are looking to see how nominated projects champion the use of imaginative practice, different ways of doing things and how the innovation has been shared beyond the project in order to benefit others.

Nominated projects should show how they meet the following criteria:

1. Includes innovative ways of using or developing new or existing methodologies or technologies
2. Demonstrates overcoming challenges in existing processes
3. Enhances understanding for one or more different audiences
4. Produces accessible outcomes



#### PUBLIC DISSEMINATION OR PRESENTATION

This broad category can include books and publications, exhibitions, film, social media or presentation. It can relate to a specific site, artefact, place or a wider landscape.

Nominated projects should show how they meet the following criteria:

1. Accessibility to diverse audiences
2. Enhances public understanding
3. Creativity and innovative design and production
4. Multi-format outputs, where appropriate

#### ENGAGEMENT AND PARTICIPATION

This award focuses on broadening participation in archaeology in all forms and is not limited to on-site delivery or activities. Projects nominated can be on the ground or virtual, and engagement can be through a single event or a package of activities. Emphasis should be on the quality of the participants' experience and the depth of engagement rather than the number of people taking part. We would like to know how the impact of the work has been evaluated and how you have responded to feedback from participants.

Nominated projects should show how they meet the following criteria:

1. Offers high-quality engagement for participants
2. Includes an element of co-production
3. Volunteers are given opportunities to participate in delivery
4. Sustainability and legacy are built into the project

#### EARLY CAREER ARCHAEOLOGIST

Nominations for this award must be submitted by a third party i.e. not by the individual nominated.

This award will highlight the contribution of an early career archaeologist. This could include contributions to archaeological work or research, dissemination, or a wider contribution to the workplace or a project.

For the purposes of this award, 'early career' is defined as an individual studying or undertaking entry level training, or in the first 8 years of employment as an archaeologist. This can be after a career break or career change and is not restricted by age. Nominations should demonstrate why the individual is considered an early career archaeologist.



Nominations should show how individuals have met the following criteria:

1. Has made a demonstrable contribution either through a body of work over the last 2 years or through a specific piece of work. (This could include contributions to archaeological work or research, dissemination, volunteering, or a wider contribution to the workplace or project.)
2. Has developed their skills and knowledge
3. Has shown leadership, commitment and a passion for archaeology

#### LEARNING, TRAINING AND SKILLS

This award celebrates training, learning and skills across academic, public and commercial archaeology. Nominations should demonstrate how the method of delivery moves beyond traditional lectures and presentations and utilises engaging learning mechanisms. Nominations should show how the training/learning has sought and used feedback from participants to improve programme design and take into account user needs.

Nominated projects should show how they meet the following criteria:

1. Clearly evidenced need and target outcomes
2. Demonstrates innovative delivery
3. Incorporates engaging and/or inclusive learning
4. Designed to deliver transferable skills and long-term impact and a culture of lifelong learning or CPD