

# Cornerstone Content Journey

# **Cornerstone Content Journey: Being Me**

**14/04/2020**

# Cornerstone Journey

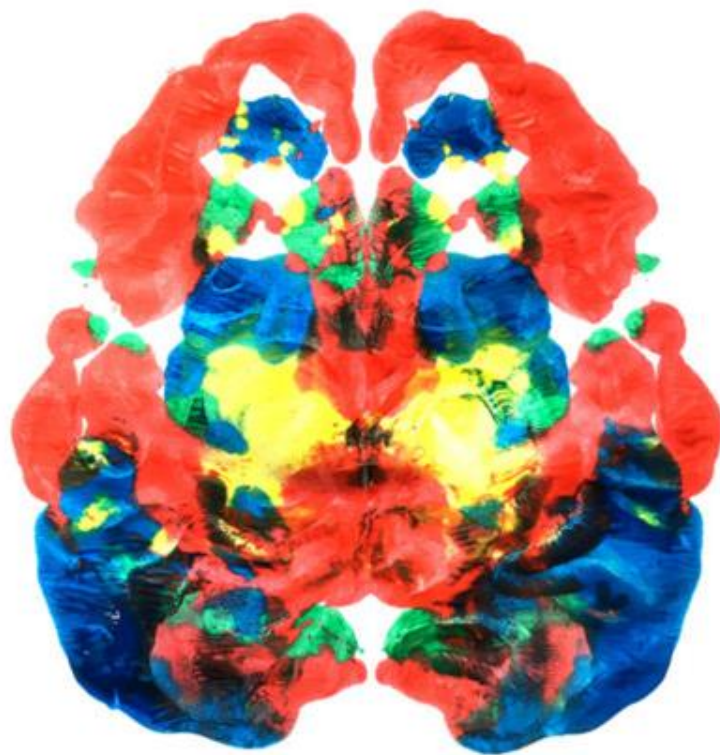


Our first journey, the *Being Me* library of content, explains the impact and healing process of childhood trauma. The impactful *Being Me* title is coined from the childhood phrase 'you've no idea what's it's like being me'. With Cornerstone VR carers, social care professionals, educators, health practitioners and associated decision makers can now step into their shoes and experience the impact first hand of ***Being Me***.

We are delighted to have continued our story from childhood into adolescence, paving the way for significant improvements in the way vulnerable teenagers are supported by the team around them.

Our second journey travels into the teenage years and the adolescent brain. *Between Us* refers to the team around the child, and demonstrates that collectively we can respond and support in ways that will prevent further trauma and damage. By 'living' approaches to common situations experienced by vulnerable young people in care and on the edge of care, and experiencing the 'sliding doors' effect of how we react can impact, ***Between Us*** offers the opportunity to transform futures.

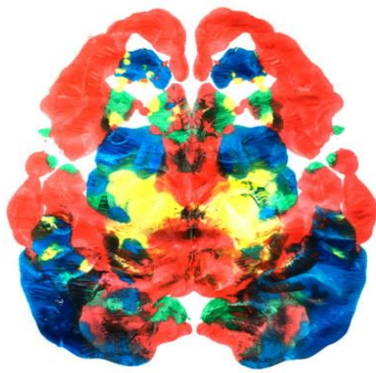




# B E I N G   M E

REVEALING AND HEALING  
CHILDHOOD TRAUMA





## BEING ME

REVEALING AND HEALING  
CHILDHOOD TRAUMA

The concept name BEING ME was born out of the phrase parents never want to hear from their children - 'You've no idea what it's like being me.'

The visual approach is two fold.

- The first being the famed Rorschach inkblot psychological test in which subjects' perceptions of inkblots are recorded and then analysed using psychological interpretation.
- The second, and more emotive thought was that of a child's squish painting. Various blobs of colour all squished together and folded out to reveal a brain like image. Note the red, blue and green areas all very suggestive pain, trauma, first aid and healing.



cornerstone



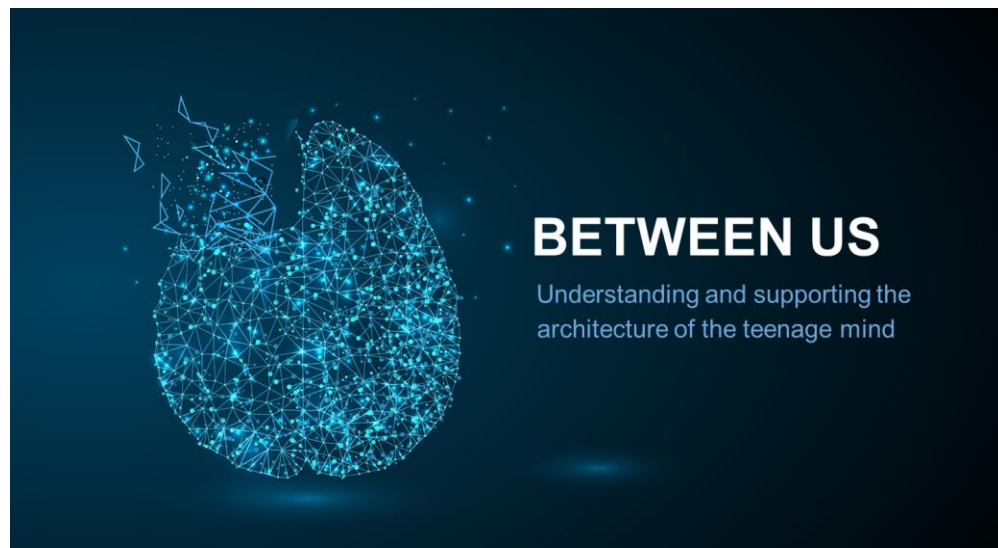
Part of the Antser Group



# BETWEEN US

Understanding and supporting the  
architecture of the teenage mind





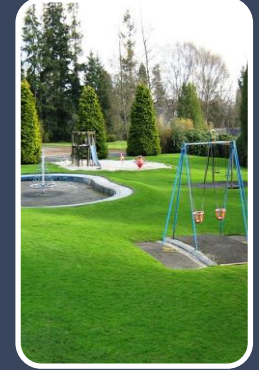
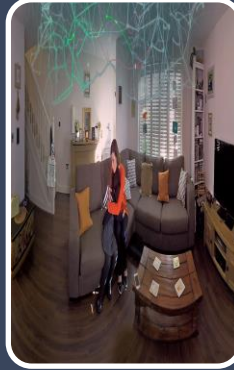
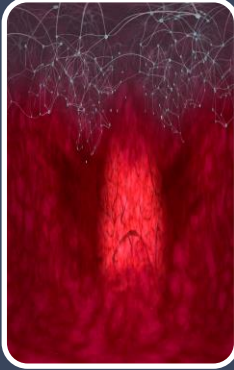
With the understandings we've learnt from the early years of the children featured in BEING ME, we have now progressed onto the teenage years.

The visual approach in BETWEEN US - Brain - shows the building of the neural pathways, the non activated areas of the brain and those that are beginning to take shape. The design is created to mimic architectural drawings and is very linear in its creation.

The name, BETWEEN US comes from the collective approach all of the professionals can make. We have already created some wonderful content which is changing many lives for the better. Together we are greater than the sum of our parts, and BETWEEN US, we can make a difference to the lives of those that need it.



# The Cornerstone VR™ Library



Coming into care

A look at why children come into care and how trauma happens

Pre Natal

Exposure to drugs, alcohol and domestic violence

Neglect

Early years abuse  
Neglect  
Abandonment

Life at home

Triggers and handling challenging behaviour at home

School

Triggers and Handling challenging behaviour at school  
School exclusion

Brain

The Adolescent Brain

Child to Parent Violence

Sexual Abuse

Residential settings and handling disclosures

Contextual safeguarding

External risks to young people - grooming



Part of the Antser Group