Art-based Scenario Writing

| Approach | Art-based Scenario Writing |
|---|---|
| Introduction | |
| writing, run by the teachir aims to enable students to | In be used for students who need to master the skills of art based scenarion of staff member experienced in pedagogical methodology. The approach oplan an educational curriculum involving art projects, supporting ds and to conduct classes on the topic. |
| ways h which include form | approach is to connect art to education and it can be realised in different nulating educational projects connecting art and education, developing ed on art topics and/or conducting art based classes. |
| Aim | To foster the knowledge and skills necessary to develop learning scenarios involving art |
| Target group | Pedagogy students |

Intended learning outcomes

- students' creativity is stimulated
- increased student's interest and ability in designing process-oriented art projects
- increased interest and skills in developing art-based curriculum
- students have acquired several basic concepts of aesthetic education
- learned the basics in active art participation applied to education
- learned methodology of learning through art

Description

Art can inspire imagination and invoke deeper learning. Most of us are interested in some fields of art: music, theatre, visual arts, architecture etc. Art based scenario writing refers to those personal passions/hobbies. The specific goal is to teach subjects and topics in a way that is inspired by art.

At the start of the course the staff member presents an art object, an art work, musical composition, a part of a spectacle or film and asks the students to write a short scenario involving this particular element of art. The aim of the task is to introduce art as a metaphor with which the issues from other subjects can be explained to students. Students analyse and discuss scenarios and opportunities for using them to teach other subjects (science based, philology, pedagogy etc.) where art can be a starting point.

Students are then asked to prepare a plan for the set of tasks, possibly for the whole course involving the art works of their choice. They should then propose and describe a task/exercise based on art, write and consult scenarios individually.

Once this is accepted, the students should then go ahead to conduct part of the art project and document the process (this includes working outside of the university and finding a group willing to participate).

Finally students need to present the outcomes and evaluate them.

During the application of this approach, you as a teaching staff member need to provide a framework, pointing out topics and issues to be considered in the curriculum and stimulating creative ideas production.

| Preparation | Some preparation work on the part of both the teaching staff |
|-------------------------|--|
| | and the students is expected in relation to the choice of art object, subject or event. |
| Resources and equipment | Internet based materials during the course and consultations with the teaching staff member. Lesson plans shared by museums and galleries, photos of art objects, scenarios available online. |
| Success factors | A key factor influencing the success or otherwise of this approach is the extent to which the teaching staff are passionate about art. |
| Advantages | This approach can dramatically change the dynamic of the classroom, engaging all students and helping them to recognize and develop the creativity within themselves. |
| Disadvantages | This approach assumes an interest in some field of art. It will therefore not be an attractive approach to adopt by teaching staff with little interest in art. |
| Additional information | Upcycling as an inspiration for creating sculptures during classes. |
| | This <u>booklet</u> describes 18 working methods for educators in museums or other heritage institutions |
| | This is a <u>showcase</u> of recent initiatives connecting to nature through art. |
| | Here you will find ideas on art and music learning, interactivity with real-world relevance. |
| | Here is an <u>example</u> of learning scenarios related to musea. |