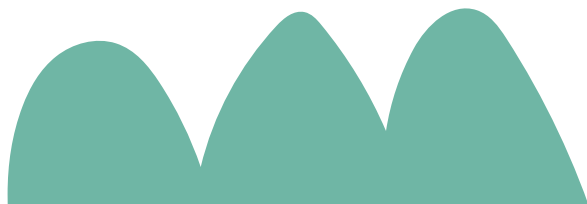


Knowing

Through

Art



Knowing Through Art

Erasmus +
Guide: Project Itinerary



Knowing Through Art

Guide: Project Itinerary

Designed, written and translated by Angela Denore.
December, 2022.





Knowing Through Art is a European project dedicated to developing and nurturing social awareness in young people while providing them with tools and motivation to create change, *...Through Art.*

This document is a guide for educators and youth workers who may wish to implement or replicate the project itinerary with the same goals.





1st session: Education for Global Citizenship and Development: **Let's talk - Challenge**

2nd session: Sustainable Development Goals (SDG): **Let's understand - Educate**

3rd session: Art & Culture : **Let's Create - Inspire**

4th session: Create your own artistic expression: **Let's work - Act**

5th session: Dissemination event and evaluation: **Let's share - Spread**

The logo for 'Knowing Through Art' features the words 'Knowing' and 'Through' in a grey, serif font, with 'Through' partially obscured by a teal brushstroke. The word 'Art' is written in a large, orange, cursive script below it.

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Estructura básica

Knowing
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01

Who we are

Session 1 (**Challenge**)

The power of images

Where we are

02

Session 2 (**Educate**) y session 3 (**Inspire**)
Framework, media, strategies, references.

03

What we do

Session 4 (**Act**) y session 5 (**Spread**)

Tools, action and dissemination.





At all times we will prioritise the **well-being** of the participants, promoting the necessary conditions to activate their **creativity**. It is important that they don't feel judged to allow for an honest exploration of their feelings and positionings, we wish that they **become aware** of them while also acquiring tools to develop a **wider, active and more critical** perspective.



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Session 1

Education for Global Citizenship and
Development




Let's Talk:
challenge.



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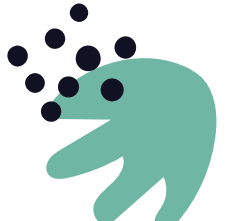



objectives:



We will work on our self-awareness, group trust, and our position in the world and towards some of its global problems.

From here we will start considering **what do we want to talk about, how and why**, and who do we want to address.



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materials

- a spacious venue with chairs that we can move
- a projector
- padlet: [instructions](#)
(Example of a previous session.)

-printed images:



- presentation/ question cards:



-mentimeter: [instructions](#)

preparation

The venue must be spacious enough so we can distribute the chairs in a random way and walk between them.

The printed images will be exhibited in such a way that enables the whole group to view them simultaneously. First we will only see one side of them: the A-side, later we will turn them around to discover more detailed information about diverse global issues on the B-side.

For the debate we will place the chairs in a circle in order to promote horizontal discussion.

Who we are

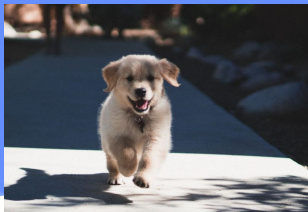
Part 1

ACT. 1: Save the seat

Movement and group thinking.

ACT. 2: Let's meet in the museum

*Know me through images.
(A-side)*



Part 1



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Where we are

Part 2

ACT. 3: What do I care?

Share what you care about (padlet).

ACT. 4: What do you care?

*Museum and group discussion
(B-side)*



Part 2



What we do

Part 3

ACT. 5: Who do we address

Research and reflection
(Google trends)

ACT. 6: Wrap up

*How do we feel and
what do we take away
(mentimeters)*

Part 3





Sesión 2


Sustainable Development Goals
& 2030 Agenda

Understand:
Let's Educate.



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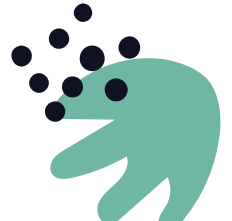

objectives:



To deepen our **awareness and social consciousness**, developed and nurtured in the previous session, to experience them as tools for our agency and citizenship.

Introduce the framework and basic concepts necessary to understand the **SDGs**, and their role in the present world. We will put this in relation to **art and education**, through the [*Optics of Global Learning*](#)*

We will briefly introduce some notions for *critical media analysis* and apply it to a series of practical creative exercises that will drive us to **collective artistic creation**.



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materials

- spacious venue, tables, chairs, projector, ...
- imágenes impresas y recortadas: 5xA3; 10xA4; 5x A5;
- powerpoint y guía



- digital devices (phones/tablets/laptops/PCs)

Alternatively: materials for crafts: (printed images for collage, scissors, glue, blank and coloured papers, markers, pencils, pens)*

- digital online tools: drive, pinterest/image banks, canva, audacity...



preparación

**Although we encourage the use of digital tools and media, to integrate the creative and conscious use of technology within education, there is the possibility of doing the same workshop using only pen and paper, and cut-outs from newspapers, magazines, or any possible and accessible printed images. For example, where you have to digitally gather images, we cut them out; where we could digitally gather sounds, we write words and sentences; instead of creating a video we make a poster or a storyboard.*

Spacious venue with projector, chairs and tables to move around and work in teams.

Previously print and cut out images and materials.

Who we are

Part 1


ACT. 1: Understanding the SDGs
Presentation about 2030 Agenda,
Art and Education.

ACT. 2: Identifying the SDGs
Distribute the SDGs and observe
where and how they are present
in the issues that we have so far
considered.



Part 1



 This marc indicates which activities we should prioritize for each part.

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Where we are

Part 2

**ACT. 3: The microscope and
the telescope.**

Using these tools which are based
on the *Optics for Global Learning* we
will look deeper and more
creatively into the SDGs and issues
we care about.

Part 2



What we do

Part 3

ACT. 4: Nuestro mensaje.
Utilizamos todo lo aprendido y
recopilado hasta ahora para
conformar un mensaje en
equipo.

ACT.5: Compartir
Compartimos
y escuchamos.

Part 3





Session 3

Art & Culture for development.

Let's create:
Inspire.



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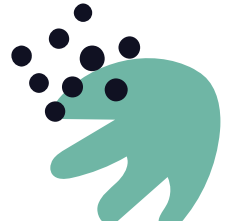

objectives:



To learn about the **role and value of art and culture** in human development.

To identify and generate the necessary tools to **activate creativity** and to **engage in a critical analysis** of creative processes and their results.

To promote **experimenting with artistic creation**, both for personal development, growth and emotional awareness, and as a means of social participation and interaction with others.



materials

-Wide space, projector, tables, chairs, paper, pens...

-Art and questions compilation: [Art y Debate](#)



-Work sheets



-For crafts: images for collage, scissors, glue, coloured paper, white paper, markers, crayons, pens, ...

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preparación

*ask participants to upload previously their artistic and cultural role models (or favourite audiovisual material) to a shared folder, in order to create compilation of the art that speaks and means something to them.

(Use this material if appropriate for Part 1 of the session.)

*ask participants to bring with them to the session any materials they can gather to be used for collage.

A wide space with a projector, tables to work in groups and space to move around freely.

Who we are

Part 1

ACT. 1: Let's share art

What are the human ingredients in art and culture.



Alt-J (Δ) - Taro

93 M de visualizaciones · hace 10 años

David Dean Burkhart

From the album "An Awesome Wave." Foots

Part 1



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Where we are

Part 2

ACT. 3: Anatomy of Creativity

Each group analyses a different instance of creativity.

Mentimeters:

Word cloud

¿What is creativity?

Part 2



What we do

Part 3

ACT. 4: Let's make stuff

Creative games without right or wrong.

ACT. 5: What do we take away
Share and listen.

Part 3



This marc indicates which activities we should prioritize for each part.



Session 4


Create your own artistic expression.

Let's work:
Act.



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objectives:



To experience the **value of our body** as tool for expression, and for understanding and processing reality. To conceive ourselves as part of a collective conscience.

On the other hand, to become familiar with the workings and improve our **use of the camera**.

To dive into the **artistic creative process**.



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materiales

-Wide and well illuminated space, without tables, or chairs, or pen, or paper, ... if the weather is good it can be outdoors.

-Loud speaker/possibility to play music.

-Our body and desire to use it.

-A camera each (it can be the one on our phone).

-Instruction Sheets printed out for Photography



preparación

Wide space, desire to create and experiment.
Everyone must have access to a camera.

A good climate in the groups that we have been building in previous sessions.

A more or less clear idea of the social issue we want to address and why, (and within what group).

Who we are

Part 1

ACT. 1: *Body Language*

Where we start from.
Thinking collectively.
Statuses.

Part 1



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Where we are

Part 2

ACT. 2: *Camera*

How do we look.
Technical tools.

Part 2



What we do

Part 3

ACT. 3: *Work together.*
Apply and practice.

ACT.5: *What do we take away*
Share and listen.

Part 3





Sesión 5

Communication and dissemination



Let's share:
spread



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objectives:

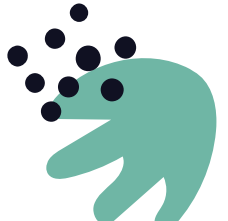


Share the work and processes that have taken place and have been elaborated by participants.

Evaluate the project and organisation.

Generate a **dialog with relevant cultural and educational agents**.

Lastly, **connect with our european networks** with whom we have created the project, and beyond.





INVITATION:

For this last session, which will be a *get together* to share the results and process that have taken place during the project, we will be organising a **Dissemination Event**.

As a participant, educator, youth worker, facilitator or cultural agent, we invite you to attend and participate in this event, which will take place in the **Misiones Salesianas Museum** (Calle Lisboa nº4, Madrid), at the end of January/beginning of February 2023.

We will have the pleasure to be counting with the collaboration of our European partner: **DBIEM**.

For any questions or queries, please don't hesitate to contact us:
angela.denore@misionessalesianas.org



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The
End.

Meet our partner:



DBIEM



Don Bosco International Media Academy

Établissement d'Enseignement Supérieur Privé

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Thanks

❖ A special thanks to **Daniel García del Olmo**, **Siro López** and **Refocus Media Lab** for their artistic, creative and educational advice and assistance, and to all the participants in the Training Lab that took place in September 2022, in the framework of this project.



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i see you soon!

