

Europeana Learning Scenario

Title

Art Mash Up – 3Rs (Remix, Reuse, Recombine)

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Abstract

Culture is not only for contemplating but for experiencing - during this project students learn how to become from passive consumers active re-users of artifacts. They will reflect on the cultural changes being forged by digital media, research about 20th century Art Movements in an interactive Peardeck presentation, prepare their own artwork for School Exhibition with a scavenger hunt and participate in a debate about “What is Art? Originality and Digitalization”.

Keywords

Art History, Language, ESL, Collage, Creativity, Collaboration, PBL, Peardeck, Scavenger Hunt

Table of summary

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Subject	English as a Second Language; Art; ICT; Media, Modern Sciences
Topic	Rethinking Originality and Creativity through 20 th Century Modern Art (crate and debate)
Age of students	15-17
Preparation time	60 min
Teaching time	5x45 min
Online teaching material	<p>Depends on the product:</p> <p>Mash-up-audio-and-video https://www.photojoiner.net/ https://www.fotojet.com/</p> <p>Tutorial - https://www.youtube.com/watch?v=OggEsoYpucg www.tricider.com www.linoit.com www.padlet.com https://app.peardeck.com/home/ www.gimkit.com https://flippity.net/ www.mentimeter.com</p>



Table of summary

Offline teaching material	Depends on the product: paper, glue, paint, scissors
Europeana resources used	Berthe Morisot au bouquet de violettes Manet Fauvism Europeana Blog Expressionism Europeana Blog Europeana edgar-degas Europeana Impressionism Europeana Exhibition - towards-abstracton Europeana Cubism Europeana Exhibitions From-dada-to-surrealism Khanacademy 20th Century Art TED Ed Who decides what can we call art?

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Integration into the curriculum

Teaching English as a Foreign Language through cultural content – working together with Art and History teachers (cross curricular).

Topic Free time and Hobbies – vocabulary building

Story Telling – debate rules

Aim of the lesson

- Learning about 20th century modern movements through Europeana collections
- Defining art and characteristics of modern art – Is digital media changing our way of thinking?
- Combining different art types, their own creativity and initiative in order to produce a piece of art

Outcome of the lesson

- Creating an artwork/ product with a scavenger hunt for the School Exhibition
- Debate about modern art movements

Trends

Project Based Learning, Collaborative Work, Flipped Classroom, Edutainment, BYOD, Visual search and learning

21st century skills

Technology, Critical thinking, Media literacy, Creativity, Collaboration, Communication

Activities

Name of activity	Procedure	Time
Activity 1 INVESTIGATE	Resource used: 20th Century Modern Art Movement Peardeck ppt Investigating using a PEARDECK interactive presentation (with Quiz, brainstorming, Ted ED video). The teacher presents different movements in turns and lets students investigate the movements and artists on Europeana web page after each section. (Search Europeana: what:"...") Research work while learning how to use the website.	35 min
Activity 2 INTERACT	Europeana Art Quiz - www.gimkit.com Students will play a game show which combines Kahoot and strategic games game which requires knowledge about Art movements and Europeana, collaboration, and a good strategy to win. https://www.gimkit.com/view/5dcaa4c566e4f70022a8b9d6	10 min
Activity 3 EXCHANGE	Europeana Browse – choosing paintings, photos, music/copyright to remix, remake (choosing 3 possibilities to think about).	25 min
Activity 4 RESEARCH	BRAINSTORMING The teacher should prompt students to think in a cross-curricular way: film, music, visual and performing arts, literature, comic books, etc. This requires quite a bit of analysis, synthesis and creativity to do well. Give examples! (See ANNEX 1) FLIPPED CLASSROOM – students plan their work, bring the material needed for the next lesson	20 min
Activity 5 CREATE	CREATE - mash up product and scavenger hunt on Flippity 1. Your mash-up should do the following: <ul style="list-style-type: none"> • Recombine elements in a new, thoughtful way. • Play with different art forms • <u>Offer a second thematic level</u> – create something new from something old for a purpose (satire, humor, critique, juxtaposition, commentary, etc.) • Be creative – is this a collage of a painting and a photo? A happening made by you (make up, 3D) A piece of writing? A film? 2. Answer these questions as you plan your own literary mash-up. https://padlet.com/katalin_lorincz/MashUp <ul style="list-style-type: none"> • What is your goal in recombining elements from this work or these works? How will you go beyond imitation? • What is the tone of your work: serious or playful? • Do you want your audience to think, laugh or both? • What other emotions and reactions might your work evoke? 	45 min

Name of activity	Procedure	Time
	<ul style="list-style-type: none"> What final form will your project take? See ANNEX 2 <p>3. Create a Scavenger Hunt on https://flippity.net/ The locks should have questions about your and the original artwork. Put the link on a QR code and place in the lower right corner of your art poster.</p>	
<p>Activity 6 PRESENT</p>	<p>Deliver presentation One follow-up idea is to have students reflect on their experiences: What is gained and lost with this experience? Set the EXHIBITION in the school with the Posters of the artwork with the QR codes of the scavenger hunt. Asking the school audience to vote on Mentimeter for the best poster.</p>	<p>45 min</p>
<p>Activity 7 FEEDBACK</p>	<p>Assessment</p> <ul style="list-style-type: none"> Is the resulting product “original”? Why or why not? Digital media are changing the way humans read, think and create Opinion on Tricider then debate on the main voted statements Exit slip – Linoit Voting: Mentimeter Exhibition in the school 	<p>5 min</p>

Assessment

***** AFTER IMPLEMENTATION *****

Student feedback

Exit slips after each double lesson on www.linoit.com
 Debate: Original – www.tricider.com pro and contra opinions
 Voting on www.mentimeter.com

Teacher’s remarks

N/A

About the Europeana DSI-4 project

Europeana is Europe’s digital platform for cultural heritage, providing free online access to over 53 million digitised items drawn from Europe’s museums, archives, libraries and galleries. The Europeana DSI-4 project continues the work of the previous three Europeana Digital Service Infrastructures (DSIs). It is the fourth iteration with a proven record of accomplishment in creating access, interoperability, visibility and use of European cultural heritage in the five target markets outlined: European Citizens, Education, Research, Creative Industries and Cultural Heritage Institutions.

[European Schoolnet](#) (EUN) is the network of 34 European Ministries of Education, based in Brussels. As a not-for-profit organisation, EUN aims to bring innovation in teaching and learning to its key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners. European Schoolnet's task in the Europeana DSI-4 project is to continue and expand the Europeana Education Community.

Annex

ANNEX 1

ACTIVITY 4

Prompt them to think cross curricular: film, music, visual and performing arts, literature, comic books, etc. This requires quite a bit of analysis, synthesis and creativity to do well.

Give examples:





ANNEX 2

ACTIVITY 5

Mash up examples:

1. films

<https://www.youtube.com/watch?v=eVyxnMM3ldc&t=50s>

2. music

https://viprhealthcare.typepad.com/Mashuptown/Smells_Like_Booty.mp3

3. paintings

<https://www.youtube.com/watch?v=jc1Nfx4c5LQ>

Sources:

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