# Europeana Learning Scenario

(Museum Educators)

## Title

Women and Art: Let's meet them in an art museum

## Author

Androula Fouskotou

## Abstract

This museum educational program will support the school course of History of Art, especially the module of Female artists. Participants will be high school students and it will take place in the museum exhibition room and museum educational room. They will increase their knowledge about female artists, create their own digital exhibition and presentation using Europeana platform and Padlet, compare information, support their opinions and points, and communicate with their peers and museum educator about two female painters such as Frida Kahlo and Sofinisba Anguissola. They will understand differences and similarities between Renaissance and Modern Art and their impact in the contemporary art.

## Keywords

History of art, exhibition, collaborative work, project-based learning, artworks, techniques, materials, artists, femininity, art studio, museum exhibition, digital exhibition, the story behind the artist, art museum, female artists

## Table of summary

| *Table of summary* | |
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| **Subject** | History of art, materials, artists, artworks, techniques, women, femininity, art studio, museum exhibition, digital exhibition, the story behind the artist, art museum, female artists |
| **Topic** | Women and Art: Let's meet them in an art museum |
| **Age of participants** | 16-17 years old, Hight school students, Direction of arts: lesson of History of art<br>12 students and 1 teacher of History of art |
| **Suitable setting for implementation** | The museum educational program will be divided in four parts: Introduction, Activity 1A, Activity 1B and Conclusion. The museum educator will start the program and she will give directions and answer questions during the activity and the conclusion. This program is based on collaborative learning, project-based learning, and problem solution learning which is based in five questions. |
| **Activity time** | 2 hours in the art museum (using the Europeana platform during an art museum tour and museum educational program). |
| **Online educational material** | https://el.padlet.com/<br>https://www.europeana.eu/el/collections |

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| **Offline educational material** | Paper, stickers notes, pens, map of the museum, tablets which will be provided from the museum before the program will start |
| **Europeana resources used** | https://www.europeana.eu/el/galleries/the-artists-studio<br>https://www.europeana.eu/el/galleries/art-by-female-artists<br>https://www.europeana.eu/el/exhibitions/pioneers/sofonisba-anguissola<br>https://www.europeana.eu/el/blog/frida-kahlo-identity-in-art<br>https://www.europeana.eu/el/blog/5womenartists-celebrating-female-artists-from-across-europe |

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## Integration into the curriculum

The museum educational program works as the secondary learning method about the school curriculum of the course of History of Art. This program supports the course of the school and help the students to be able to interact with artwork and discover new learning goals. Participants will increase their knowledge about female artists, collect new information, compare information and opinions and work all together for a digital presentation and exhibition. Additionally, it provides many new skills (21st century skills).

## Aim of the educational activity

The aims of the educational activity are:

- The museum educational program works as the secondary learning method about the school curriculum of the course of History of Art.
- Participants will increase their knowledge about female artists, collect new information, compare information and opinions and work all together for a digital presentation and exhibition.
- Participants will be able to use and have access to Europeana platform and Padlet and know how to create a digital presentation and exhibition.
- Participants will increase their curiosity, knowledge, creativity and exploration about artworks and how to work in a museum area with real artworks and digital tools.
- Participants will be able to work in a team, use their critical thinking about the past and the present and compare information about a specific topic.
- Participants will be able to know how a project works, what stages have to follow and what material can be used in order to create it.
- Participants will be able to add their own ideas and support their opinions and watch others create and comment their work.
- Participants will show the ability to make choices, ask questions, synthesize and makes connections between information, arguments and objects (artworks).

## Outcome of the educational activity

Participants will create their own digital exhibition and presentation using their knowledge about history of art and developing digital skills (access to Europeana platform and Padlet).

## 21st century skills

- Creativity and Innovation: thinking creatively and working in groups, using new technological methods and programs such as Padlet, Europeana platform and tablets, explore the museum rooms and the artworks, appreciate masterpieces, analyze artists and the story behind of them, create their own digital exhibition using digital tools in the museum area.
- Critical thinking: making connections, find similarities and differences between the artworks and the artists, compare their points with contemporary artists, exercise visible thinking through the paintings and the platform.
- Communication: listening to others opinion respectfully, articulating ideas and opinions, expressing openly opinions among peers and during the implementation of the activity and the presentation of their work, take into account the direction of the museum educator and ask her help if they need it.
- Informative literacy: accessing and evaluation information from Europeana platform and use it to create their own digital exhibition and presentation in padlet.
- Collaboration: working in groups in the museum area, work with the museum educator and follow directions, team players in order to work together for the activity and create a digital exhibition and presentation, share the same ideas and goals with their team.

## Activities

| Name of activity | Procedure | Time |
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| **Introduction** | The teacher of History of Art has already communicated about the museum educational program, and she has provided to the museum educator the curriculum of the learning module (Female Artists) in order to know what the students have already learned. Firstly, the museum educator will present the female artists of the art museum in the museum exhibition room and explain specific and main questions about the female artists:<br>A. How a female artist is?<br>B. Who are the most famous female artists?<br>C. When did they live?<br>D. How did these women become artists? (School of art, techniques, society, artworks)<br>E. What are the main artworks of these artists and why?<br>At the beginning the museum educator will use the museum exhibition where will explain the female artists of the museum and then will discuss with the participants the below questions. All the participants will be provided with tablets at the beginning of the program. The participants and the museum educator will use padlet where will can see the main questions. Then the museum educator and the participants will move from the museum exhibition room to the museum education room. There she will | Total time: 45’<br>First 20’<br>Last 20’ |

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| | present more details and information using digital tools from Europeana in order to present the artists and artworks which aren't in the museum exhibition. She will connect the information and try to increase what the participants have already learned. Because of that, participants will constructive their knowledge about the female artists, artist studio and techniques and their role in the art world. The museum educator will use these links in order to introduce the participants in the topic:<br>https://www.europeana.eu/el/galleries/art-by-female-artists<br>https://www.europeana.eu/el/blog/5womenartists-celebrating-female-artists-from-across-europe<br>https://www.europeana.eu/el/galleries/the-artists-studio<br>After the introduction the museum educator will divide the participants in 2 groups of 6 people in order to work all together in the museum education room. Each group will work alone with their tablet, take notes, analyze each artist and Europeana's material which will be provided by the museum educator and at the end they will create their final presentation and final exhibition using the padlet. The goal of the educational activity will be to answer the five questions which the museum educator present at the beginning of the program and at the end compare the similarities and differences between the female artists and their characteristic, as also their role in the art world. | Last 5' |
| **Activity 1A: Discover your Artist (Team A)** | The team A will include 6 participants. This team will work about the Renaissance Art and analyze the female artist Sofinisba Anguissola. Each person will have his own role during the activity's time (they will divide the questions and each work). Participants will answer the five main questions which the museum educator provide them. Also, they will discuss and discover the story behind of her: who, when, how, what and why. They will collect the main information, research, discover and try to answer these questions, using their knowledge and the Europeana's website about the artist. They will write their points and ideas in notes stickers and then present them, using the images and information from Europeana's platform:<br>https://www.europeana.eu/el/exhibitions/pioneers/sofonisba-anguissola<br>*https://el.padlet.com/*<br>At the end, they will create their own digital exhibition, which will be based in their research, about this artist and they will present it. | Total time for each group: 40'<br>The two groups will work at the same time |
| **Activity 1B: Discover your Artist (Team B)** | The team B will include 6 participants. This team will work about the Modern Art and analyze the female artist Frida Kahlo. Each person will have his own role during the activity's time (they will divide the questions and each work). Participants will answer the five main questions which the museum educator provide them. Also, they will discuss and discover the story behind of her: who, when, how, what and why. They will collect the main information, research, discover and try to answer these questions, using their knowledge and the Europeana's website about the artist. They will write their points and ideas in notes stickers and then present them, using the images and information from Europeana's platform:<br>*https://el.padlet.com/*<br>https://www.europeana.eu/el/blog/frida-kahlo-identity-in-art<br>At the end, they will create their own digital exhibition, which will be based in their research, about this artist and they will present it. | Total time for each group:40'<br>The two groups will work at the same time |

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| **Conclusion: Let's present, learn and discuss about your digital exhibitions.** | At the end of the Activity 1A and 1B, participants will have already created their own digital exhibitions about their artists. Each group will take 10' to present their points about the questions, artworks and the story behind their artists. They will explain how a female artist is and what characteristic each artist has got and her role in the art world. After that, the museum educator will ask for them to compare the exhibitions and their points about the female artist and artworks. They have to find similarities and differences and at the end discuss how the role of a female artist change from Renaissance (Sofinisba Anguissola) to the Modern art (Frida Hahlo) and why. They will express their own opinion and create their own points and critic about the similarities and differences. Finally, the museum educator will ask them their opinion about what these artists present to the contemporary female artists and how. At the end of this activity, the participants will be able to compare information and present their own opinion and critical thought about the artists and their work. | Total time: 30' (10' group A, 10' group B, 10' all together) |
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**Participants' feedback**

**Educator's remarks**

**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.