

# Embedding ICT In Art and Design

Newsletter - November / December 2004

## ICT in Schools: Embedding ICT @ Secondary Art & Design: The Lowry, Manchester

Over two hundred art practitioners attended the Art and Design Embedding ICT @ Secondary Conference at the Lowry Centre on the 18<sup>th</sup> November 2004.

The conference was organised by The Department for Education and Skills, in partnership with NSEAD and A4 (Association of Advice and Support in Art and Design), the Key Stage 3 National Strategy and Becta (British Educational Communications Technology Agency).



Adrian Hall, Head of Embedding ICT at KS3 at the DfES opened the proceedings. He outlined the government strategy for Embedding ICT in teaching and learning, emphasising their commitment to work closely with the subject associations and BECTa to develop the right kinds of materials to support teachers in schools. He also used the opportunity to promote the recently published 'ICT across the curriculum (ICTAC) pack'.

After an introduction to the Embedding Project by Kevin Mathieson and Tony Wheeler, delegates had a busy day attending a wide range of presentations covering many aspects of ICT in Art and Design.

Of particular interest to delegates were the presentations given by Ged Gast Creativity Consultant for Surrey who explored the unique role of ICT in promoting creative solutions and Keith Walker Chief Examiner AQA Art and Design who unpacked the GCSE subject criteria with a focus on the ways in which ICT can be used productively and creatively to meet requirements.

Running parallel to this Greg Hodson Head of Art and E-learning Co-ordinator Chalfonts Community College Buckinghamshire presented 'A Rough Guide to GCSE Digital Art (Conception to Reality)'. Greg's enthusiasm and honesty about the process of getting this course off the ground was refreshing. I have no doubt that we be hearing more from him as the course develops.

Following the creativity theme Philip Oliver CEO of Blitz Games gave us an insight in to the development of a computer game and the vocational opportunities available for young people in the games industry. Philip highlighted recent research conducted by the Sector Skills Council and the DTi that show over **70,000** people are employed in digital creative roles in the UK, across nearly 3,000 different organisations. These roles encompass everything from website creation, interactive TV and multimedia through to games creation.

Other presentations focused on the use of interactive whiteboards in art, the use of digital lens based media, animation, e-learning environments, sacred books, and a fascinating look at the work of Keith Brown Sculptor who uses Computer Aided Design and rapid prototyping not only as a tool but also as a medium to realise 3D artwork.

Throughout the day delegates also had the opportunity to visit the 'Learning Zone' to seek advice, try out software and to explore web based materials for Art and Design. Learning Zone exhibitors included: NSEAD bookshop, DfES, ArtisanCamNorth, Axis arts, Adobe, Logotron and Croft Douglas Education

By the end of the day we had made a lot of new friends and put a big marker up at the DfES that the art community is a powerful force for promoting ICT.

A big thanks to everyone who helped to make this a memorable event.  
Kevin Mathieson  
Embedding ICT in Art Project Manager

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## Conference Roundup

### Embedding ICT in subject teaching - new materials from the DfES

The ICT across the curriculum (ICTAC) pack is a set of materials designed to promote the use of ICT across all subjects in schools. It builds on the work of the Key Stage 3 National Strategy ICT strand and the ICT capability that pupils are bringing to their subject lessons from their ICT lessons. It also considers the value that ICT can add to teaching and learning in subjects and the need for a whole-school approach to develop coherent and effective practice across the curriculum.

Download the Art and Design ICTAC pack from:  
<http://www.standards.dfes.gov.uk/keystage3/resp/ictac>

### "Reversing the order between the cyber and the real".

Keith Brown –Sculptor  
Principal Lecturer in Fine Arts and the Head of School of Sculpture, Time-Based & Digital Media Manchester Metropolitan University, Faculty of Art & Design.

My main concern is with "real virtuality" or "cyberealism" rather than "virtual reality".

Find out more from:  
<http://www.sculpture.org/documents/webspec/digscul/brown/brown.htm>  
<http://www.drumcroon.org.uk/Arch1/Encounters/Keith/keith.html>

### 'Art in an e-Learning Environment' Tony Minion - Artist and Director Cloth of Gold

Tony's presentation focused on sharing practical examples and what has been learned through collaborating with arts practitioners that can be applied to existing classroom practice.

<http://www.clothofgold.org.uk>

### Anim8ed - embedding ICT in Art and Design

Anni Allsuch – Co-ordinator ICT in Art and Design Beckfoot Community School Bingley  
A collaborative animation project involving year 8/9 students, animator Rozi Fuller and the Museum of Film and Photography Bradford.

<http://www.anim8ed.org.uk/>

**Getting Paid to Play Games?** The truth about careers in the games industry. Philip Oliver - CEO and co-founder (along with his twin brother Andrew) of Blitz Games, one of the top 5 independent videogame developers in the UK.

The computer games industry in the UK alone provides employment for well over 20,000 people across a variety of sectors and is worth over £2bn a year.

<http://www.blitzgames.com>

'If you want to get into games then you've probably been wondering where you can go for information. Maybe you want to know what programming tools you should learn, or how you put a good animation demo together. Maybe you're interested in being a games journalist or helping to market the finished products'.

<http://www.blitzgames.com/gameon/>

Notes from Philip's presentation '**Creative Careers in Video Games**' can be downloaded from:

<http://www.drumcroon.org.uk/newmedia/games.html>

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## Learning Zone links:

### Sacred Book - Drawing inspiration from the Lindisfarne Gospels

Sacred Book has been developed by Stephen Livingstone Head of Art at Spenmoor School County Durham and Sarah Scaife a Freelance Museums and Heritage Consultant working in collaboration with the British Library. The outcome of the project has resulted in the production of a website about using the Lindisfarne Gospels to inspire artwork.

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'The website has been designed as a resource to help you create a 'Research Book'. The site suggests ways to make and bind a simple book. There are also projects, approaches and activities to fill your book. The site has four themes - object, time, place, word. Each is connected to one of the four gospel authors. You can download images from this site to use in your own work. You will also find links to other sites and resources if you want to deepen your research.'

*Stephen Livingstone*

<http://www.bllearning.co.uk/live/sacredbook/>

## Artisancam

ArtisanCam North is a fully interactive website which aims to raise the profile of contemporary visual artists in schools. This innovative website includes scheduled live watching of artists and craftspeople in their studios, video conferences between schools and artists and fully interactive online workshops. Targeted at KS2 and 3 pupils and their teachers in the North East of England and Cumbria and Lancashire, ArtisanCam North is free at the point of use to all.

<http://www.artisancamnorth.org.uk/mac.php>

## Croft Douglas Education

Digital Video in Education

<http://www.croftdouglas.co.uk>

## Adobe School Collection 2.0 New version!

The Adobe® School Collection 2.0 has been built in accordance with the education sector's requirements for software to support the creative presentation of learning. Featuring [Adobe Photoshop® Elements 3.0](#) and [Adobe Premiere® Elements](#) software, the Collection offers the tools to add creative elements to learning across many subjects.

Available to Primary and Secondary schools only, the Adobe School Collection 2.0 is for Windows® only and ranges in price from £9.99 to £29.99\* per user depending on volume purchased.

This product is available through Curriculum-On-Line.

Lesson Plans for KS3 can also be downloaded from the address below.

<http://www.adobe.co.uk/education/purchasing/schoolcoll.html>

## What is Curriculum Online?



Curriculum Online is central to the Government's drive to transform teaching and learning in schools by improving access to ICT and multimedia resources for all pupils.

To help bring about this aim, the Government has set aside substantial funds in the form of eLCs (electronic learning credits). This eLC money goes straight to your school to spend on multimedia resources.

The 'Curriculum –On-Line' Website has recently been re-designed to make it easier to find resources.

<http://www.curriculumonline.gov.uk/Default.htm>

**You can use your E-learning credits to purchase a range of products for Art and design including:**

## Adobe School Collection 2.0 New version! (See separate entry)

### Serif PhotoPlus 9

PhotoPlus 9 is the ultimate tool for working with photographs and paint type images, for the Web, multimedia or the printed page  
<http://www.pugh.co.uk/products/serif/photoplus-9.htm>

### Jasc Paint Shop Pro 8

Download a free 60-day evaluation copy from:

<http://www.jasc.com/products/?>

**Macromedia Studio MX 2004** School Site License – now includes curriculum!  
The Macromedia Studio MX 2004 School Site License is an integrated solution that

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gives schools access to teacher training, two new student academic projects for Flash and Dreamweaver, and Macromedia Studio MX 2004 for use throughout the school for one set price based on the size of the school.

For more information:

<http://www.macromedia.com/uk/resources/education/>

**Revelation Natural Art** – natural media paint program

<http://www.logo.com/cat/view/revelation-natural-art.html>

Download a free evaluation copy from:

<http://www.logo.com/downloads/demos/rna.html>

## Axisarts

The purpose of the site is to promote the strengths and diversities of UK contemporary visual artists and makers offering easy access and providing authoritative information. The site allows you to browse and search for artists and artworks by region, name, media or subject.

[www.visualassociations.org](http://www.visualassociations.org)

The site has links to both axisartists.org, smudgeflux.org and openfrequency.org. Smudgeflux is a new free service for teachers and students of art and design. It provides teachers with examples, case studies and advice to support the teaching of art and design in the classroom. Crucially it provides teachers and students with easy access to the work of artists practising in the UK today.

Smudgeflux also provides information on how to bring artists into the classroom to work with students. Teachers can search through the artists and makers – all of whom have experience of working in education and have the necessary (CRB) police checks.

<http://www.smudgeflux.org>

**NSEAD - The National Society for Education in Art and Design** is the leading national authority concerned with art, craft and design across all phases of education in the United Kingdom.

<http://www.nsead.org>

## Conservation Technologies - The National Museums Liverpool

There are over a million objects either on display or in storage. These range from tiny natural history specimens such as mounted humming birds right through to space rockets and steam engines.

The Museum uses 3D modelling techniques to replicate historic artefacts.

<http://www.liverpoolmuseums.org.uk/conservation/technologies/index.asp>

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## Other NEWS

### BECTA ICT Advice

**E-publications**, where you'll find news, reviews and snapshots of good practice about using ICT in the classroom. There are areas for primary and secondary teachers, ICT co-ordinators, and those interested in the 14-19 curriculum.

Register at:

<http://www.ictadvice.org.uk/index.php?section=ab&catcode=registration>

### BETT 2005 - 12th -15th January. Olympia, London

- Over 550 leading educational ICT suppliers covering all curriculum areas and all levels of education
- Over 100 seminars and workshops from industry experts focusing on current issues in ICT
- Be there to see Teachers' TV – the first television channel for people who work in schools, launching early 2005
- Visit NESTA Futurelab Innovations at BETT, sponsored by Intel, for a glimpse of what the future of educational ICT may hold. Live demonstrations throughout the day!
- Dedicated areas for Special Needs, Software, Publishing, Library Resources, Film Production and Engineering
- Find out how to embed ICT into YOUR subject area!

<http://www.bettshow.co.uk/>

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Register on-line at:  
<http://www.cts-online7.co.uk/shows/bett05/>

## Animated Exeter

7 - 19 FEBRUARY 2005 | SCHOOLS WEEK  
7 - 11 FEBRUARY 2005

**Animation Careers Day** 2005 Monday  
14th February

For those thinking of a future career in animation, Animated Exeter's Careers Day is the place to be.

The Animation Careers Day offers a wealth of information, including talks, discussion panels and surgeries with top animators. A variety of information stands will be open from 10am providing tips to potential animators on anything from where to buy a peg bar to how to finance a short film. Throughout the day top animation producers, trainers and recruiters will hold panel discussions about options available in the UK. There will be spaces for animation surgeries and opportunities for would be animators to discuss their work with the professionals. Plus, new for 2005, the chance for your work to be included in a showcase screening!  
<http://www.exeter.gov.uk/animatedexeter/>

## Initial Teacher Training at the National Gallery

17 November 2004 - 7 February 2005  
The Space@NG (Education Centre)  
Admission Free

This exhibition displays the work of two Initial Teacher Training (ITT) partnerships with the National Gallery; a primary ITT partnership with the University of Roehampton and a secondary ITT partnership with the University of Gloucestershire.  
<http://www.nationalgallery.org.uk/education/itt/index.html>



## Christmas Links

**Electricdecember 2004** features digital distractions by contributors from across the South West. This year's theme is transformation and previous calendars are in the archive.  
<http://www.electricdecember.org/04/calendar/calendar.php?dateSwitch=07>

## OXFAM Unwrapped

Why not help people in important areas of their life? Whether it's learning, life's essentials or keeping them well, your gift can really make a difference.  
<http://www.oxfamunwrapped.com/Default.aspx>

## Next edition end of January 2005

Deadline for contributions 15<sup>th</sup> January.  
Please send your ideas, news, projects interesting weblinks to:  
[kmathieson@blueyonder.co.uk](mailto:kmathieson@blueyonder.co.uk)

## Season's Greetings

**Kevin Mathieson – Embedding ICT in Art and Design Project Manager**