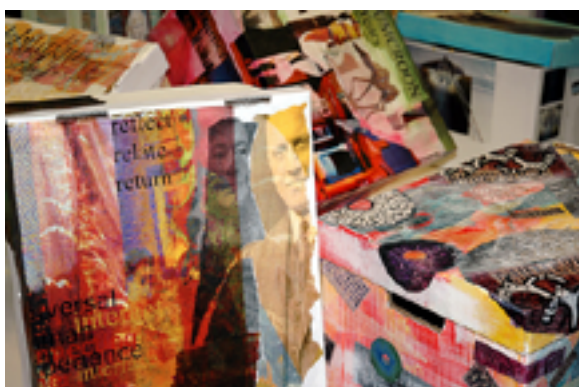


Embedding ICT in Art and Design

february 2006

Art and ICT CPD

Since December 2005 NSEAD has been running a series of 2 day Art and ICT courses at different venues around the country. The courses have given delegates the opportunity to develop ideas using ICT alongside traditional media and to explore some of the issues around the implementation of ICT in the classroom. For more information on future courses e-mail: kmathieson@nsead.org



Teacher responses to the '25 Years Principles and Practice' Exhibition at Drumcroon

You can view some of the work done by teachers at:

<http://www.flickr.com/photos/devon-ict-art/>

TheOpen CD

TheOpenCD is a collection of high quality Free and Open Source Software. The programs run in Windows (some of the applications on OpenCD are available for both Windows and Mac just follow the links to the software sites to check compatibility) cover the most common tasks such as word processing, presentations, e-mail, web browsing, web design, and image manipulation. We include only the highest

quality programs, which have been carefully tested for stability and which we consider appropriate for a wide audience. Read more about OpenCD at: <http://www.theopencd.org>

I Can Animate - Kudlian Soft

Designed for all ages, I Can Animate lets you create stunning movies using a variety of animation techniques.

Work with different video layers so that you can create an animation from video captured from a camera, pictures you have drawn yourself or both together. All this in one single application.

A single user licence will cost you £35

<http://www.kudlian.net/products/icananimate/index.html>



19th -23rd July 2006 University of York

Critical Practice, Creative Process, Cultural Perspective 2006 is a four-day residential conference exploring theoretical and practical approaches to the ways in which digital media impacts upon and enhances both teaching methodologies and learning experiences at both Primary and Secondary levels.

CP3 2006 develops and sustains these themes and approaches which informed Film Education's successful 2005 conference. The conference seeks to act as a catalyst for the exploration and development of new approaches to teaching, learning and creative thinking, such as in the use of Interactive Whiteboards, multi-modal text creation and the need for creative space.

The conference will bring together key-note speakers, practitioners and workshop leaders from the worlds of Primary and Secondary education, multimedia, film and art. CP3 2006 will create an environment where people can share ideas and be inspired by new approaches to learning whilst developing their critical, creative and imaginative powers and practical skills.

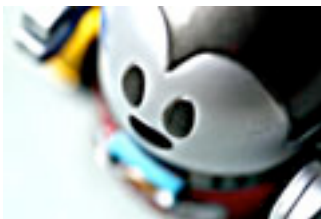
WORKSHOPS INCLUDE:

- * Film and Performance
- * Creating a Narrative
- * Digital Animation
- * Non-narrative and Music
- * Screenwriting and Short Films
- * Primary Picturacy
- * Transformations and Appropriation
- * Interactive Whiteboards, digital video and creativity

More information and an application form is available from:

<http://www.cp3.org.uk/content.php?content.5>

Shapes of Time ...



Shapes of Time is the website and project of Marshall Mateer.

It provides design, consultancy and project management while ...

- engaging with e-learning and developing digital resources
- traversing the arts - heritage to futures - old tropes & new memes
- marmalising the media - issues and histories

Website: <http://www.shapesoftime.net/pages/viewpage.asp?uniqid=352>

Contact info@shapesoftime.net



Commended by HRH The Prince of Wales, HRH Prince Hassan bin Talal, The Rt. Hon. Tony Blair, Sir Simon Jenkins & the late Sir Wilfred Thesiger, OffScreen is an independent, artistic initiative designed to improve understanding of the Middle East in Britain. Between September 2002 and September 2003 four young artists – Al Braithwaite, Henry Hemming, Stephen Stapleton & Georgie Weedon – travelled throughout the Middle East making art, staging exhibitions in association with the British Council in Amman, Muscat and Tehran, and running workshops with local artists to create a striking and highly original portrait of the Middle East today.

<http://www.offscreened.com/>

MAKING IT YOURS: CERAMICS

In January 2006 the Crafts Council's *Making It Yours: Ceramics* exhibition will begin a tour of specialist secondary schools across England. In the first project of its kind forty-four ceramic objects from the Crafts Council Collection will be loaned to the schools as a complete exhibition supported by handling objects, audio, video and written information. This groundbreaking initiative, developed in partnership with Ofsted, marks the start of the Crafts Council's new way of working by taking the lead in national craft education. . As part of the package of events that will accompany the exhibition, Ofsted will present three conferences, one in each host school, all focusing on raising the profile of craft within the art and design curriculum. Each conference will involve up to 100 teachers from across the region and give them the opportunity to work with makers, meet craft organisations from that region and enjoy speakers addressing key issues for the crafts in schools.

The tour of *Making It Yours: Ceramics*, supported by the Esmée Fairbairn Foundation

and the Foyle Foundation, begins in the Midlands at Chenderit School in Banbury from January to the end of March 2006 with the conference on 1st February. The exhibition then travels to the North East to spend the Summer Term at Greenfield School in County Durham with the conference on 16th June, before going to the South West to spend the Autumn Term at King Edward VI Community College in Totnes. The final conference will be on 15th November.

The Michael Heseltine Gallery at Chenderit School is the first Gallery in the country to feature work from the Crafts Council collection. Some 50 pieces are on display together with audio, visual and touch screen information panels.

Open Monday 9 January - Friday 31 March. 9-5 pm in term time and Sundays 15 January, 5 February and 5 March.

<http://www.chenderit.northants.sch.uk/visualarts/gallery/current.html>

Further Information:

Crafts Council Education

<http://www.craftscouncil.org.uk/education/schools.htm>

Further Information about 'Making it Work Ceramics'

e-mail: education@craftscouncil.org.uk

E-safety

Becta commissioned 'E-safety: the experience in English educational establishments' in August 2005 to audit the current level and range of activity within English state maintained educational establishments to ensure the safe and effective use of information and communication technologies (ICT).

You can download the report from:

<http://becta.org.uk/research/research.cfm?section=1&id=5005>

Art and ICT CPD Durham

Eighteen art teachers from schools in Durham, Sunderland and Newcastle took part in a two day Art & ICT workshop at Durham Gilesgate Sports College and Sixth Form Centre on the 6th & 7th February 2006.

The teachers worked with Stephen Livingstone, Artist and Head of Art at Spenny-moor School and Kevin Mathieson - Embedding ICT in Art Project Manager to develop ideas based on the work done by Stephen with the British Library entitled 'Sacred Books'. The following is a brief description of the process that involved internet research, manipulating images in Photoshop, digital photography and collage using printouts.

Thanks goes to Ellen Beveridge Head of Department at Durham Gilesgate Sports College and Sixth Form Centre for her support in making this CPD event a huge success.

Workshop Task

THE CITY OF DREAMS

"The Great Khan contemplates an empire covered with cities that weigh down upon the earth and upon mankind, crammed with wealth and traffic, overladen with ornaments and offices, complicated with mechanisms and hierarchies, swollen, tense and ponderous.

"The empire is being crushed by its own weight," Kublai thinks, and in his dreams now cities light as kites appear, pierced cities like lace, cities transparent as mosquito netting, cities like leave's veins, cities lined like a hand's palm, filigree cities to be seen through their opaque and fictitious thickness.

"I shall tell you what I dreamed last night," he says to Marco. *"In the midst of a flat and yellow land, dotted with meteorites and boulders, I saw from a distance the spires of a city rise, slender pinnacles, made in such a way that the moon in her journey can rest now on one, now on an-*

other, or sway from the cables of the cranes."

Italo Calvino "Invisible Cities"

Process

Delegates were asked to consider the idea of designing and building their dream city. They will then go on to produce images charting the rise and fall of their City of Dreams.

Starting points - Sacred Book website (Island Mentality / Towers of Babble):

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

Italo Calvino "Invisible Cities"

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

City maps in the British Library, websearch.

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

Antique Maps of Durham

<http://www.rossoldbooks.co.uk/Durham.html>

The Earth from the Air

<http://www.earthfromtheair.com>

Other Resources

Newspaper and Digital Camera and general art materials - glue, scissors cartridge paper etc.

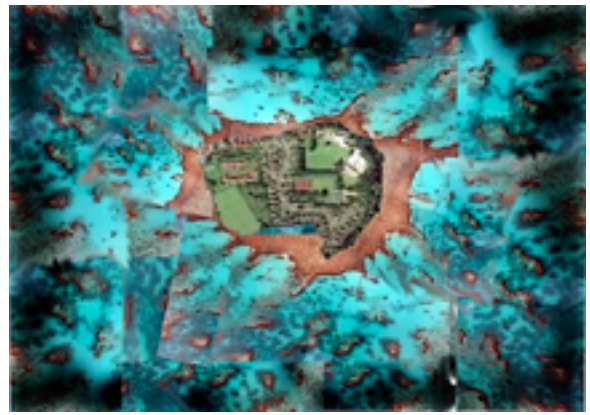
RISE (Day 1)

Building the City of Dreams

1. Visionary - find inspiration on the web. Search for images of cities visited or of the imagination.

2. Explorer - (Island Mentality activity) seek and find a suitable site for a City of Dreams using Multi-map or Earth from the Air Website.

Download an ariel view of plot and then use Photoshop to convert into an island. Print out.



3. Architect - (Towers of Babble activity) get away from the computers for a bit and chop up newspapers, using letter forms to stick together towers, temples and city walls. Photograph or scan.



4. Scavenger - go out and about with camera and collect images of windows and doors, patterns and textures.

5. Builder - import photos and combine collected material with buildings using Photoshop. Print out multi copies of buildings, cut up and tape together.



6. City Planner - Use island printout to draw/paint street plan and make a model of the city by taping buildings to it. Light

and photograph from birds-eye and worms-eye views.



The Great Fire of Digiopolis

7. Topographic Artist - document the City of Dreams in maps and pictures. Manipulate photographs using Photoshop. Add colour, textures, landscape, atmosphere, flags, people (scan or photograph images from newspaper). Produce city plans, add to island image, make panoramic views.



FALL (Day 2)

Civil War breaks out in the City of Dreams.

1. Soldier - besiege, ravage and burn your City of Dreams. Tear and burn model.

2. War correspondent - document the destruction in words and photographs. Again could use scans and photos from newspaper as well as other assembled materials.

3. Artist - lament the Fall of the City of Dreams in pixels and paint.

You can view more of Stephen's work at:
<http://www.axisartists.org.uk/seCVPG.aspx?ARTISTID=3586>

You can view more of the work done by teachers at:
<http://www.flickr.com/photos/devon-ict-art/>

Contribute

If you would like to contribute to the next issue of 'Embedding ICT in Art and Design' send ideas, weblinks or short case studies to Kevin Mathieson by March 15th 2006.
e-mail: kmathieson@nsead.org



www.nsead.org