



The Creative School



Open Educational Resources

Let Them Live Again

Topic: Art History

Age Group: 11-14, 14-18 years old



Erasmus+

Authors

Maddalena Nicoletti, Svenja Pokorny, Pier Giacomo Sola, Emma Ricci, Domenico Veneziano, Valerio Palmisano, Lorenzo Gambardella, Icaro Rimondi, Eden Iciek, Angelica Boschi, Alessia Grande, Riccardo Fazzioli, Sofia Pattini, Michela Monari, Sara Facchini

Images

© Trustees of the Chester Beatty Library, Dublin, iStockpicture

Copyright

Materials can be used according to the:
Creative Commons Non Commercial Share Alike license



Disclaimer

The Creative School project has been funded with the support of the European Union and the French National Agency for the Erasmus+ Programme (Grant Agreement 2019-1-FR01-KA201-062212). This publication reflects the views only of the author, and the European Union and the French National Agency for the Erasmus+ Programme cannot be held responsible for any use, which may be made of the information contained therein.





Table of contents

Let Then Live Again	6
Instructions for teachers	7
Repaint a picture  11-14	8
Questions for animating the discussion.....	9
A Surreal Journey  14-18	10
Questions for animating the discussion.....	10

The Creative School open educational resources include the following learning modules, here listed according to subject matters and age of the target students:

	 7-11	 11-14	 14-18
 Art History		Let Them Live Again	Let Them Live Again
 Citizenship and Philosophy	Ethical Dilemmas	Ethical Dilemmas	Ethical Dilemmas
 Environment, Natural Sciences	Biodiversity and Visual Arts	Biodiversity and Visual Arts	
 Facilitation	Online learning through object based learning	Online learning through object based learning	Online learning through object based learning
 Geography	Urban walks	Urban walks	
 History			How did young people live?
	Photos as memories of the past	Photos as memories of the past	Photos as memories of the past
 STEAM			Critical thinking on climate change
	#Empowering YouthVoices	#Empowering YouthVoices	#Empowering YouthVoices
		Hungry Algorithms	Hungry Algorithms
 Teachers Training	Europeana as a learning tool	Europeana as a learning tool	Europeana as a learning tool
	Practical approaches to teaching with objects	Practical approaches to teaching with objects	Practical approaches to teaching with objects

The Creative School project develops learning modules for children and schoolteachers, promoting self-directed learning, critical and visual thinking skills by using cultural heritage content made available by the partner organisations. The present output has developed a set of training materials focusing on the development of thinking skills through engagement with cultural heritage.

More and more children and young people need to develop higher level thinking skills in order to find solutions to social, emotional and economic problems, both personally and in the context of the wider world. They are encouraged to be creative, innovative, enterprising and adaptable, with the motivation, confidence and skills to use creative and critical thinking purposefully.

The main beneficiaries of the project include primary and secondary school teachers, who, through engaging with the project will become equipped with the skills necessary to facilitate pedagogical strategies for creativity and critical thinking. Children and young people involved as participants in the Creative School project will develop the skills required to respond to the challenges offered by the Creative School curriculum.

We hope this material will bring a new dimension to your work and inspire you to use it for fostering creative and critical thinking among young people. The selected topics have been chosen together with teachers and educators coming from Austria, Croatia, Finland, France, Ireland, Italy and the United Kingdom through focus groups and surveys.

Each material is accompanied by key learning points as well as several interesting facts or pieces of information, which are intended to be used to provoke further discussion. The most appropriate age group is also indicated.

Wherever possible we have included a short interactive activity that can be carried out with students or a series of suggested questions to ask, in order to introduce the topics of each learning module. Should you wish to explore certain topics or themes further, each material includes a link to other related ones. When available, a general list of additional educational resources related to the topics is also provided.

The material and accompanying text are designed as standalone educational aids. In this respect, the resource is intended to provide an overall framework from which you can pick and choose the issues most relevant to your activities. The module can be used within any country any context as it deals with issues, which are cross-border and universal.



iStockpicture

For more information about *The Creative School* project, please visit:

<https://www.creative-school.eu/>

Let Them Live Again

Topic:



Art History

Age range:



11-14



14-18

The workshop can be run with different age groups. An example suitable for each group is proposed, however the teacher can stimulate activities starting from our paintings and topics, according to the characteristics of the students.

Time:



45-60 minutes

Materials and tools:

Picture of a painting
PowerPoint presentation

Learning objectives:

Encourage children to:

- think in a creative and critical way about how art can represent concepts and feelings, as well as fairness, responsibility, respect and other values;
- listen to each other sharing opinions and ideas;
- provide solid arguments to explain your ideas;
- look at pieces of art as a tool to be continuously reinvented and adapted.

Instructions for teachers

The first idea of this workshop was born during the Museomix event (a take-over of a museum by creative, designers, museum professionals, makers, gamers, etc.) organised in Caen in 2018 (www.museomix.org/it//editions/2018/caen-chateau-musee-des-beaux-arts-musee-de-normandie). The visitors to the Museum of Fine Arts in Caen were presented a symbol near selected paintings indicating to the visitor to engage with the work of art through 'play'. Motion detectors in front of the blackboard detected the presence of a visitor and a QR code invited the visitor to scan it with a smartphone. They were then redirected to a web page where a short welcome note showed them how the device worked, and what the users can do, including:

- Create their own story, by offering a personal interpretation of what is displayed in the painting;
- Discover a story proposal already made by other visitors or the museum team;
- Unveil the story represented in the painting, as proposed by the museum team.

Visitors decided what the different characters on the board thought or said, in the form of an SMS conversation uploaded on their phone. They were invited to publish the story and check the animation on their smartphone or directly on the board, which then appeared in speech bubbles.

Visitors were able to save their story on their phone.

The 'Let them live again' tool stimulated creativity by:

- Giving a second life and another meaning to the work of art;
- Creating an interaction between the works in the collection and the visitor;
- Increasing the visitors' experience, allowing them to participate in the work;
- Making the work of art resonate with contemporary perceptions;
- Offering visitors the opportunity to discover behind the scenes of a painting while at the same time had fun, relaxed and felt comfortable in front of a work of art;
- Learning new things about the work.

The system allowed visitors to reconsider the meaning of a table, invent a new story, understand the origin of a painting and bring home a memory of the visit experience.

Repaint a picture



The teacher starts the workshop presenting some paintings of famous artists, or asking the students to propose a painting of their interest. The participants create some groups, according to their common interests, and start a discussion that should highlight what the students see beyond the situation painted in the picture, as well as the feelings and emotions that are awakened by the canvas.

The painting presented in the following pages is “With This Hand I Could Taste This Zamponone”, by Enrico Robusti, an Italian artist very interested in the theme of food, and whose works draw a grotesque portrait of our world, both realistic and dreamlike. If the deformed proportions and accentuated expressions of his paintings refer to the realm of the nightmare, the characters depicted can instead be placed effortlessly in our homes, in our living rooms or in our restaurants.



Robusti paints with an ironic and cutting gaze, which manifests itself right from the titles of the works. The paintings of Robusti do not go at all in the direction of inviting to eating, for the grotesque, colourful, exaggerated women and men that the artist imagined and painted on the canvases. Eating becomes a vulgar practice, at times even disgusting.

The group composed of Emma Ricci, Domenico Veneziano, Valerio Palmisano and Lorenzo Gambardella, students of the class 4E of IsArt Liceo Artistico F. Arcangeli of Bologna, school year 2020-21, has reinvented the painting, replacing the “zampone”, i.e. the pig’s leg at the centre of the table, with a child victim of abuse in the family. Their purpose is to denounce the abuse of minors, a reality present in problematic family contexts. The zampone contained in the plate in the centre of the original painting has been replaced by the body of a child, who cries out in despair as he tries to escape the violence of his own parents, who surround him and loom over him. Sitting on his right, another little girl is bent over the table with her hands in her hair, tormented by the aggressive climate that surrounds her.



Questions for animating the discussion

Teachers can start asking “Do you think that the original painting of Robusti inspires repulsion towards food?” and then continue: “Is there a sense of violence present in the painting?.” If some students raise their hands, pick one student who needs to explain what kind of repulsion he/she got and why that is violent. If there are students who think that no repulsion or disgust are present, the teacher should ask them for counterarguments to statements of students who said that violence is painted. Discussion about the question goes on until the argument has been well analysed.



A Surreal Journey

This workshop has the objective to stimulate students to look at some paintings of their interest, and develop a creative way to present them to their schoolmates. In the following pages, an example is proposed to the teachers (please see the PowerPoint file “11-18_Let Them Live Again_A surreal journey_EN.pptx”), to give them the opportunity to present the model in the classroom, starting from a real case based on modern art paintings. The information useful to help the teacher to introduce the paintings is highlighted in the following section.

Questions for animating the discussion

- Slides 1-3: These first slides are an introduction to the workshop.
- Slides 4-13: These slides present how the characters fall in the picture.
- Slides 14-16: The title of the painting is: L.H.O.O.Q., by Marcel Duchamp. More information on: <https://en.wikipedia.org/wiki/L.H.O.O.Q.>
- Slides 17-19: The title of the painting is: Dream Caused by the Flight of a Bee Around a Pomegranate a Second Before Awakening, by Salvador Dalí. More information on: https://en.wikipedia.org/wiki/Dream_Caused_by_the_Flight_of_a_Bee_Around_a_Pomegranate_a_Second_Before_Awakening
- Slides 20-23: The title of the photograph is: Dalí Atomicus, photograph by Philippe Halsman. More information on: [https://en.wikipedia.org/wiki/File:Salvador_Dali_A_\(Dali_Atomicus\)_09633u.jpg](https://en.wikipedia.org/wiki/File:Salvador_Dali_A_(Dali_Atomicus)_09633u.jpg)
- Slides 24-26: The title of the painting is: The Human Condition, by René Magritte. More information on: [https://en.wikipedia.org/wiki/The_Human_Condition_\(Magritte\)](https://en.wikipedia.org/wiki/The_Human_Condition_(Magritte))
- Slides 27-28: The title of the painting is: The Castle of the Pyrenees, by Rene Magritte. More information on: <https://www.wikiart.org/en/rene-magritte/the-castle-of-the-pyrenees-1959>.
- Slides 29-36: These slides show the characters ending their surreal journey.

