



Creative Mapping (3 hour workshop)

This activity is followed by a short immersive video in German. Scroll down to watch.



Purpose

These learning activities are an opportunity to increase your confidence and competence in creative arts learning.

1. To engage in creative arts learning experience
2. To reflect on this experience in relation to your own teaching identity.
3. To apply this learning to classroom settings
4. To build confidence in digital literacy

The object

A Map



This activity can be split up however you see fit. We advise doing it in a 3-hour slot however you can break it up in a way that works best for you. If you are inspired and want to spend longer on an activity. Please do!

Introduction

Warm-up and introduction (30 mins): You will need a pen and paper

Take yourself on a walk around where you are and write down / draw for yourself:

- What is it that you see?
- What stands out to you?
- What are your favourite/least favourite places?
- What do you already know about this area?
- What do you smell, hear and feel?

Naming and sharing

Naming and sharing (15 mins)

Give your audio walk a name.

Share your audio walk with the group you are working with.

Is there a photograph you can take that reflects the Audio map you have created? - Share that with your group.

If so please do.



Reflection

Now think about these questions in relation to the learning experience.

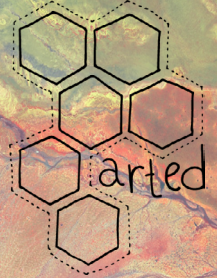
1. How did you feel during the learning experience? Why did you feel this way? Did anything surprise you?
2. What new skills did you develop most during the activities?
3. What do you think the value of this learning was?
4. Did you experience creative arts as a student?
5. What advice would you give to a teacher who wants to reproduce this learning experience in school?

Planning creative classrooms

Now think about how you would bring this learning into your classroom. You are encouraged to plan your lesson using your professional imagination to create your unique plan.

- How would you link these creative experiences to the curriculum?
- How would you structure the lesson? (*prompt see IO1 and IO2*)
- How could you create the learning environment that you need?
- What could be potential barriers? How would you overcome these?
- How could your digital experience transfer into your classroom teaching?

Kreative Kartografie



Erleben Sie die Aktivität unten



Katie Lee Dunbar

Sie können auch dieses Video auf YouTube ansehen <https://youtu.be/n7jvG3unDic?si=QGYR1Y7ScL->