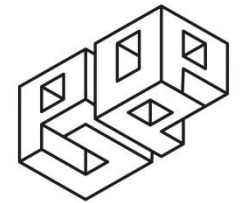


CREATING CULTURAL ARTEFACTS WITH STUDENTS

A RESOURCE TO INSPIRE TEACHERS



Dialogue & Argumentation
for Cultural Literacy Learning
in Schools



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Pop Up Projects CIC for DIALLS.

www.pop-up.org.uk
www.dialls2020.eu

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CRAFTS

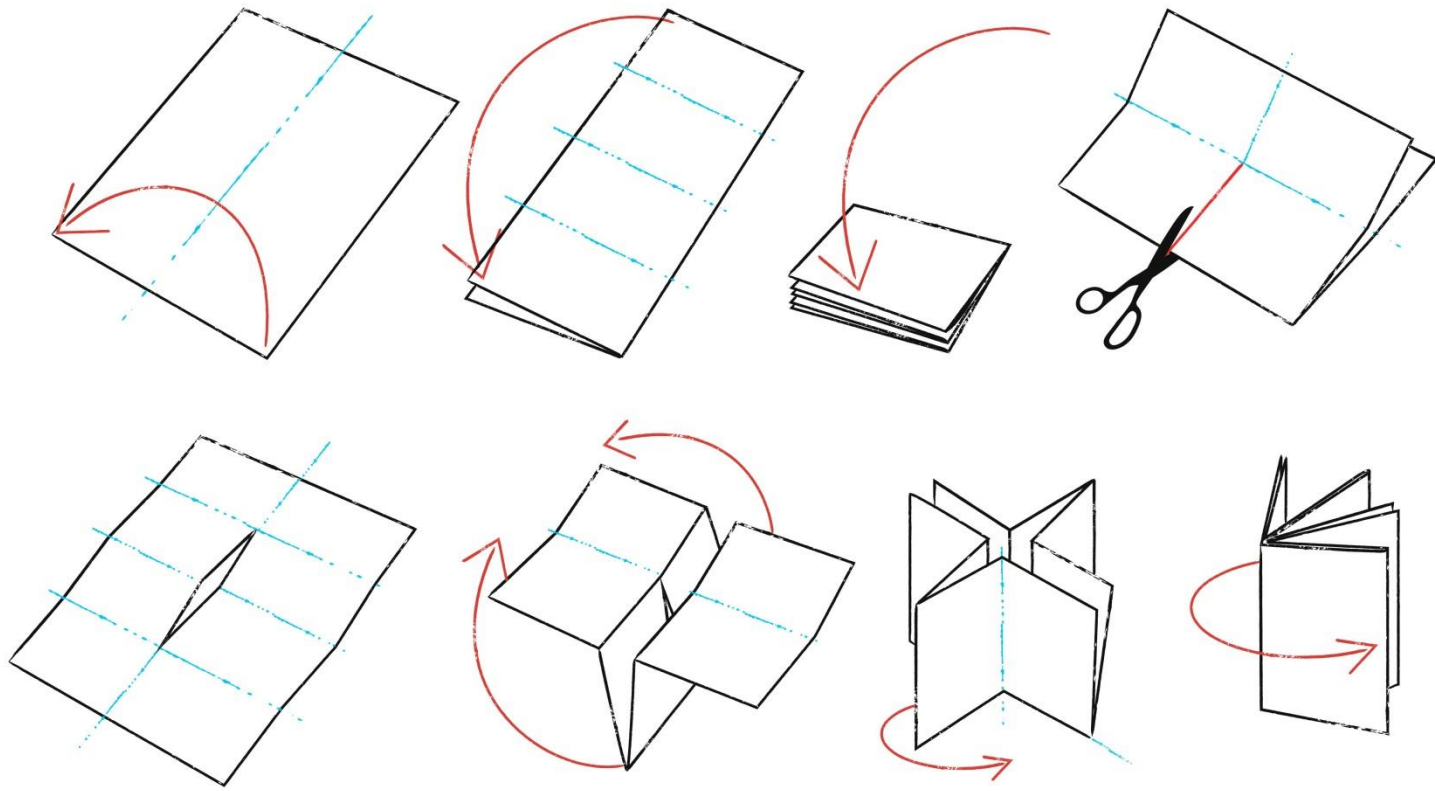
MAKE A ZINE

ALL AGES

- 1** Use a blank A4 or A3 paper
- 2** Fold the page once on the long edge
- 3** Fold the paper once more on the short edge, then again so that when you unfold it, the page is divided into eight sections
- 4** Cut a hole in the centre of the paper by folding the paper once on the short edge and cutting along the centre for one square-length (from the folded edge)
- 5** Pinch together the four squares on either side of the cut, gently pull out away from the cut and rotate the two sides together.
- 6** Fold the pages closed into a little booklet.

Find the Zine folding template on the next page.

Use this Zine for stories with eight panels - or include a cover and back side with a blurb and artist biography, just like a real book!



CRAFTS

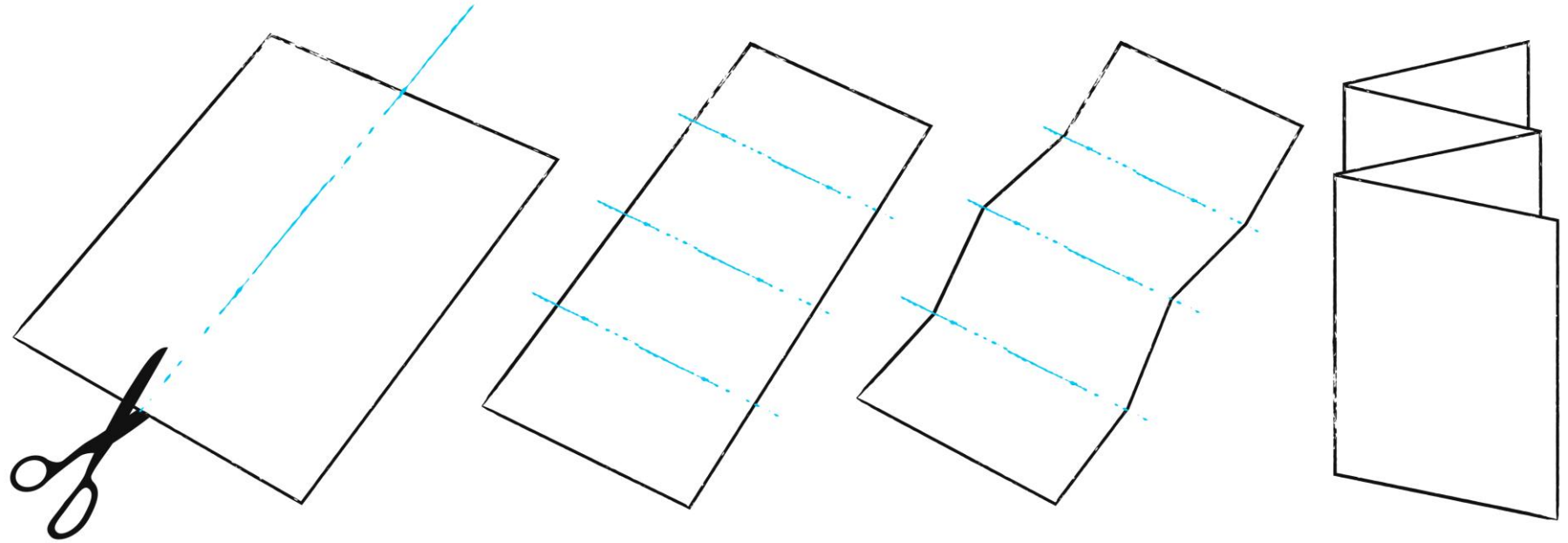
MAKE A LEPORELLO

ALL AGES

A Leporello is a concertina or zig-zag fold booklet.

- 1** Use a blank A3 paper
- 2** Fold it in half on the long edge
- 3** Cut the paper in two along the fold line so that you have two narrower strips of paper
- 4** Fold each paper on the short edge into 4 equal sections in a zig-zag way
- 5** You now have a Leporello with 8 panels
- 6** If you want more panels, you can tape or glue the second sheet of paper to the end, folded in the same way
- 7** Consider using the first panel as a cover with the name of the story or collection, and the name of the artist(s)

Find the Leporello template on the next page.



IDEA GENERATION

STORY STARTERS

ALL AGES

Many of the resources are about creating stories. Warm up your students' imaginations or use these activities if you're not sure how to start!

A. Envelope Stories

Prepare before class or create with students three envelopes; each envelope contains as many pieces of paper as there are students. Label one envelope each 'What', 'Where' and 'Who'. Fill each paper in the 'What' envelope with an activity, in 'Where' with a location, in 'Who' with a character or animal. These prompts can be completely random or themed. Each student picks one paper from each of the three envelopes and starts making up a story connecting the character, location and activity.

B. Object Stories

Ask pupils to bring in small everyday objects from home; prompt them to explore the objects with all their senses and think about them creatively: If the object was magical, what could it do? If an alien encountered the object, what would they think it is for?

Alternatively, bring in objects that can inspire imaginations yourself, such as rusty keys, old photographs, small boxes. What doors would they open? Where do they come from? Which secrets would they contain?

DRAWING

DRAWING WARM-UP

ALL AGES

A. Important Characteristics

Give students 1 minute to draw something - e.g. a castle or a crocodile; when they are finished consider with them what the important characteristics are that make the object or animal recognisable. Give pupils 30 seconds to draw the same thing again. After that, again in 15 seconds. This is fun and will make them focus on what's important in a drawing - the message!

B. 10-Second Faces

Give students 10 seconds to draw a face; then 10 seconds to draw it with their other hand, then upside down, then in one continuous line without taking the pencil off the paper. This is fun and reduces anxiety around drawing!

C. Drawing Feelings

Ask students to pair up. Students take turns to mimic feelings with their faces, such as sad, happy, curious, scared; the class then discusses what happens to your face when you express these feelings, and how these can be drawn, paying special attention to eyebrows, eyes and the mouth. Now get drawing!

IDEA GENERATION

STORY STRUCTURE

ALL AGES

Most stories begin with a problem - a character has a dilemma or is in trouble somehow.

(Sometimes the character doesn't know, but the reader does!)

When creating stories with your students, ask them to identify this problem first. Use the structure on the next page to plan out the rest of the story.

Each square can be an image, paragraph or sentence in the story, depending on whether it is drawn or written. Depending on how much time and space you have to create a story, the progression might be quicker or slower.

Find the Story Structure template on the next page.

- 1** Problem!
- 2** Things...
- 3** Get...
- 4** Worse...
- 5** ...
- 6** And...
- 7** Worse ...
- 8** ...
- 9** ...
- 10** Crisis!
- 11** Twist
- 12** Problem solved!

1	2	3	4
5 ➔	6	7	8 ➔
9 ➔	10 ☁️⚡	11	12

COLLAGE, CRAFTS

COLLAGE CHARACTERS

ALL AGES

Artefact outcome: Zine or Leporello

Bring lots of magazines or print-outs into class. Ask children to cut out shapes to create characters. Don't plan these out too much in advance (unless you combine this with one of the other activities below), let them emerge naturally.

Ask students to play around with different positions and arrangements before gluing the components down. Use coloured paper or card to make interesting backgrounds. You can continue working with the collages by photocopying them and using pens or pencils to colour them in or draw more things on or around them.



WRITING, PHOTOGRAPHY

WORLD OUTSIDE YOUR WINDOW

AGE 7+

Artefact outcome: Zine or Leporello

Make a list of different nationalities or languages spoken in the class/ school/ community. Make a list of the things students associate with those nationalities/ languages - such as buildings, clothes, textiles, objects, furniture, food, music, sounds. Organise students in pairs or teams and give each a camera. The pairs/ teams have to 'play detective' and hunt around their school/ community for places, people, artefacts, images which evoke those cultures, and photograph them. Create a Zine or Leporello by printing the photos and gluing them onto your template

WRITING, DRAWING, COLLAGE

WORD CITIES

AGE 4+

Artefact outcome: Collage

Pick a place - real or imagined - a country, a town or city, a landscape. Make a long list of words associated with that place. Make sure there's a mix of functional, descriptive and evocative words. Allocate a number of words to each student. Get students to draw representations of each word onto a single piece of paper. Collect all the drawings and photocopy them multiple times. Working in teams, get students to cut out the drawings and use them to create a collaged landscape of that place.

DRAWING, CRAFTS

MAKE BELIEVE MAPS

AGE 4+

Artefact outcome: 3D model

Pick a place - it can be the place where you are (neighbourhood, community, town or city, country - as big as you want to go). Create a large scale print-out of the map of this place - as large as possible. Get students to imagine places - buildings or landscape features - they'd like to see in this place. Encourage them to be creative, silly, outrageous. Get them to create small-scale illustrations of these places on card. Cut them out and attach another strip of card to the back of each one. Stick each illustration to the map, so that they stand up. Display the map in your school or take photos of it to share digitally with others.

DRAWING

PACK YOUR SUITCASE

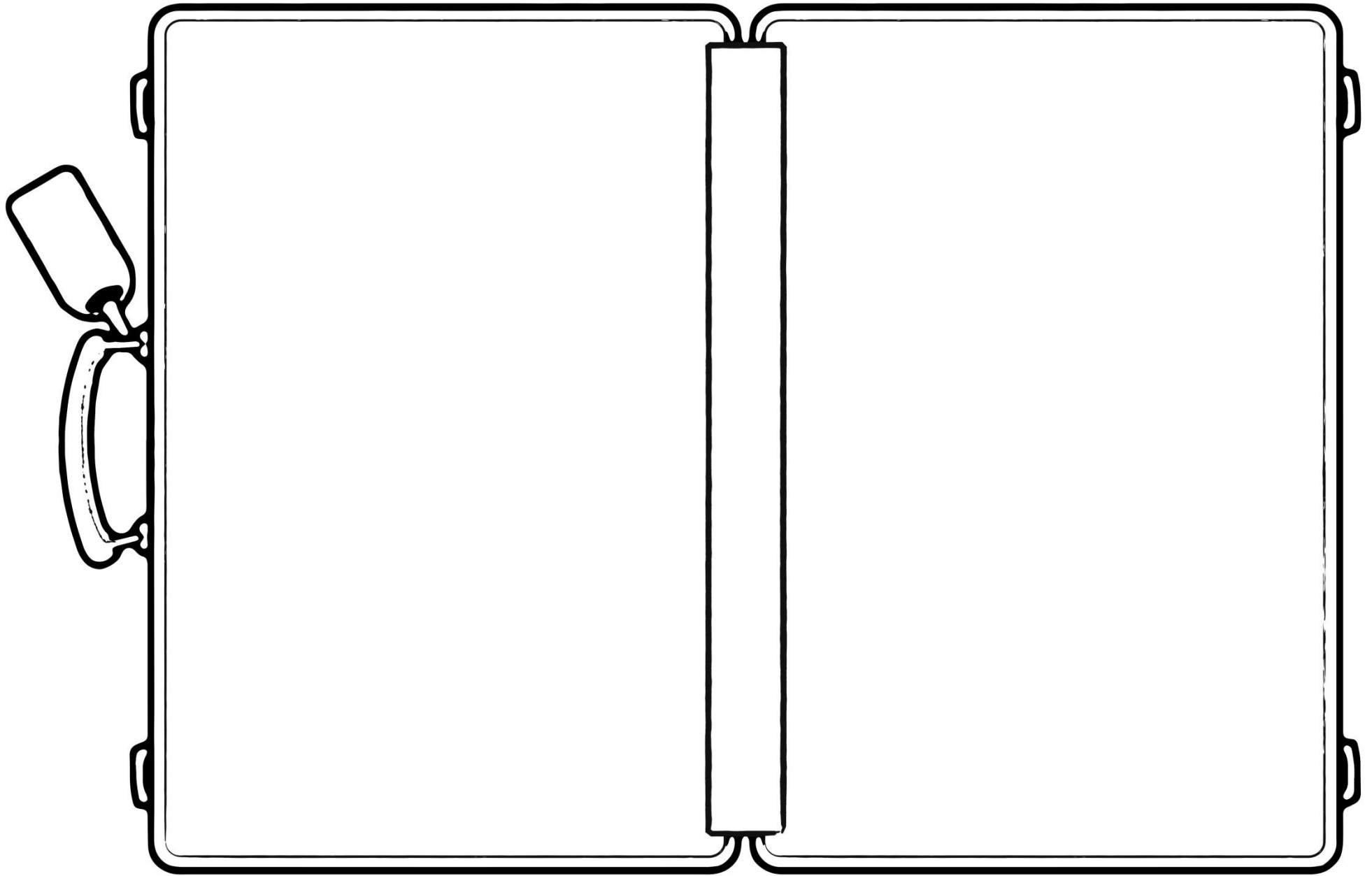
AGE 4+

Artefact outcome: Drawing

Get students to pick one of the characters in the wordless picture book or animated short film you are discussing with them in class. If this character had to leave their home tomorrow, because they (or someone in their family) are emigrating for work, or because of a war or another danger, what would they say goodbye to? What would they miss the most? What would they have to become used to, in their new home? Copy the empty suitcase below for each student and ask them to draw what the character would pack for their journey. Collect all suitcases and exhibit in your school, or share digitally with others.

Extend this activity by using it as a story starter.

Find the Suitcase template on the next page.



WRITING, DRAWING

CHANGE THE WORLD

AGE 4+

Artefact outcome: Zine, Leporello, Comic strip or collage

Discuss with students what major problems there are in the world - what needs fixing? Get each student to pick one problem. Get them to think of superpowers - if they had a superpower that could fix that problem, what would it be? Make them come up with a superhero name. Get students to create a fact sheet about their superheroes and draw a picture of them or make a collage (see page 6 above).

Now move on to creating a wordless story. Use the Zine or Leporello template.

Panel 1 & 2 depict the problem

Panel 3 introduce the character

Panel 4 depict an event that makes the problem worse

Panel 5 depict people or places in danger because of this

Panel 6 & 7 the character solves the problem

Panel 8 depict the consequence of their action

INTERVIEWING, WRITING, DRAWING

MUSIC & MEMORY

AGE 7+

Artefact outcomes: Soundtrack, drawing, collage, Zine or Leporello

Get students to pick an older person to be interviewed - a family member or neighbour. They will interview this person on the themes of 'childhood' and 'home'. Prepare students for the task - help them come up with a list of questions which evoke descriptive answers - with details about their childhood home and the people there. Guide students in how to write down their answers descriptively. Get students to ask each interviewee to name a piece of music they most associate with childhood/home - anything from pop to classical to folk or traditional - and then to research (online) and find that track or one that is similar. In class, get students to draw a picture or make a collage depicting a memory the interviewee associated with the music.

Collect all pupils' drawings in a Zine or Leporello with web links or references to the pieces of music.

PHOTOGRAPHY, COLLAGE OR DRAWING

ALPHABET PROJECT

AGE 5+

Artefact outcome: Zine, Leporello or postcards

Pick a broad theme - something like 'feelings' or 'identity'. Running through the alphabet, make word-associations relating to the theme for every letter. Jointly select one word for every letter. Organise students into pairs or groups. Allocate the selected words across the teams. Get each team to devise ideas for how to depict their words with objects or places to be photographed, in drawings or collages. If using photography, they will need to find the objects or places in the classroom/school. If you want to, write the illustrated word above the printed photo, collage or drawing, and translate into different European languages.

Print and display, for example as postcards, in a Zine or Leporello.

DRAWING

IMAGINARY ISLAND

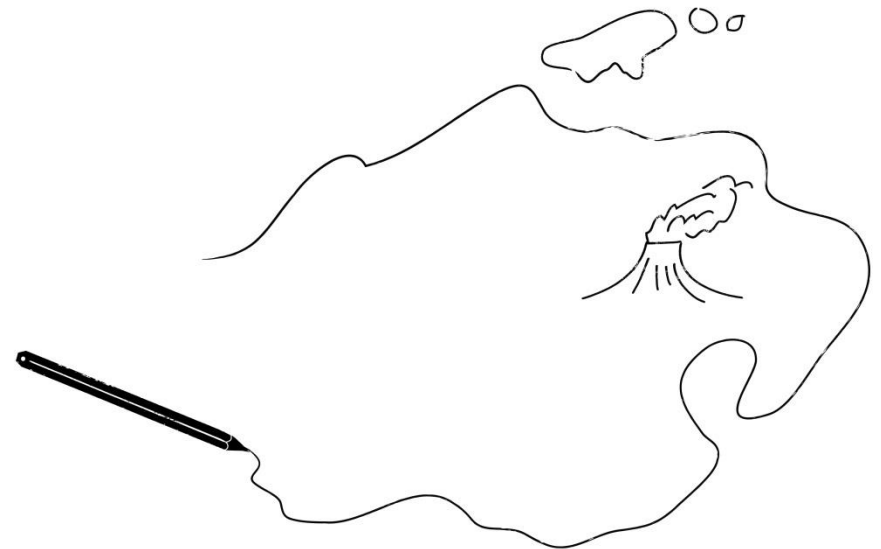
AGE 4+

Artefact outcome: Drawing

Ask students to draw a random, squiggly shape onto an A4 paper, filling $\frac{2}{3}$ of the space. Tell them that this is the shape of their imaginary island! Guide them to draw details on the map.

- 1 What kind of landscape does the island have - forests, mountains, beaches, deserts, rivers, tropical or snowy?
- 2 Does anyone live there? Are there any towns or houses?
- 3 Give some of the places interesting names!
- 4 To make it look like an island, draw the ocean around it with things on it - like boats, ships and fish.
- 5 Look at old maps on the internet and use examples of ornate titles, compasses and scales to decorate the map
- 6 Create a frame around the map to finish it off.

Extend this activity by using it as a story starter.



DRAWING

STORY RECYCLING

AGE 7+

Artefact outcome: Comic strip, Zine or Leporello

Divide students into pairs or groups. Each group picks any book in the classroom or school library and writes down the second sentence in the book. Then they repeat this with two or three other books so they have a few sentences to play with. Each group puts their sentences together - rearranging them as much as they want - to cut-and-paste them into a new story. Ask them to draw the story as a comic strip to create a Zine or Leporello.

Variation

Verbally create one story together as a class and sketch the whole story or one part of it; draw the image(s) onto the windows of your classroom or school with special pens which rub off glass. Take pictures to share digitally.

DRAWING

NEW ENDINGS

AGE 7+

Artefact outcome: Comic strip, Zine or Leporello

Pick an important moment from the wordless picture book or animated short film you're discussing with your students, which changes the further course of the story. Divide a blank piece of paper into six panels - or use the Zine or Leporello template. Ask the students to draw that moment into the first panel. Ask a few 'what if' questions:

What if the character(s) reacted differently?

What if a new character entered the story?

What other variables in the story could be different?

Ask students to use the remaining panels to draw their alternative ending to the story, from this moment onwards.

WRITING, DRAWING

GHOST STORY

AGE 7+



Artefact outcome: Comic strip, Zine or Leporello

Brainstorm and pick a historical event with your students - before their lifetimes - that happened in your town, region or country. If students can't find anything exciting they can exaggerate a real event to make it more dramatic!

Have students think of two children as main characters. Add a family pet for a bit of fun! Ask your students to create a story in which these characters meet a ghost who has lived through the historical event. Consider the ghost's feelings and motives for appearing to the children. Write down ideas, as a class, in groups or individually. Don't forget that the characters will need to fail and encounter hardships for the story to be interesting. How will they ultimately help the ghost right a wrong from the past? And how will this help the children understand more about past and present of their home?

Use the Story Structure template for support.