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# 1<sup>st</sup> Local Workshop Implementation Report

Date Here



COUNTRY	PARTNERS
<p><b>GREECE</b></p>	<p><b>PDETh</b></p>  <p><b>OPEN UP</b></p> 

## 1. Introduction

The first local digital workshop took place in Larissa on 7-8-9/12/21 in the ICT Laboratory of Lykeio Gonnon and involved 10 teachers of the school Lykeio Gonnon and in the ICT Laboratory of Lykeio Nikaias and involved 5 teachers of Lykeio Nikaias.

**Teachers which have participated are:** Stylianos Orfanakis from Lykeio Nikaias of Larissa, Georgios Giannakas from PEKES Stereas Elladas

**Responsible from PDETh are:** Ioanna Chatzopoulou and Zissis Zikos

**Responsible from Open up are:** Stylianos Orfanakis, Aikaterini Ganatsiou and Georgios Giannakas

## 2. Choice of Thematic in Digital Art' Training

The thematic of these Local Workshops was the recreation of a painting using a digital tool with which the students were very familiar, as all of them have used it before and implemented it within the related courses of Technology Information in school's curriculum. As the subject of the 3-day Local Workshops was "Training in digital creativity with application in Education and Art; Rebuilding the cubism through Scratch", we chose a painting well-known for its symbolism and cubism in this content, the famous "Guernica" of Picasso. So, we rebuilt creatively this painting, using Scratch and most of all investing and developing the imagination and creativity of our students.



*The Guernica of Picasso*

### 3. Choice of Digital Material

Digital Material: The digital Scratch program, with 3d pictures and sound.

The artist Eleni Kalampaliki isolated essential elements of the painting that are symbolic parts of the Guernica, such as the bull, the mother with the dead child in her arms, the candle, the eye, the lamp, and all these issues were the moving material (which was properly shaped by the technicians of Open Up organization). The participants were asked to transform all these parts of the painting, to color them and to combine them with each other in order to create something new and fresh. Also, graffiti's from the city's walls that the artist has photographed and the technicians of the Open Up have edited for the students' creations, was used as a background.

### 4. Agenda of the Local Workshop

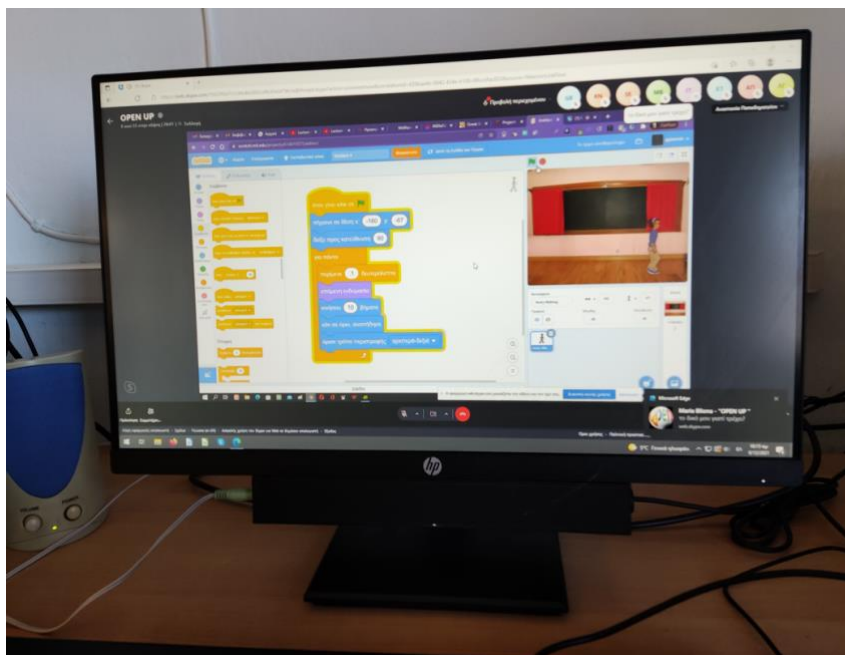
Session	Activity Carried Out
<p><i>7/12/21</i></p> <p>14.30-16.00: Questionnaires of expectation Introduction in the project ABeyGa, information on Scratch</p> <p>16.20-18.00: Practice on Scratch Composition of different backgrounds to recreate the Guernica</p> <p>18.20-19.30: Follow-up activities</p>	<p>Face – face and online support</p>
<p><i>8/12/21</i></p> <p>14.30-16.00: Presentation of Guernica – Cubism and discussion on its symbols.</p> <p>16.20-18.00: Combination of the different the moving materials (eg the bull, the eye) with the background, choosing the color, making the issues move.</p> <p>18.20-19.30: Follow-up activities</p>	<p>Face-face and online support</p>
<p><i>9/12/21</i></p> <p>14.30-16.00: Synthesis of digital paintings with scratch</p> <p>16.20-18.00: Video-music production – Conclusion of the workshop. Evaluation (Questionnaires of satisfaction).</p> <p>18.20-19.30: Follow-up activities</p>	<p>Face-face and online support</p>

## 5. Description of 3 Day Activities (15 hours)

On the first day, the participants had the opportunity to form a team capable to work together. The dialectic relationship that developed between them. The Principal of Lykeio Gonnon Dr. Dimakis Dimitrios addressed a greeting to the teachers welcoming actions that promote education and culture.



Moreover, the participants were given the necessary information about the Art Beyond Gaze program and its objectives. Finally, the participants were informed about the aims of the Scratch digital project and made practice on this subject utilizing the 10 photos of wall-graffities of Larissa (where they live), so that the students use them as a background in their work.



On the second day of the workshops the participants had the opportunity to practice more on the digital scratch program, after the presentation of the documentation on Guernica and the related discussion on its symbolism. The participants were asked to use the isolated essential

elements of the painting -the most symbolic parts of the Guernica- such as the bull, the mother with the dead child in her arms, the candle, the eye, the lamp, which became moving material in the context of Scratch.



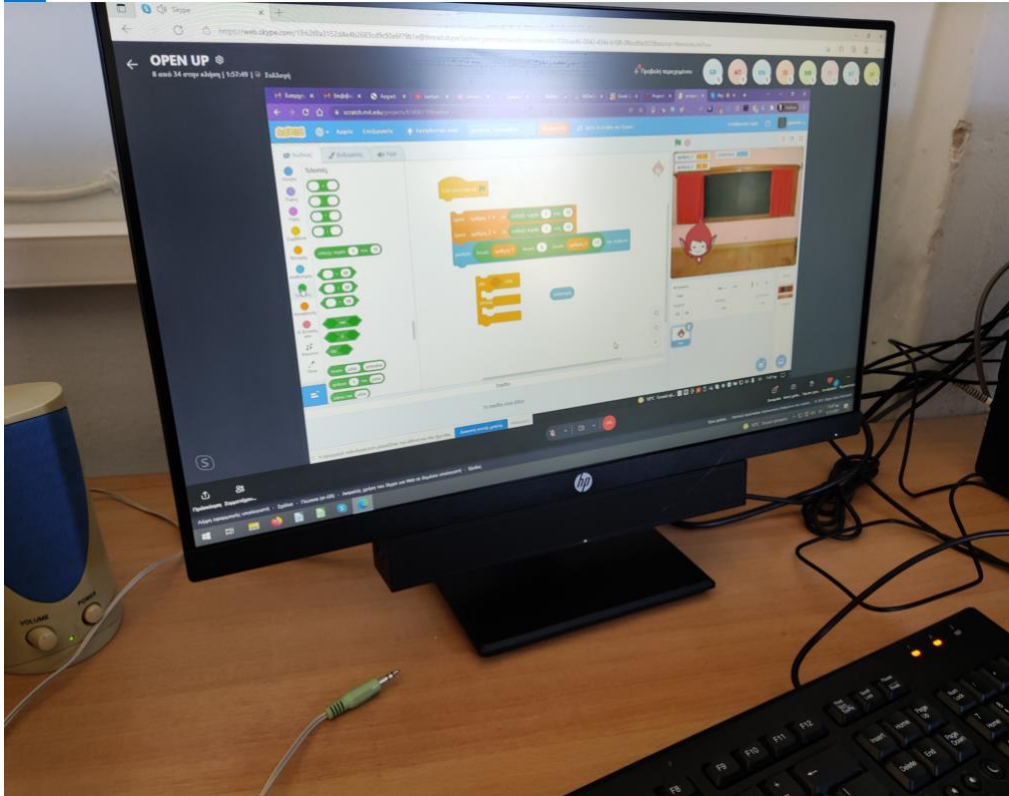
The participants were, also, asked to transform all these parts of the painting, to color them and to combine them with each other in order to create their own personal “Guernica”. The main theme of their work was to incorporate Picasso's drawings from the painting Guernica into them, using rules of composition and balance in drawing and colour.

At this point the participants worked together in pairs or groups of two or three, so that they exchange ideas, techniques and digital skills.



On the last day, the students completed and presented the results of their work. Additionally, they created a video -made by themselves- invested with music. Finally, they were all invited to share experiences of their participation in this project.







## 6. Outcomes & Evaluation of the Teaching

The results of the digital workshops were evident from the very first moment. The participants worked as a team and collaborated in a context of mutual estimation and acceptance of diversity by supporting and complementing each other's thinking and creations. They underlined that they were very interested in approaching art through digital material and especially through scratch and expressed their enthusiasm to work with this famous Picasso painting, the “Guernica”. The use of different backgrounds helped them to discover the graffiti -which are beautiful and alternative art creations- of their city. The evaluation of the participants expressed through the completed questionnaires of expectations (in the beginning) and of satisfaction (in the end of the local workshops).

## 7. Conclusions

The combination of the digitalization (through the scratch program) with the art can yield very remarkable results regarding teachers of all ages, when it is supported by the right guidance and it is implemented in the context of the mutual understanding and harmonic cooperation. The collaboration between teachers of different expertise was very interesting due to the fact



that the participants of different ages and with different skills and abilities work together to build this bridge of self-expression, communication and integration.



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## 8. Annexes



### Art Beyond Gaze

#### Local Workshops:

"Training in digital creativity with application in Education and Art τας  
reconstructing Cubism through Scratch"

# LOCAL ART WORKSHOPS -ABeyGa Project (questionnaire of expectation)

## 1. Organizational Information

Country \*

Spain

**Greece**

France

Italy

## 2. Consortium Organization \*

Open Up

Integra

Blue Room Innovation

**Regional Directorate of Thessaly**

Escola d' Art d' Olot

Universite of Lumiere Lyon 2

Coat

## 3. Associated Organisation

Music School (16), 4<sup>th</sup> Vocational School of Larissa (3), School of Special Education (3)

## 1st Local Digital Art Workshop

Workshop Evaluation (On a scale of 1-4, where 1 is strongly disagree and 4 is strongly agree, please check

## 4. Why are you interested in this kind of digital art workshop \*?

-Because I believe that it will help me to think differently 2

-I am interested in various kind of art 7

-I like art and digitalization 5

-I would like to develop my knowledge 5

-I believe that it is a very interesting activity

-I would like to collaborate with other schools 5

-I would like to experience new/ different kinds of art 9

-I like scratch 4

## 5. What do you expect to learn from this kind of digital art workshop \*?

-To combine different ways of making art in the same piece of art 8

-Digitalization 10

-Knowledge on art creation 6

-To create art digitally 8

6. Which skills do you hope to improve by coming on this course?

- Skills' development in digital software 17
- Development of imagination in art creation 18
- Self-expressing 8
- Teamworking 18
- Knowledge on the work of famous artists 14

7. How do you believe that your participation in this Workshop could help you in your occupation with the art\*?

- To develop my knowledge in the digital and traditional art 5
- To develop my imagination / creativity 4
- To better understand the work of famous artists 2
- To discover new ways of expressing my self 5
- To harmoniously collaborate with others (different than me) 10
- To experience something new 4
- I would like to become an artist (professionally)

# LOCAL ART WORKSHOPS -ABeyGa Project (satisfaction questionnaire)

## 1. Organizational Information

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Spain

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### 1st Local Digital Art Workshop

Workshop Evaluation (On a scale of 1-4, where 1 is strongly disagree and 4 is strongly agree, please check the most appropriate answer)

Workshop handouts: \*

	Column 1.	Column 2	Column 3	Column 4
Supported presentation material				22 (N of students)
Provided useful additional information				22
Were clear and well-organized				22

The workshop: \*

	Column 1	Column 2	Column 3	Column 4
was well paced				22 (N of students)
breaks were sufficient		2		20 (N of students)
was a good mixing between listening and activities				22 (N of students)

The workshop: \*

	Column 1	Column 2	Column 3	Column 4
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provided me new knowledge about arts		22 (N of students)
improved my previous knowledge about arts		22 (N of students)
provided me new knowledge about digital software	3	19 (N of students)
improved my previous knowledge about digital software	3	19 (N of students)
helped in expressing my self		22 (N of students)
helped in team-work		22 (N of students)