THE NGV DIGITAL CREATIVES PROGRAMS ENABLE STUDENTS TO USE DIGITAL TECHNOLOGIES TO EXPLORE, INTERPRET, CREATE AND SHARE WORKS OF ART.

Works from the NGV Collection provide an inspiring and unique starting point for engaging learning programs that:

support the integration of STEM (science, technology, engineering and maths) and the visual arts

provide an authentic context for developing problem solving, critical and creative thinking skills

ART/CODE/CREATE WORKSHOPS FOR STUDENTS

What has code got to do with art?

Artists excel at finding innovative ways to use available materials and tools. Traditional materials - like paint, stone, clay and film - all have unique properties and processes to which the artist adds their own stamp to express ideas. Coding is a tool of the digital age. Like traditional art tools it has its own and characteristics and can be used to understand, to communicate and to create new things.

The language of code is a language of logic, mathematics, problem solving and computational thinking, but also a language that invites creativity in its application.

In our Art/Code/Create workshops students learn the basics of Scratch - a free visual programming language - through projects inspired by works of art from the NGV Collection.

These programs have been developed in collaboration with Code Club Australia.

MAKE A WORK OF ART COME TO LIFE
Recommended for Yr 4 - 6
Take a close look at Pablo Picasso's *Weeping Woman* 1937. What are the ideas and story behind this famous painting? Use code to bring this painting to life and share your responses to this work.
Cost $15 (2hrs)
Maximum 30 students

DYNAMIC ABSTRACTION
Recommended for Yr 4 - 6
What is abstract art? Through a focus on abstract works including Mark Rothko's *Untitled (Red)* 1956 discover how artists have used colour, shape, and line to explore and express ideas. Use code to create your own ever-changing abstract work of art.
Cost $15 (2hrs)
Maximum 30 students

BUILD YOUR OWN DIGITAL DRAWING PROGRAM
Recommended for Yr 4 - 6
Many artists through history have made their own art materials. Use code to build your own digital drawing program and then use this program to create your own work of art inspired by a work in the NGV Collection.
Cost $15 (2hrs)
Maximum 30 students

ART/CODE/CREATE IMMERSION
Years 4 - 6
9.30am – 2pm
Spend the day using art to learn about coding, and using coding to learn about art. Program includes two of the workshops activities above. Students will also use an ebook template to create a digital journal documenting their Gallery visit.
Cost $21
Maximum 30 students

CREATORS AND INVENTORS
Foundation to Yr 6
Be inspired by the creativity and inventiveness of artists in the NGV Collection before making your own work of art with a little code, a little science and a lot of fun.

This program introduces MaKey MaKey, a kit of simple materials, that that gives tinkerers, dreamers and makers the power to invent: with the snap of an alligator clip, everyday objects interact with art in creative and surprising ways. Students will come away with an appreciation for art and story, an understanding of code and circuits and the inspiration to create and invent.
All equipment provided.
Cost $12 (1.5 hours)
Maximum 30 students

DIGITAL EXPLORERS PROGRAMS FOR STUDENTS

Explore the NGV Collection using iPad tools to discuss, analyse, create and share.

All equipment supplied.

DIGITAL SCULPTOR, VIRTUAL CURATOR
Recommended for Yr 4 - 8
How do sculptors work? What decisions do curators make? Students work like a sculptor to create their own digital sculpture, and augmented reality to display their creations in the spaces they choose.
Cost $12 (1.5hrs)
Maximum 30 students

CAPTURE, COMBINE, CREATE, CAPTIVATE
Recommended for Yr 4 - 8
Students will discover the stories and history behind some of the highlight works in the NGV Collection. They will capture and combine these to create visually captivating new images that tell their own stories and express their own ideas. Students will also learn about other important topics such as copyright, appropriation and how other artists have created new art from old.
Cost $12 (1.5hrs)
Maximum 30 students

APP ARTIST/ PIXEL PAINTER
All levels
Using a variety of drawing, painting and photography tools – students examine and analyse works of art and use them to inspire new creations in a digital sketchbook.
Cost $12 (1.5hrs)
Maximum 30 students

YOUNG CRITIC/ART ANALYST
Recommended for Yr 4 - 10
Using film, photography, drawing and audio recording, students create and present their own take on the works of art that grab them, compiling their responses in a digital book.
Cost $12 (1.5hrs)
Maximum 30 students

NGV DIGITAL CREATIVES

PROFESSIONAL LEARNING FOR TEACHERS

ART/CODE/CREATE
Mon 31 Oct, Fri 11 Nov or on request
for your faculty or school staff
9.30am – 3.30pm
Recommended for teachers of levels 3-6
STEM initiatives invite teachers and students across all subject areas to embrace science, technology, engineering and maths. The language of code is a language of logic, mathematics, problem solving and computational thinking, but also a language that invites creativity in its application.

In this full day program you will be introduced to coding, using a free program (Scratch) that allows the user to easily and intuitively create by joining coloured blocks of code. Inspired by works of art from the NGV collection, you will use code to complete projects suitable for the classroom.

You will discover how exploring and making art through the language of coding will challenge and develop thinking skills, visual literacy and creative problem solving. On the way you will document your coding journey and explore further options for classroom practice.
Cost $140

NGV Education Bookings
Bookings and enquiries
03 8620 2340, 12–5pm weekdays
edu.bookings@ngv.vic.gov.au.

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