



THE PUBLIC
LEARNING
ACTIVITIES
PACK

THE PUBLIC

LEARNING ACTIVITIES FOR SCHOOLS

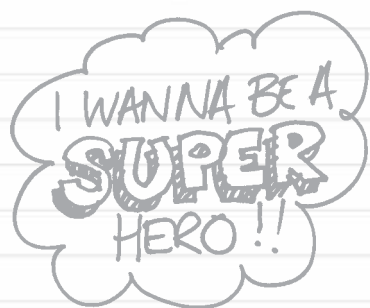
The learning team at The Public believe that children and students should have the opportunity to work outside their normal learning environments and be creatively encouraged. The Public venue is an ambitious arts centre that provides visitors with new ways of viewing how site-specific learning and contemporary art can be harnessed to build skills for the future.

Our workshops and activities are specifically designed to meet the essential objectives and targets set within the National Curriculum programmes of study, for a broad range of key stages. Importantly the learning that takes place will focus on the bespoke development of workshops and subsequent creative application of practical skills.



PUBLIC WORKSHOPS

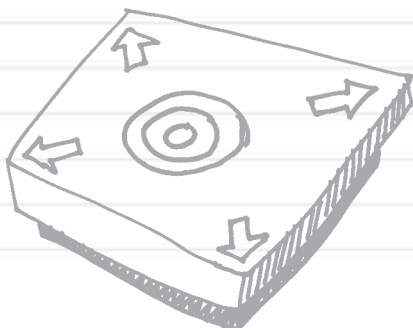
The workshops we have created aim to motivate and encourage young learners in education.



Focusing on participation and communication skills through the aid of artistic interpretation and informative process we can give young people the ability to develop skills in an informal learning environment by exploring the areas of:

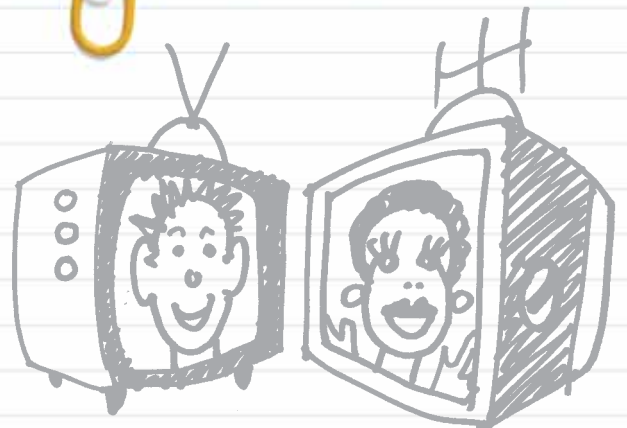
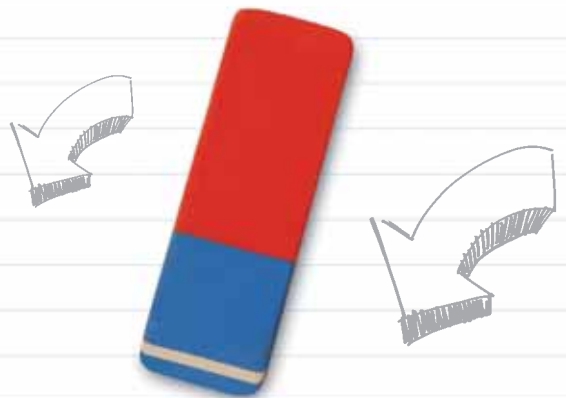
- Art and design
- Information technology
- English
- Citizenship

By making today's technology more accessible for learners The Public hopes to open new doors in creative media and provide different, high quality learning experiences that complement and extend the ethos and background of contemporary learning.

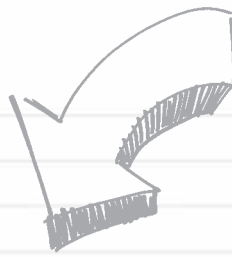


GALLERY BASED ACTIVITIES

For extended school visits to the galleries we offer a full range of interpretational activities based around the themes, shows and installations within our exhibitions programme. These activities are suitable for all ages and will be ever changing throughout the year.



BESPOKE OFFERS



To differ from other learning offers The Public will be able to provide bespoke learning activities that focus on the needs, skills and diversity of learners.



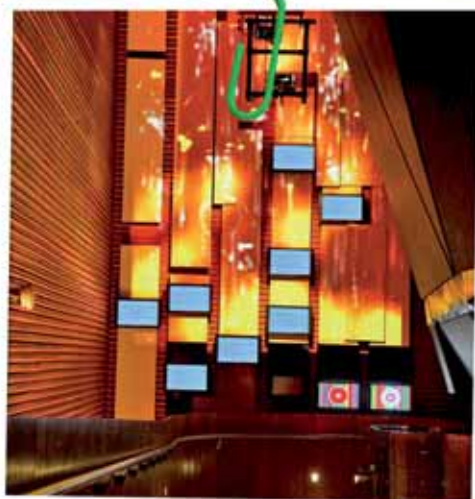
We will host and facilitate workshops and tours to complement the thematic learning of diverse educational groups within the region.

Our activities will aim to specialise within areas of disability, youth offending, further and higher education as well as the continued development to supported secondary and primary groups.

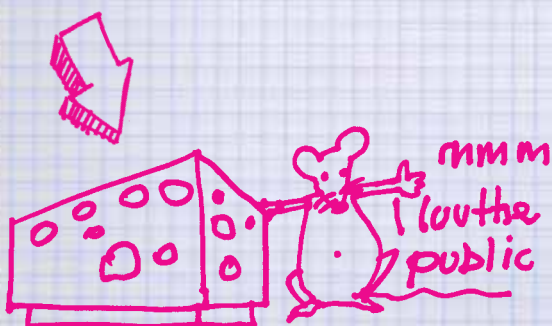
Please feel free to contact us to develop your specific workshop package.

THE ABILITY TO EXHIBIT

The digital emphasis at The Public gives all our workshop participants the ability to show their creations directly to the general public and importantly share that showcase with the other international artists exhibiting with us.



my digital masterpiece!



Our offer breaks the norm with other art galleries and museums throughout the country and gives participants greater ownership and achievement through their learning experiences.

From being an integral part of the workshop exercise or processes assisted by our technical team, the ability to show your artwork embraces the wider understanding of museums, galleries and the curatorial process.

All the artworks that are produced from your activities will be available for you to use as a tool to develop further discussion in the classroom.





WORKSHOP 1:
ARCHITECTURE &
REGENERATION

THE PUBLIC

WORKSHOP 1: ARCHITECTURE & REGENERATION

AREAS
COVERED

ART AND DESIGN
CITIZENSHIP
AND INFORMATION
TECHNOLOGY

The Public is part of the first phase of regeneration for West Bromwich and aims to transform the town into a vibrant centre for arts, culture and economic well-being. Using the building as a starting point, learners of all ages will explore the fascinating world of design and regeneration and develop a greater understanding of both the social and aesthetic issues involved.

PRIMARY SCHOOLS: HOW DO BUILDINGS MAKE US FEEL?

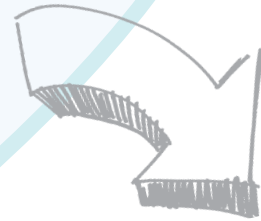
Using the unique history, architecture and fabric of the building as inspiration, children will be encouraged to use digital media and painting to explore and investigate design. Questioning how using colour, texture, shape, light and unusual structures influences how we feel and our relationship to a particular space.

Our primary workshop encourages discussion and creative activities that build on raising awareness of the communities and buildings we all share.

SECONDARY SCHOOLS: VISIONS OF THE FUTURE

Looking at the regeneration of West Bromwich and the work of The Public's architect Will Alsop and interior designer Ben Kelly, student teams will experiment with design and create their own buildings and social spaces. Working with digital photography and craft skills, teams will create maquettes to show their design solutions in context and present their work.

Our workshop encourages discussion about our urban landscape and creative planning both inside and outside the building, reflecting on their own communities and how we can adapt environments for the future.



WORKSHOP 2:
DIGITAL
PHOTOGRAPHY



THE PUBLIC

WORKSHOP 2: DIGITAL PHOTOGRAPHY

AREAS COVERED

ART AND DESIGN
CITIZENSHIP
AND INFORMATION
TECHNOLOGY

Our 'In my Pocket' workshop has been developed in response to Animo, a digital animation exhibit in which participants are able to interact with everyday objects and drawings on a massive scale, as if the visitors were miniaturised and became the same size as the object.

In our workshop learners will be asked to present an item that has real personal importance to them, this could range from a first ever football ticket to a favourite keepsake. Our participants will then use digital photography and projections to scale up their object and start to act out and dramatise elements from storyboards made within the session.

Our key aim within our workshop is to provide a unique learning activity that promotes positive peer group communication and can support and develop communication, personal development and team building skills through creative story writing and photography.

PRIMARY SCHOOLS: IN MY POCKET

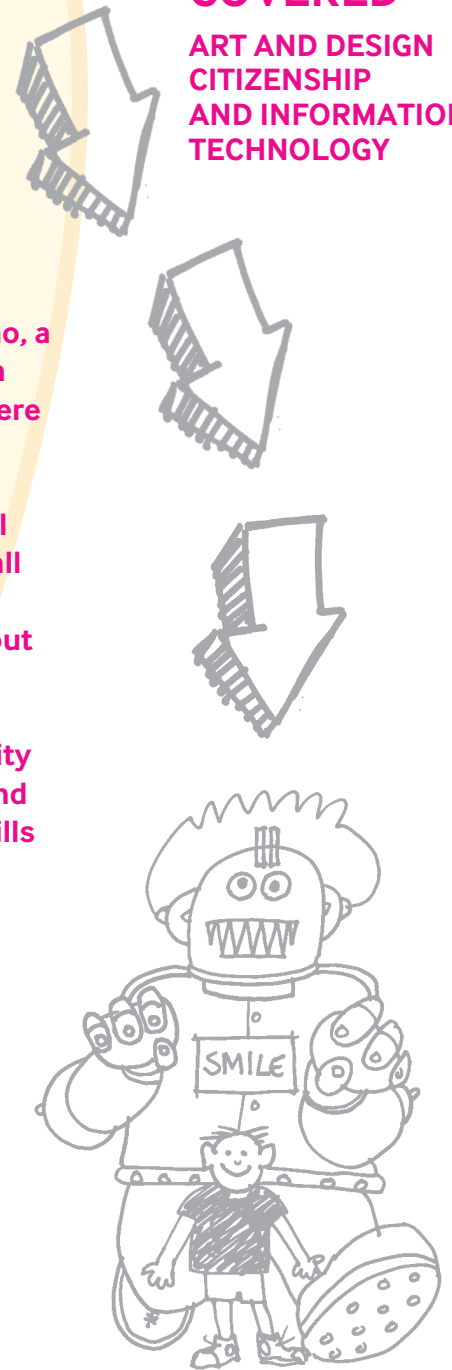
In our primary workshop there will be a particular emphasis on the development of literacy and artistic processes. Children will initially work with objects or drawings to create storyboards and prompts for a performance to camera.

Through the workshop children will be introduced to digital photography and lighting in order to best document their source and achieve a solid outcome that will be adapted and finalised in preparation for exhibition.

SECONDARY SCHOOLS: IN MY POCKET

Our secondary workshop principles are embedded in the areas of Art and Design, Citizenship and IT. The use of personal objects and relationships between the found object and art will provide educational leaders with the ability to look at multiple areas of study within the National Curriculum. This has worked within English, personal health, social education frameworks and a wider understanding of information technology process.

Working with digital photography and Adobe Photoshop software, students will be able to design, create and exhibit artworks that, by working with our artist, are contextualised by interpretive text and performance. The workshop is designed to widen participation and increase self-esteem within peer group understanding.



A young girl with dark hair is smiling broadly at the camera. She is sitting at a table covered with a yellow tablecloth. In front of her is a black cup filled with colorful markers. On the table, there are several hand-drawn fish made from paper and markers. One fish is blue, one is orange, and one is green. A small white card with the name 'Jo!' written in green is also on the table. The background is slightly blurred, showing other people and tables in what appears to be a workshop or classroom setting.

WORKSHOP 3:
INTERPRETATION
OF ARTWORKS

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WORKSHOP 3: INTERPRETATION OF ARTWORKS

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Our interpretation workshops provide learners with a greater insight into the background and understanding of how art is created and the relationship between artist and subject.

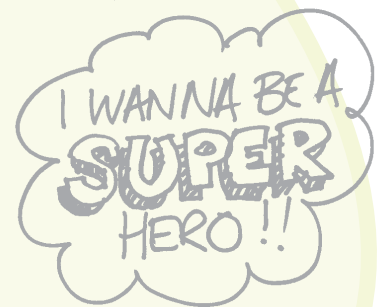
Our primary and secondary workshops are tailored to raise self-esteem amongst learners and give them an opportunity to show what is important to them.

Working with schools we can also offer support in devising poignant questions related to current areas of study or topics.

PRIMARY SCHOOLS: SUPER YOU!

Using our interactive exhibit Flypad and its avatars as inspiration, children will be able to invent imaginary characters and otherworldly masks that explore the personal senses and themes of identity. Our avatar creators Blast Theory want people to explore their own super characteristics and imagine what kind of super avatar they would create.

In our workshop children will use visual arts, strange materials and notions of positive self-belief to show how individual experiences make them super people who are unique in this world.



SECONDARY SCHOOLS: MOOD CUBE, AN ALTERNATIVE SELF-PORTRAIT

In this workshop students will use The Public self-portrait studio and craft making skills to create three-dimensional mood cubes. Through discussion and assistance with our artists, their creations will reflect the different elements of personality and background, interests and aspirations for the future.

The creation of the cube will use skills drawn from interpreting artworks within the gallery and personal reflection to create an alternative self-portrait of how they view themselves. The workshop will enable students to develop positive self-belief, communication skills and creative abilities to assist them in the future .



FURTHER INFORMATION

For further learning information, bespoke development and workshop costs please contact the learning team on the details below:

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