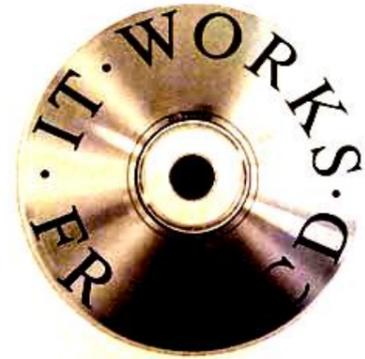


IT works in schools

### WHOLEARTHDATA SHEET IWS-1997

Situated on the information saturated, global superhighway, this data sheet provides a small but significant historical grid reference to Art and Information Technology workshops in 1997. At this point in time computer artwork, on the PGCE course, was produced using Acorn Archimedes computers with Revelation Image Pro & Complete Animator software assisted by Canon Ion cameras and Watford handheld scanners.

The visual hallmark of images and drawings processed using this technology was blurred and pixelated in a 256 colour palette - a celebration of low resolution and an inspiration for most of the fine artists enrolled on the course. Students were excited by the potential of this technology and their work embodied a new spirit of experimentation in relationship to the physical process of art making mediated through a computer.



### IT WORKS KODAK PHOTO CD

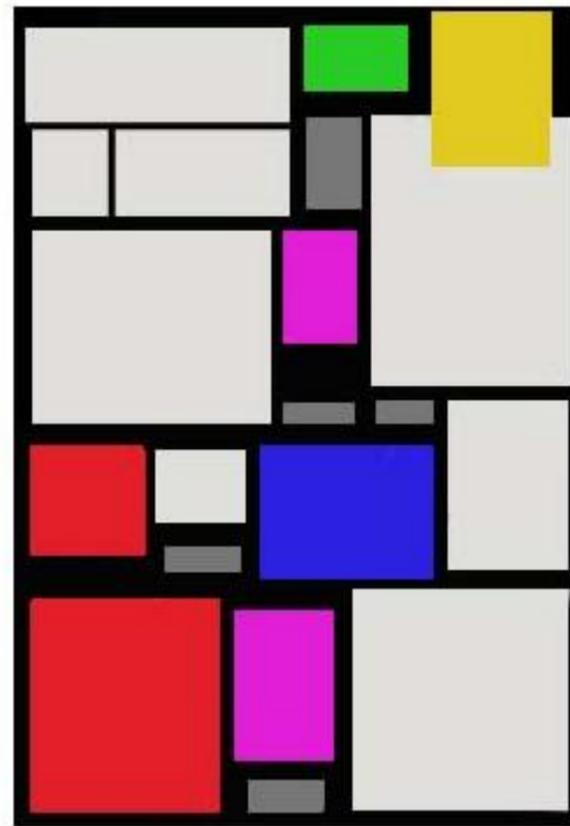
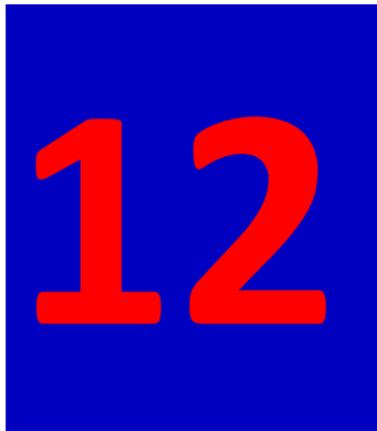
The sample case studies have been extracted from the original IT Works Kodak Photo CD disc that was included with the publication in 1997. This involved converting high resolution 'pcd' files into a 'jpeg' format and (re) composing them in a new interface as a 14 page 'pdf' document to be published online on wholearthmedia.

### TWELVE CURRICULUM BOARDS

12 curriculum boards have been selected from one hundred image files on the Kodak Photo CD disc and visual data from each board has been enlarged to provide a 'journey' through each student project. In the top left corner of the screen (Pages 2 -13) a thumbnail image of the whole board has been included for reference.

The extracts of text provide a student summary of the project objectives and the use of IT

Pete Worrall <http://wholearthmedia.com/>



-  **HEADER**
-  **CONTEXTUAL RESOURCES**
-  **STUDENT WORK**
-  **PHOTOGRAPHS**
-  **DIGITAL OUTCOMES**
-  **PUPIL WORK**
-  **ANNOTATION**

### AN INTRODUCTION TO CURRICULUM WORKSHOP BOARDS

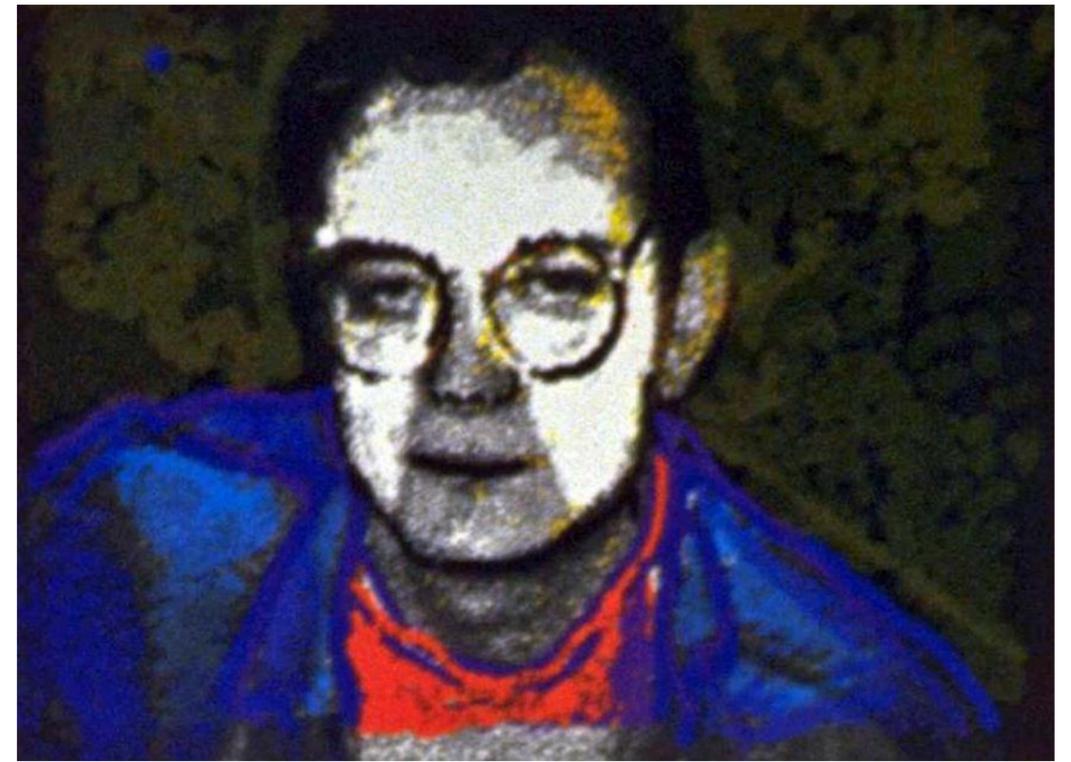
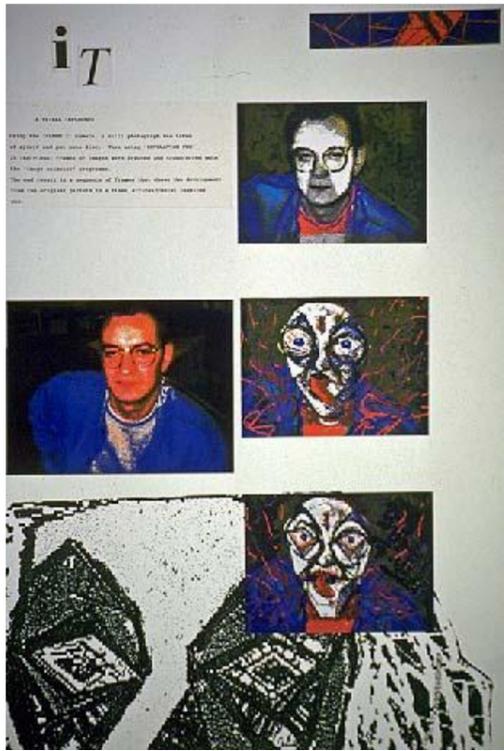
A core component of the PGCE course at UCE in Birmingham was the curriculum workshop. These workshops were designed to extend the range of the postgraduate student's practical and conceptual skills across art and design media and included IT, Ceramics, Card / Paper, Print, Drawing and Critical / Contextual Studies.

The criteria that determined the quality of the curriculum boards included the overall design, the clarity of objectives and the selection of visual / textual material used to exemplify developmental processes within an art and design project. The content also reflected the newly acquired workshop skills (by the student) at university level and the application of these new skills (as a student teacher) in a school art department. Ref: *IT Works* publication.

The graphic (above) deconstructs a curriculum board to reveal 7 workshop practice images, 1 school based practice image and two images that show evidence of the use of IT to extend the outcomes of a project.

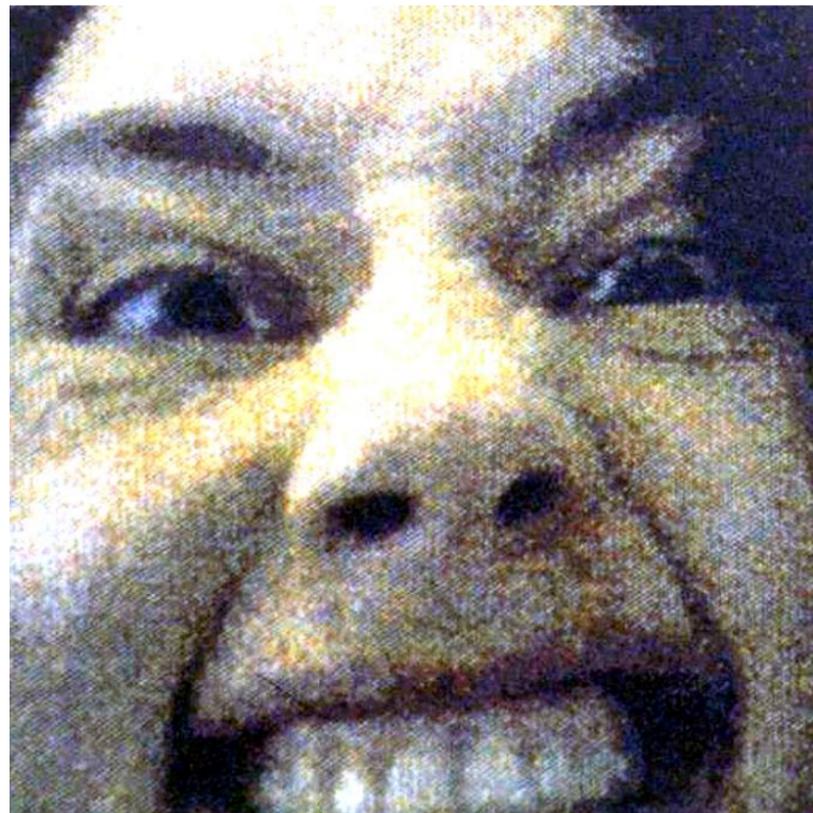
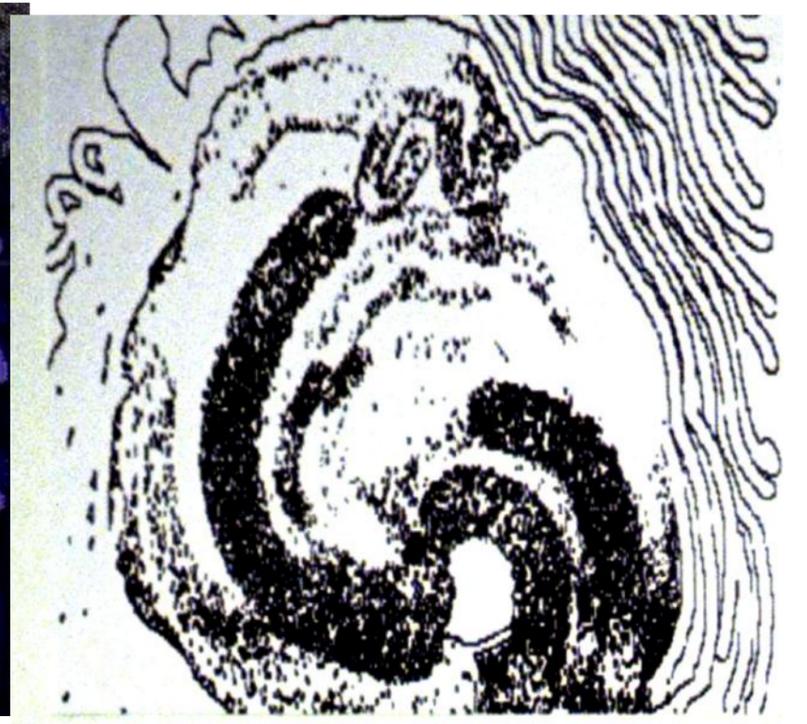
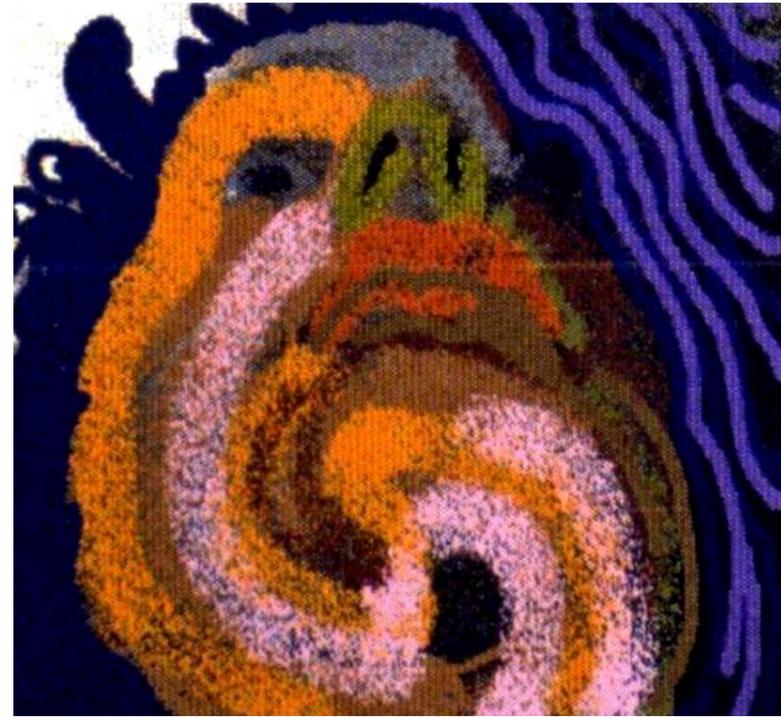
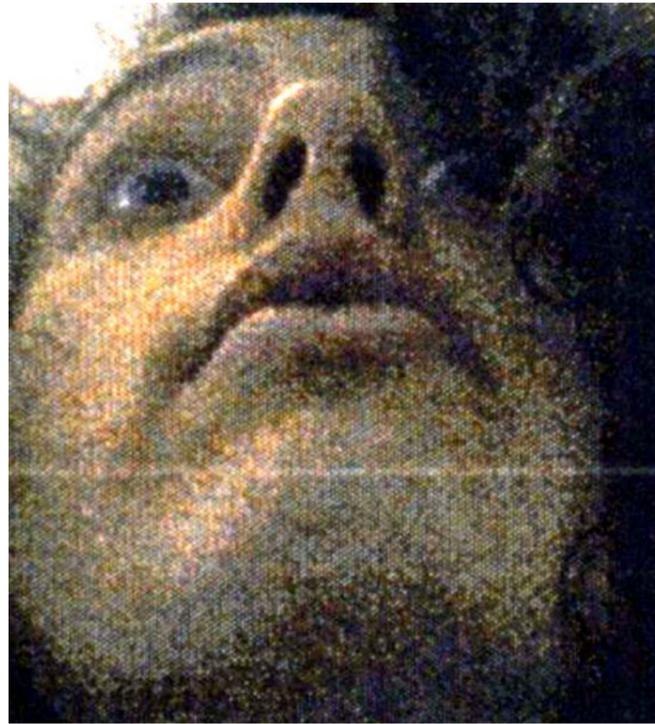
Each student produced at least 6 curriculum boards during the one year course and the 12 A1 boards (below) present a wide range of creative ideas within an individually designed layout .





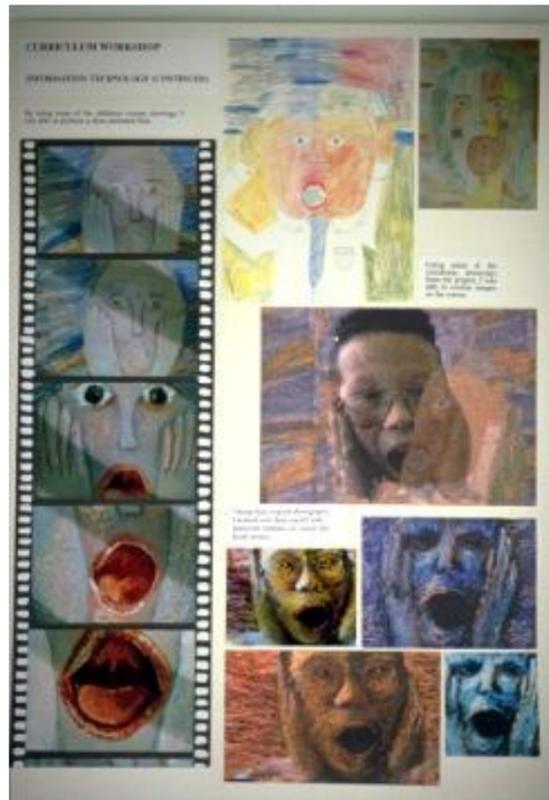
IT Works CD ROM  
Archive No: 003  
Process: Self  
portrait manipulated  
using art software  
and 24 images  
transferred into an  
animation program.  
The end result was a  
sequence of frames  
that showed the  
development from the  
original picture to a  
final African /  
Cubist inspired one.





IT Works CD ROM Archive No: 004

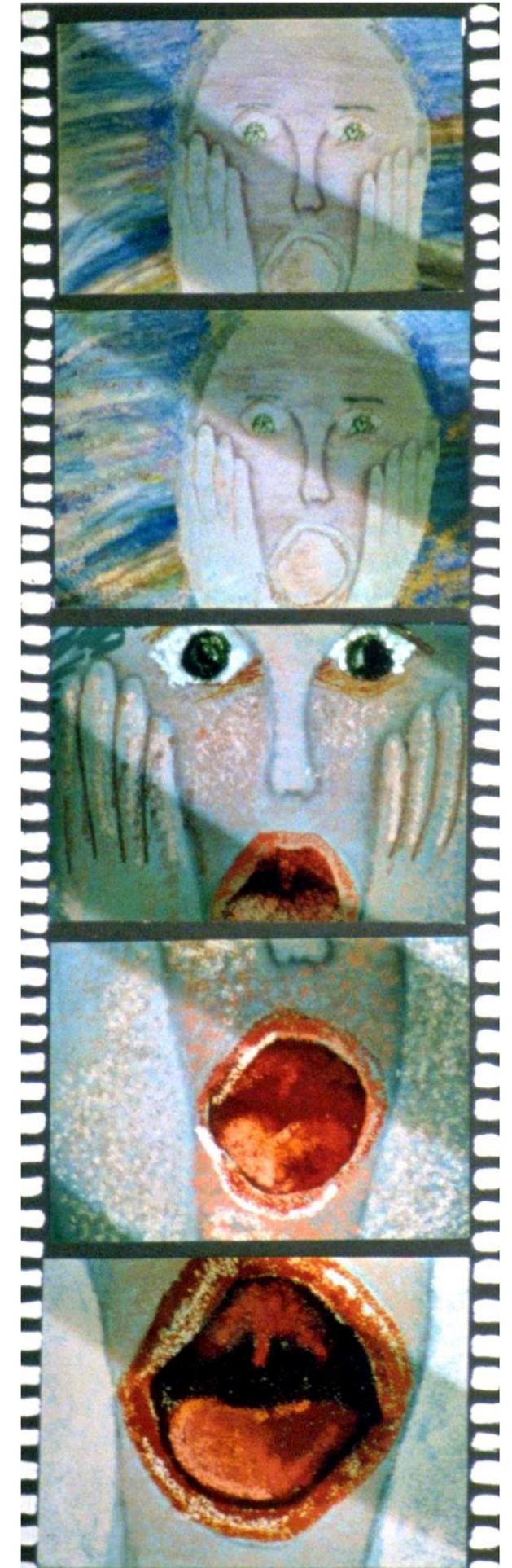
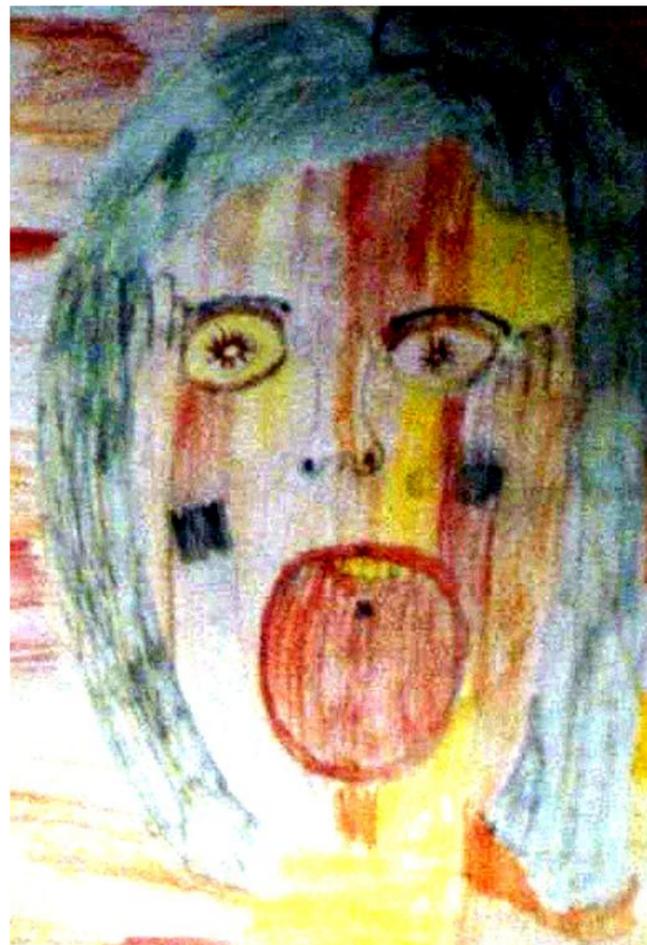
Process: I decided to experiment with Self Portraits to find different ways of approaching a year 9 project. Using the work of Francis Bacon as a stimulus I took digital images of myself from different angles and pulling faces. I manipulated these images by cutting, pasting, changing the colour balance and distorting the image.

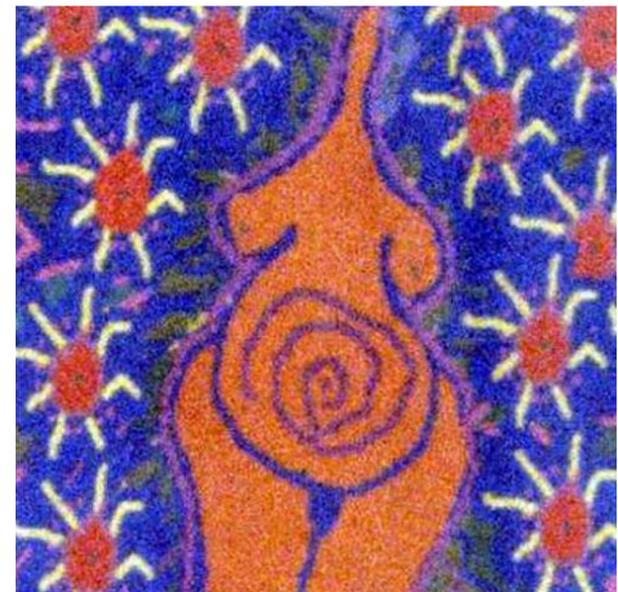


IT Works CD ROM

Archive No: 0008

Process: Responding to Edvard Munch's painting *The Scream*, pupil's re-enacted the screaming pose and their recorded images were manipulated using art software by direct drawing and colour manipulation. Some of the pupil's drawings were made into short animated films.

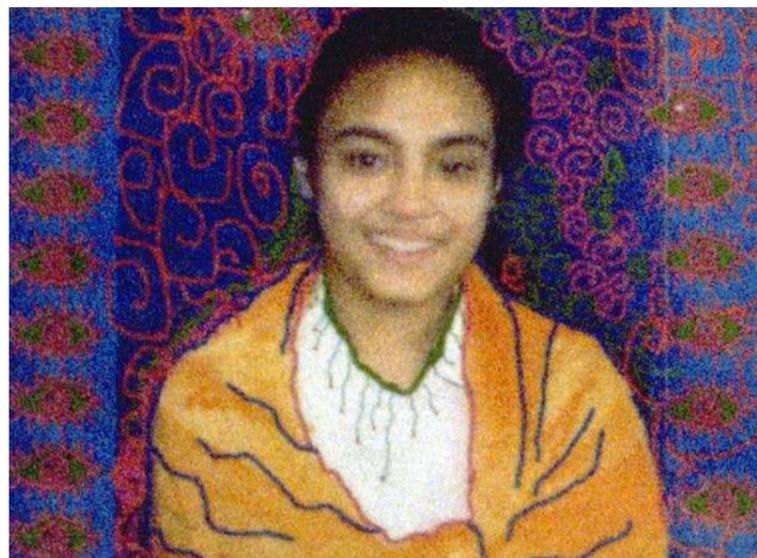
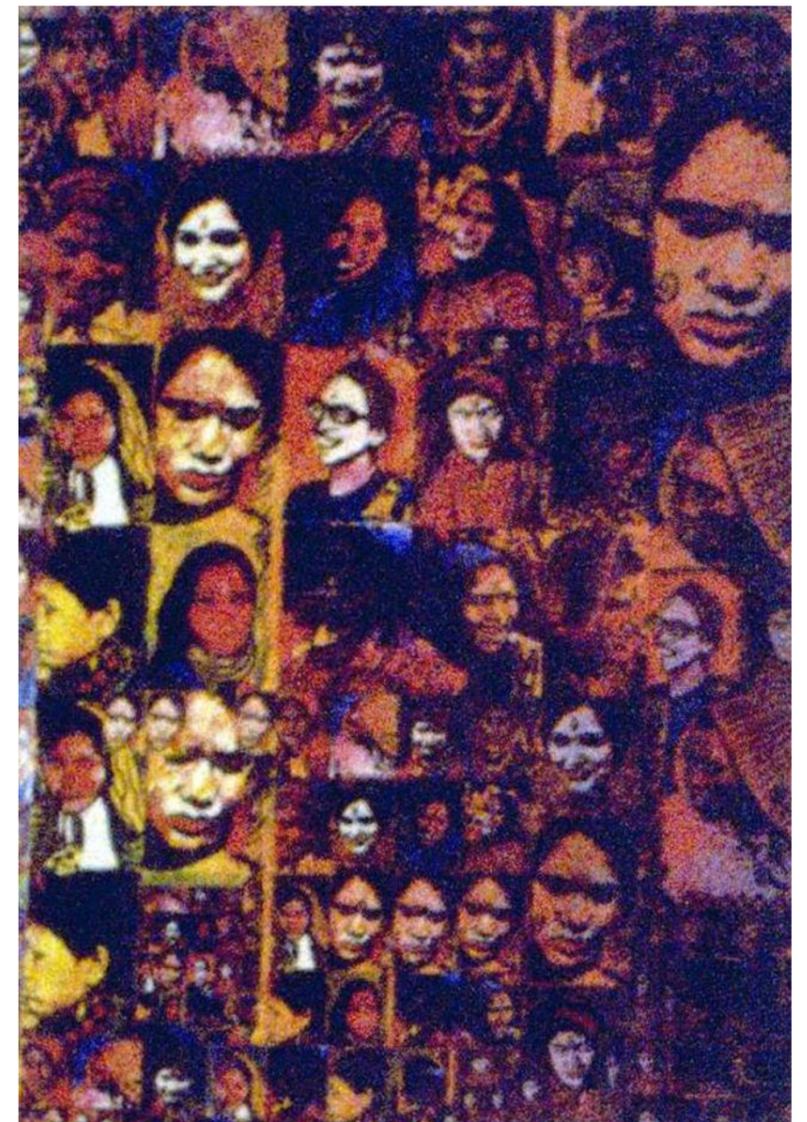




IT Works CD ROM

Archive No: 0009

Process: This work was undertaken by year 9 and was designed as a mixed media experience. Work by Chila Kumari Burman celebrating International Women's Day was used as a starting point for the project which culminated in a large patchwork banner to be displayed in the school foyer.





**IT Curriculum Workshop SELF IMAGE**

Many people now have access to computer technology of some sort. Technology is increasingly becoming part of our everyday lives. Supermarkets, gaspumps, hotels, and even garden centres use IT of some form. People in employment will generally have some interaction with computers. We need to show people more access to learning through IT as it is a medium which most already have a good interest and understanding of.

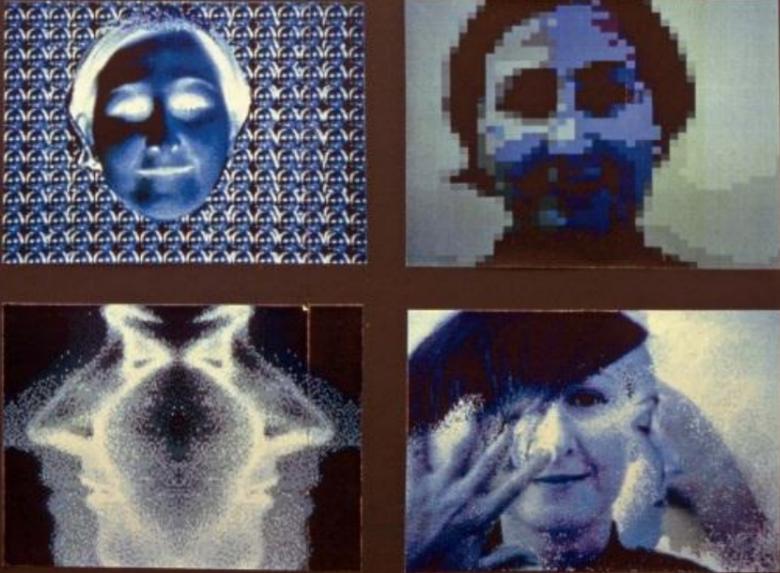
Whilst we can use this medium in many ways to link up with other topics such as print, posters, exhibitions. The most important area I believe is the exploration of 'self images' and an increased awareness of how it can assist, create and be a valuable design tool.

**Aims**

All pupils should develop a capability with IT which enables them to:

1. Make effective use of IT to manage and support the learning process.
2. Observe IT effectively and use IT appropriately to express learning outcomes.

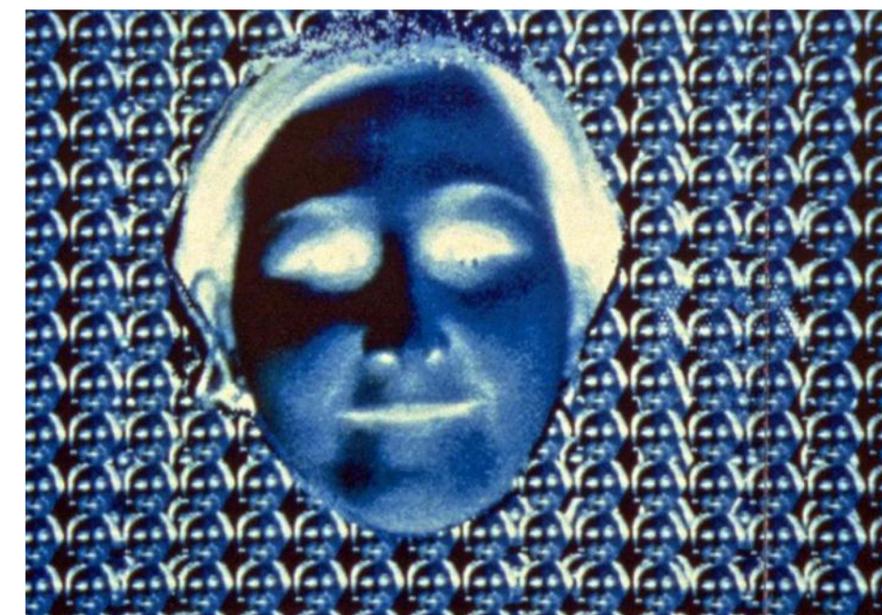
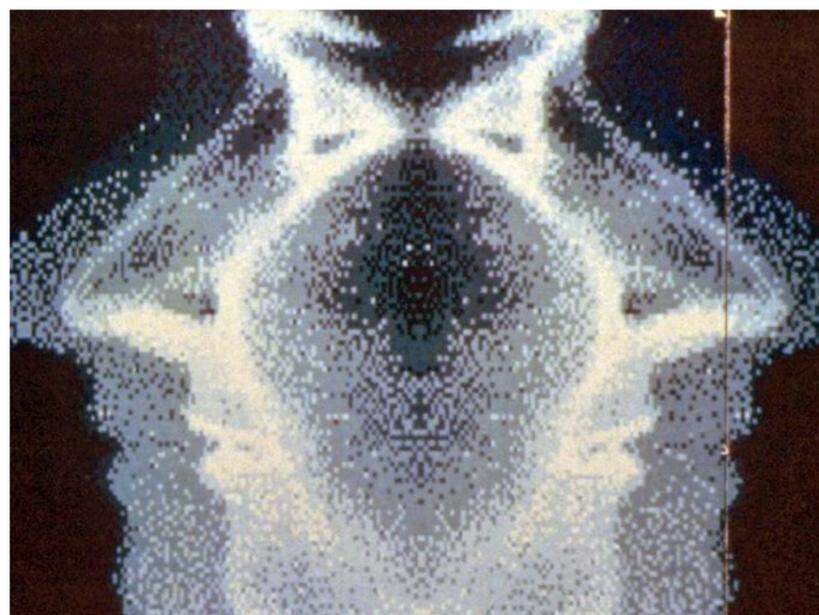
What follows is a selection of ideas for using IT as a starting point for projects. These ideas are all based on images produced by me, during an IT curriculum workshop. All are based on images of myself. Images were taken using an 8mm camera, when they are stored on a disk which can be inserted directly into your system. Although images can be scanned to form photographs. Pupils can then work on their images by a number of ways to give us the visual effects shown in the worksheets. I envisage these ideas being used as part of a portraiture project.

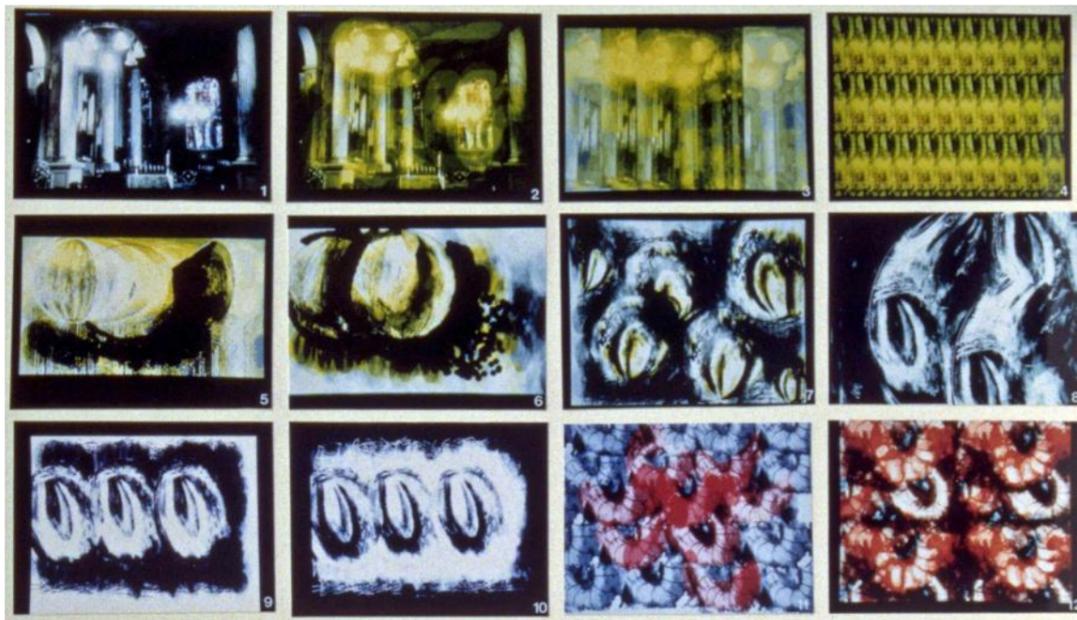



**IT Works CD ROM**

Archive No: 0015

Process: This board provides a selection of my ideas for using IT as a starting point for projects. All are based on images of myself recorded with a digital camera and manipulated using art software. I envisage these ideas being used as part of a portraiture project.





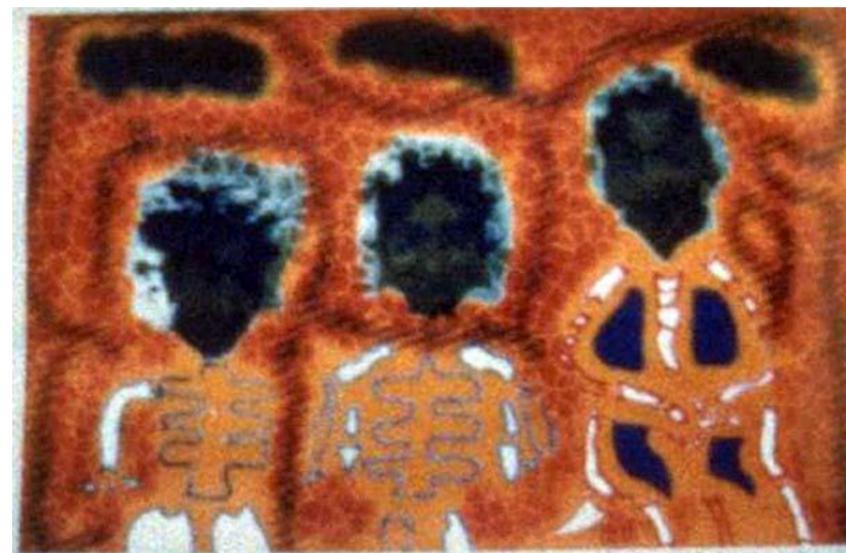
COMPUTER PROCESSES			
1. Photographs taken with the ion camera.	2. Colour is applied to the image using a brush, from the paintbox tools, to layer thin washes of colour to create a watercolour effect.	3. A section of the image is cut out and repeated layering it.	4. A section is cut from image 2 (the window), this is put into a repeat pattern using the tools provided.
TEXTILE APPLICATION - REPEAT PATTERNS			
5. A circle is drawn and the image from image 3 is distorted to fit into the circle. The image is then worked on using the paint box tools.	6. The image is manipulated. Further sections are cut and transferred to another page. The paintbox tools are used to create a painterly effect.	7. A section is taken from image 6 and repeated. This is worked on top off using the paint box tools.	8. The image is transferred into black and white and drawn back into again. The image is transferred into a negative image and has a charcoal like quality.
9. One section of image 9 is cut and repeated and worked back into.	10. A negative of image 9.	11. A section is cut and repeated. Thin washes of colour are applied to the surface.	12. A section from the middle of image 11 is cut and repeated. The image is then worked on using the paint box tools.

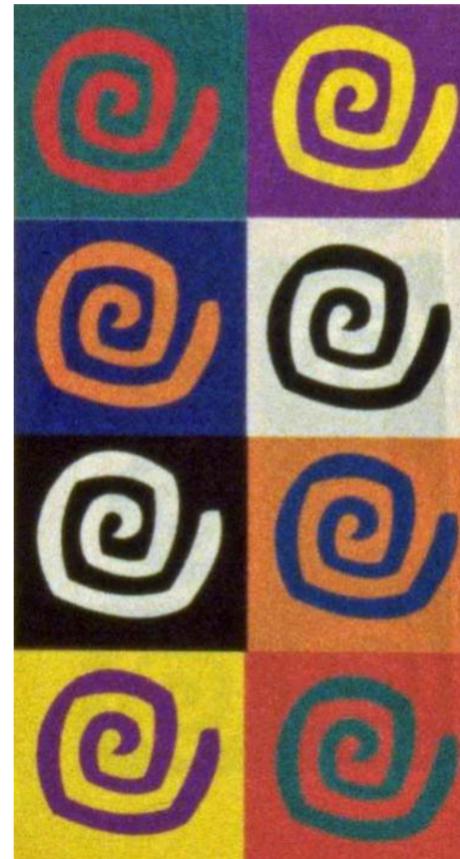
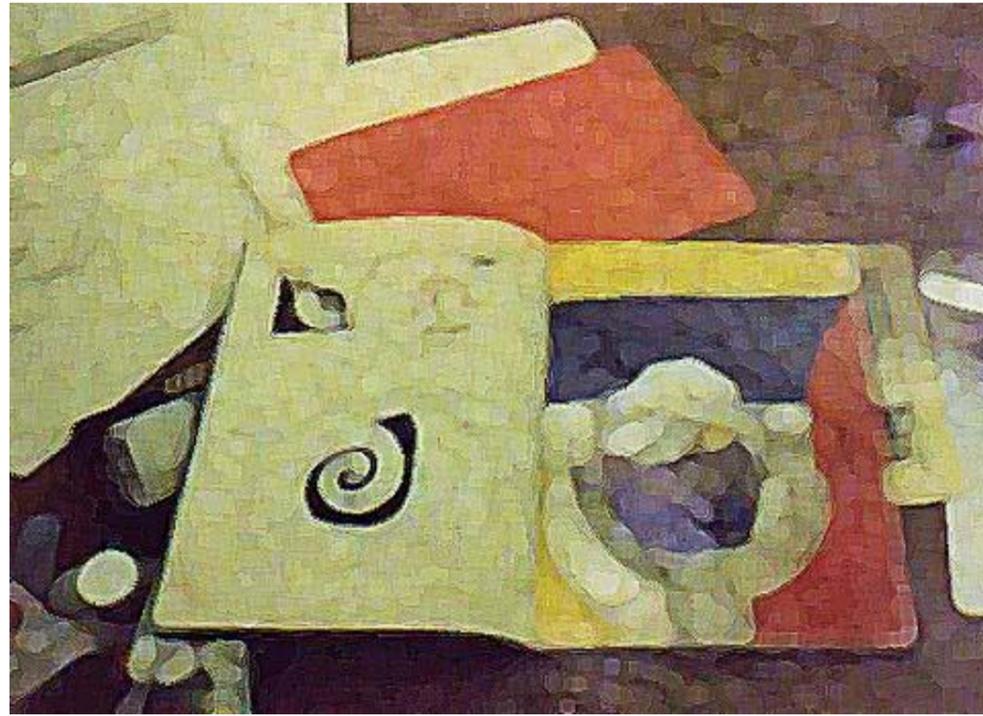
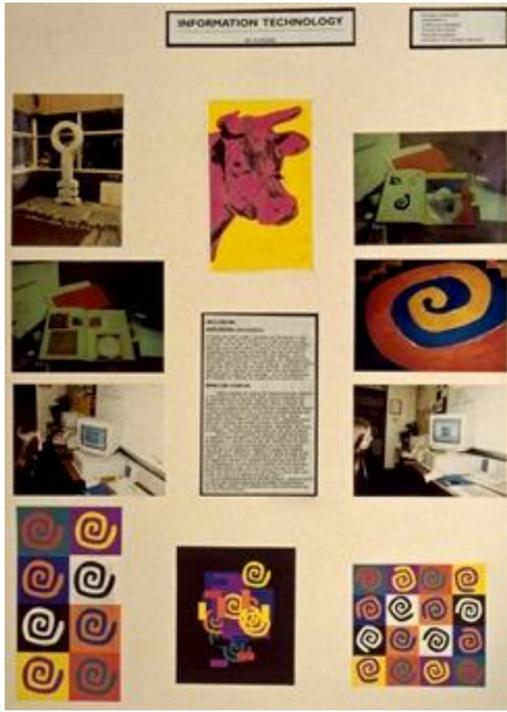
IT Works CD ROM

Archive No:0018

Process: The image development (top) is based on recorded images of architecture in Birmingham. The images have been manipulated using art and design software and presented as a sequential set of processes with annotation in a tabular format.

Pupils used drawings and designs (right) produced during a project based on Australian Aborigine's culture to create computer generated work. The pupils merged images of their Supernatural Being designs with their dreamtime story designs. The pupils combined their digital self portraits with freehand drawing using art software





IT Works CD ROM

Archive No: 0019

Process: This presents a sample of student coursework which develops sketchbook drawings and colour experimentation based on the abstract symbolic forms that are present in everyday life. The spiral motif (sketchbook) was manipulated through repetition and colour manipulation using art software. The final composition incorporates overlapping colour relationships that suggest movement.



IT Works CD ROM

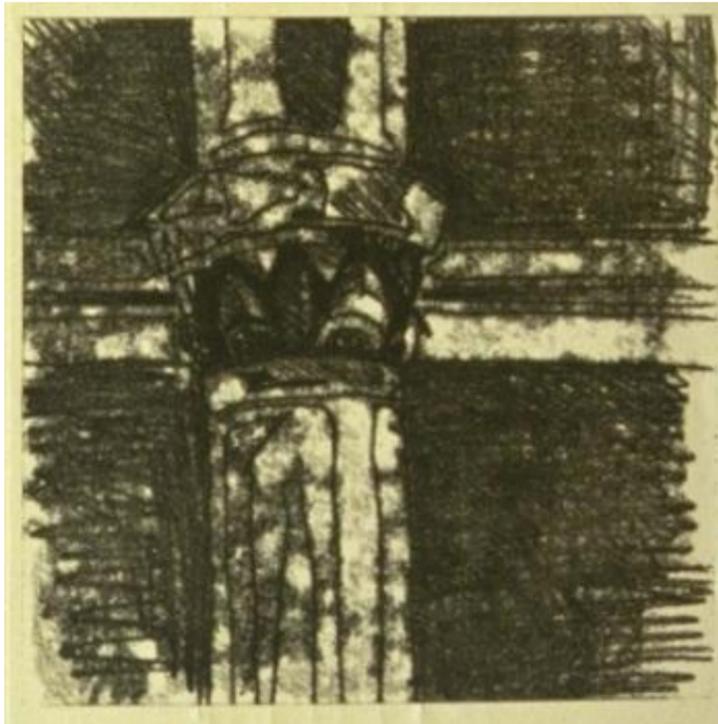
Archive No: 0022

Process: Year 8 Project based on the work of the artists Macintosh and Mapplethorpe's interpretation of flowers.

Initial observational drawings were made using watercolour to include a palette to aid a future printing process.

Elements of drawings were used to produce a selection of work on a single design sheet. A section of the drawing was scanned and repeated using art software to model a printing outcome.





IT Works CD ROM

Archive No: 0029

Process: I explored a variety of printing processes, such as intaglio, relief, colography and mono printing. Using architectural form as a visual resource, I incorporated a figurative dimension inspired by the Caryatids of Modigliani. I was interested in comparing traditional relief printing methods with prints made using modern computer technology.

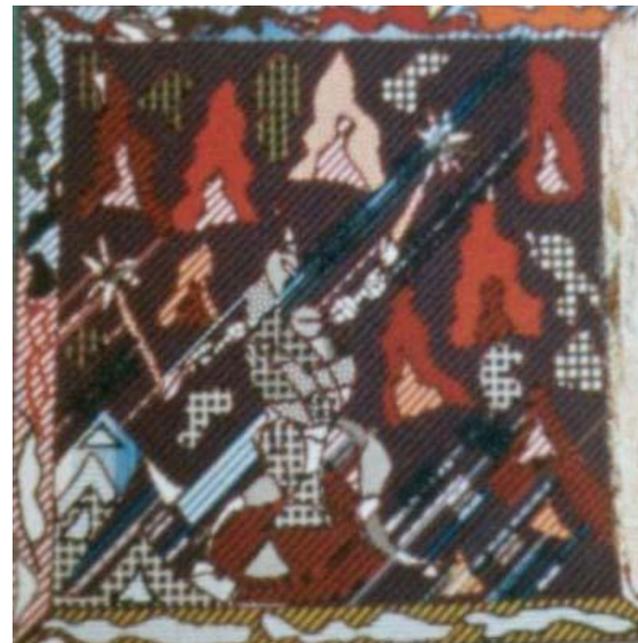
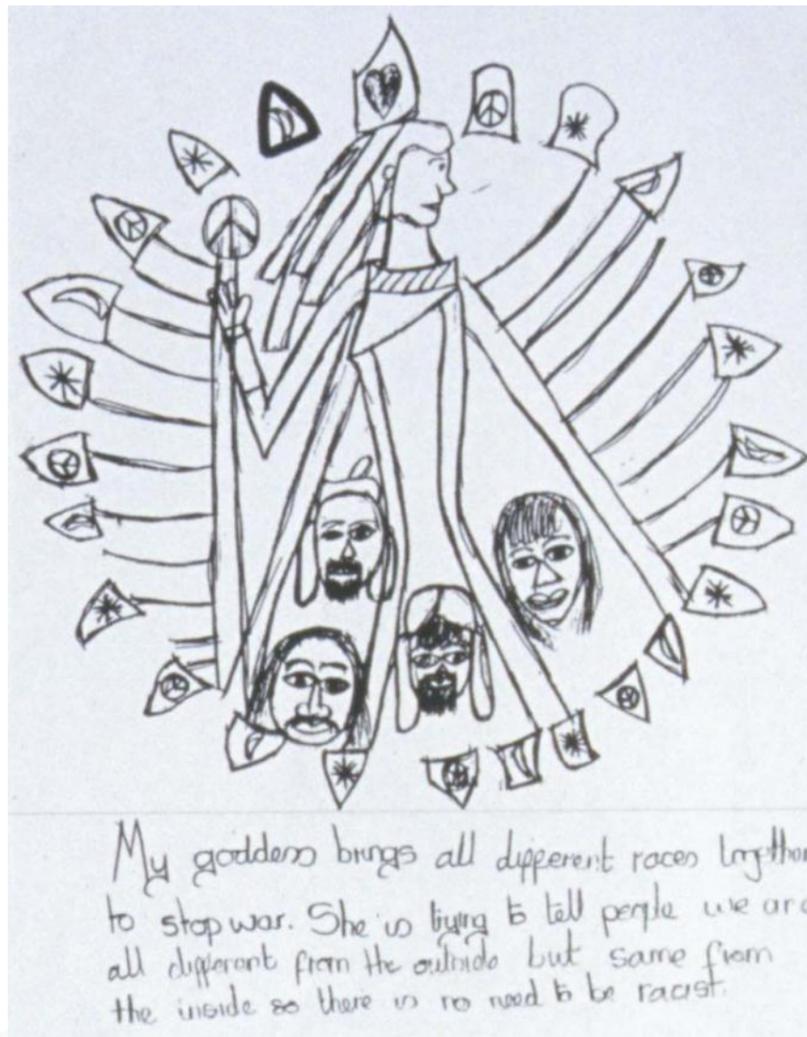
INFORMATION TECHNOLOGY (YEAR 8)

SCHEME OF WORK: TEXTILES & I.T.

As part of their Textiles project, I introduced a number of pupils to the use of the Art Software package MacChesse.

The pupils were briefed about the various tools that could be explored, and were encouraged to think carefully how best to represent their Gods and Goddesses by the use of textures and colours.

The Right: An original design ready to be scanned in to the computer. Above: The computer generated image.



IT Works CD ROM

Archive No: 0046

Process: The pupils were briefed about resources and were encouraged to think how best to represent their Gods and Goddesses by the use of textures and colours. Their original design drawings were scanned and manipulated using art software.

Information Technology:

Clothes and Costume.

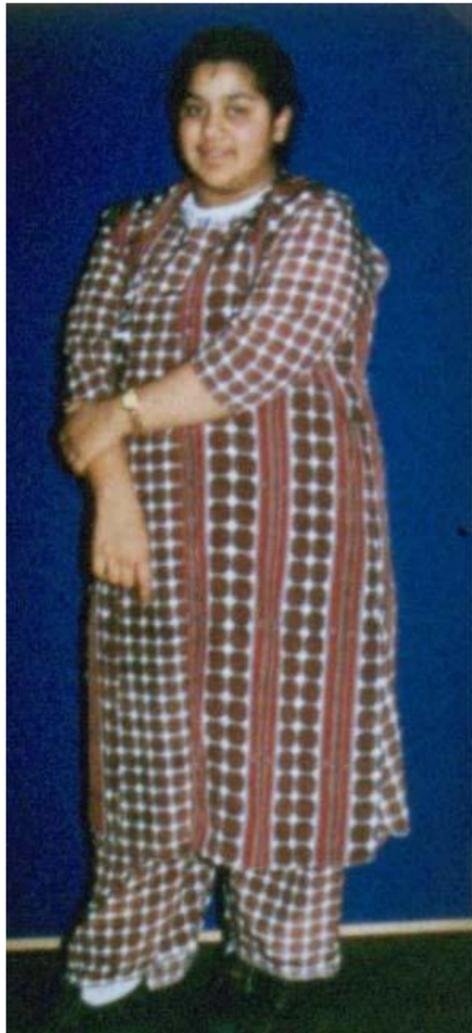


IT Works CD ROM

Archive No: 0050

Process: Using the paint package

stylise your own scanned self portrait. Simplify your clothes, the creases and folds in the fabric, use blocks of colour and lines. The computer generated images will be used as the basis for your screen printing stencils.





*IT WORKS KODAK PHOTO CD THUMBNAILS*

*<http://wholearthmedia.com/>*