

DA #20

Portugal

Creative Land Art



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An idea from:

Educators team from Agrupamento de Escolas de Santo António- Barreiro, Portugal

Age: 3-6 years

Keywords: #nature #art #emotions #photography#sounds#Landart#audiorecorder

Key question: How does nature influence our emotions?

General Objectives:

- Become aware of the different sounds present in nature
- Identify and describe different sounds of nature
- Develop aesthetic sense from an artistic composition using different elements of nature
- Use digital tools to strengthen ties between school and family
- Use different digital tools to support the pedagogical activities carried out daily and learn to respect safety rules when using them;

Time: 5 activities with children of 20 minutes each, in a total of 1 hour and 40 minutes

Materials:

At school	At home
<ul style="list-style-type: none"> ● Book/computer/tablet/recorder ● A4 white sheet, cardboard ● Markers ● Glues ● Projector ● Cardboard sheets ● Nature materials (stones, leaves, sticks, shells, flowers...) 	<ul style="list-style-type: none"> ● Smartphone/Tablet/computer/ ● Recorder ● A4 white sheets, cardboard ● Markers ● Glues ● Cardboard sheets ● Nature materials (stones, leaves, sticks, shells, flowers...)

Software/ Apps:

<p>Youtube</p> <p>Objective: Visualization of the story and song "The Monster of Colors"</p> <p>Media: Computer; smartphone; tablet</p> <p>Link to the Story https://www.youtube.com/watch?v=W6wIEp-M4tg</p> <p>Link to the Song The colour monster song - YouTube</p> <p>Alternatives Media/Software: Story reading on paper (or other platform used by the school)</p>	<p>LearningApps</p> <p>Objective: Playing the sounds game</p> <p>Media: Computer; smartphone; tablet</p> <p>Link to sound game https://learningapps.org/watch?v=pyakb2sq523</p> <p>Alternatives Building a game on paper; Creation of an image association game where each image or sound in nature (birds, rain, thunderstorm,...) matches to a color monster; Recording sounds in nature that awaken emotions</p>	<p>ClassDojo</p> <p>Objective: Audio/video/photography editing</p> <p>Media: Computer; smartphone; tablet</p> <p>Link to ClassDojo App https://www.classdojo.com/pt-pt/download/?redirect=true</p> <p>Alternatives Recording the task on photo paper or in a drawing</p>
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Short Presentation

Are emotions reflected in nature?

Yes! Just look for the sounds that surround us in our daily lives and associate them with what each of us feels.

In kindergarten or at home with families: we listen to the sounds that surround us and record those that *awake* an emotion in us; we observe and collect elements of nature to build a Land Art;

The photos taken of the Land Art will be shared on the digital platform ClassDojo.

Step by Step

Step 1

At
School

Story: "The Monster of Colors" (listening, reading and viewing)

For distance learning

Through a message (email, WhatsApp, Classdojo) families are invited to learn the story: The Monster of Colors

Step 2

At
Home

The children, with the help of their families, go outside to listen to the different sounds of nature and record the ones that make them feel some emotion.

The family's task is to ensure that the sounds chosen by the child are recorded.



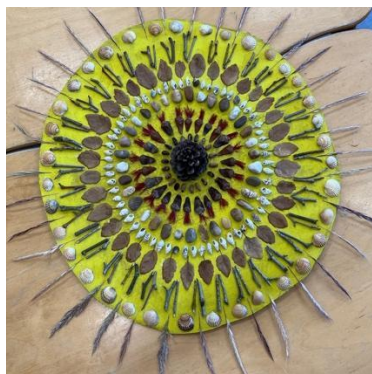
Step**3**

*At
School*

During a walk in the outdoor space of the kindergarten, the children are invited to observe and collect elements of nature that are in this space.

Back in the classroom the children build a Land Art with the collected elements.

In a circle, the children discuss and reflect on the various works created. Photograph the Land Art created and share the photos on the ClassDojo platform.

**For distance learning**

Go outside and collect various elements from nature.

Build a work of art with these elements.

Photograph the Land Art and share it on the ClassDojo app.

Step**4**

*At
Home*

As a family dance to the sound of the song: "The Monster of Colors".

Record the dance and share it on the ClassDojo app.

Invite the family to play the games built by the educators.

Step 5

At
School

Organize an exhibition with the Land Art produced by the children and invite the educational community to visit it.



In the case of Atelier Digital

Using the App LearnigApps, the children play the games created by the educators.

Using the App ClassDojo, the process of developing the Digital atelier is recorded in articulation with the families, through digital recording (photos, videos, comments).

Conclusion

Presence	Virtual
<p>The kindergarten organizes an exhibition with all the Land Art.</p> <p>Invites the educational community to visit the exhibition.</p>	<p>The final product can be shared with the families through ClassDojo or any means of dissemination (blog, newsletter, facebook, website) used in the kindergarten.</p>

