

NGV DIGITAL CREATIVES

NGV



Paul Gauguin
Tahiti
1891

Pablo Picasso
Les Femmes d'Alger
1911



Henry Moore
Reclining Figure
1964



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

PRINCIPAL PARTNER



NGV EDUCATION PARTNERS



DIGITAL CREATIVES 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.

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

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 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 \$18 (2 hours)

Maximum 30 students

SPHERO ROBOARTIST

Foundation to Yr 6

Inspired by artists who use materials in individual and often unexpected ways, this workshop will challenge students to create paintings and photography using mathematics, coding, iPads and robotics. Students will write a series of coding instructions for our Sphero robots that will bring their coding to life in an explosion of vibrant, expressive colour, lines and shapes.

All equipment provided.

Cost \$18 (2 hours)

Maximum 20 students

APP ARTIST/ PIXEL PAINTER

All levels

Using a variety of drawing, painting and photography tools – on iPad, students examine and analyse works of art and use them to inspire new creations in a digital sketchbook.

Cost \$16 (2hrs)

Maximum 40 students

YOUNG CRITIC/ART ANALYST

Recommended for Yr 4 - 10

On iPad and 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 \$16 (2hrs)

Maximum 40 students