

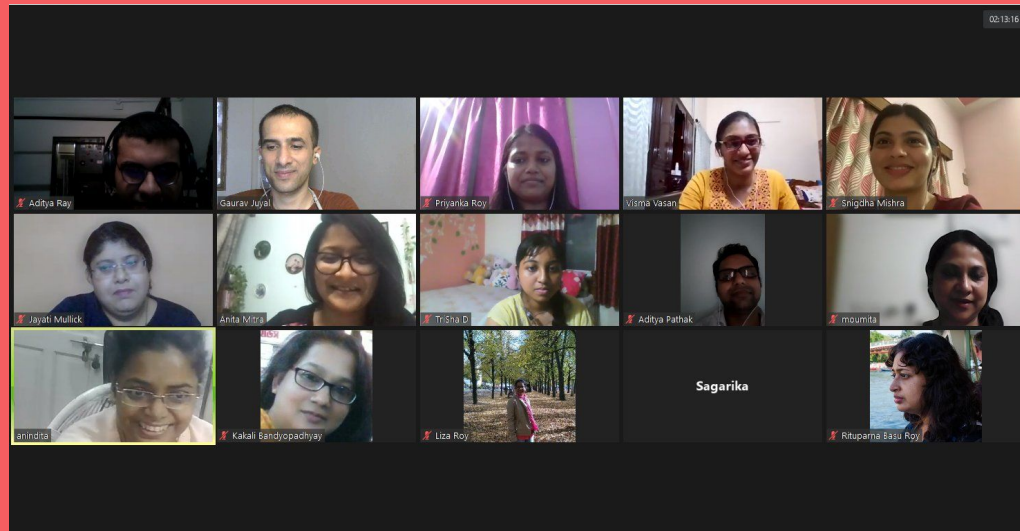
Art & Languages

(The mysterious-magical symbols)

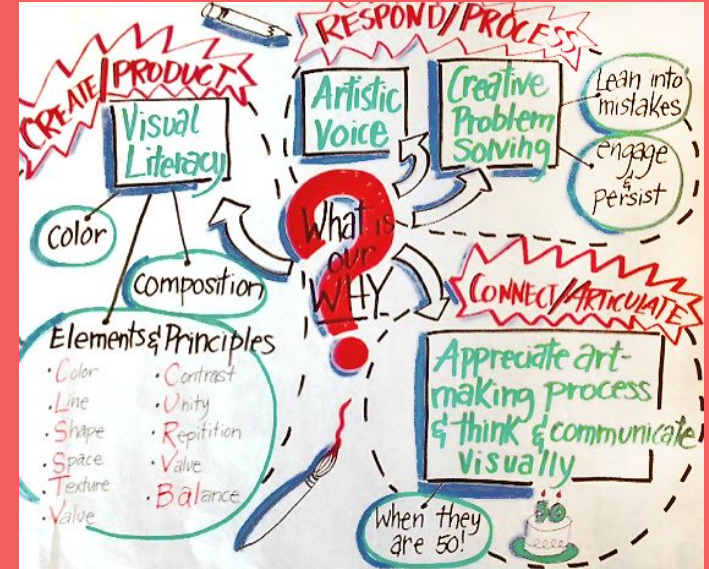
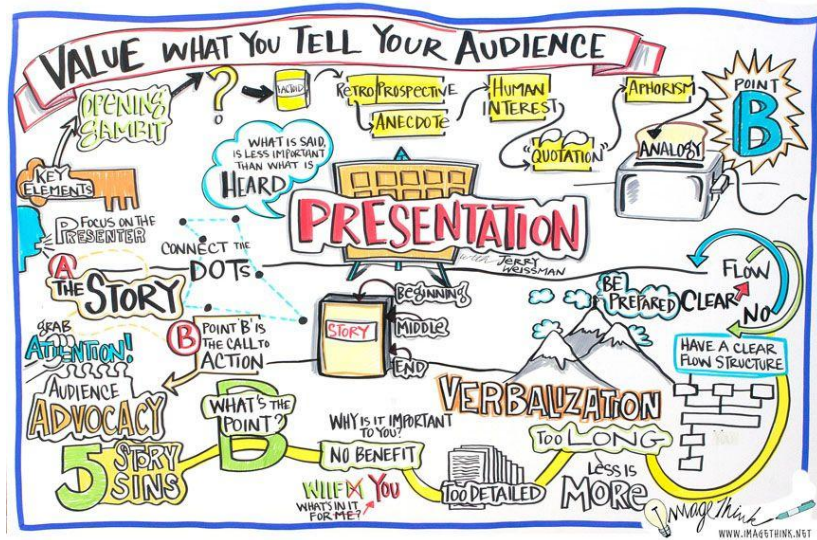
Conductor: Gaurav Juyal
Organised by Goethe Institut, Kolkata

German Language Teachers*

The Storytellers of German Language & Culture



Planning and Note Taking



- Take notes like an art journal.
- First layout the page with pencil then divide and work around. Use motifs, use icons, use analogies in art and words.

We visualise in a
language

Rhythmic

What is a Language?

The 4
temperaments

Whom we are
teaching

Child psychology

Medium to express

Express in an organised manner

Rules and regulations

Collage of syllables

Express feelings

Express emotions

Science and art

Medium of communication

Language is an art extension of human soul

Set of symbols and signs

art

Flow of thoughts expressed

Smooth life

Nature has rules

Rules are meant to be
broken or bent

order

Rules are for: governing
body

discipline

organise

**Do you love rules?
Imagine hundreds
and thousands of
them?**

Run systems

Restrict freedom of
expression

If dissatisfaction arises rules
need to be changed.

How important is expression?

**Is it important to follow rules
or be able to express?**

**What would you choose as a
priority?**

Rhythm

sound

Visual appeal

playfulness

Is a language
interesting?

Design Thinking: Compassion/Empathy >> Define Brief>>Research>> Ideate>> Test>> Re-iterate/change

Compassion: for audience and the subject

1. We try to know the domain or the theme inside-out

Define Brief:

1. Learning Experiences
2. Understanding -
3. Accuracy
4. Imperative sentences

Ideation:

Test in class:

Refine or revisit it, Iterate

The Power of Co Creation

Intention:

1. Use art as a tool in languages
2. Learning more interesting
3. art integration

Research:

1. Realm of a language
2. Interconnections
3. Stories- information flowing through a human being
4. Read different minds

DESIGN THINKING




Empathize
Understanding
people



Ideate
Generating
your ideas



Define
Figuring out
the problem

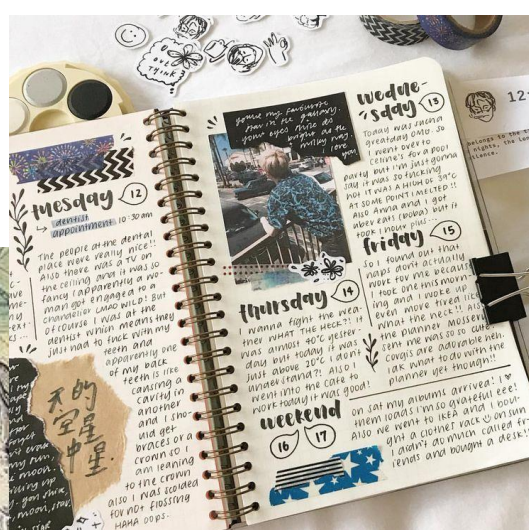
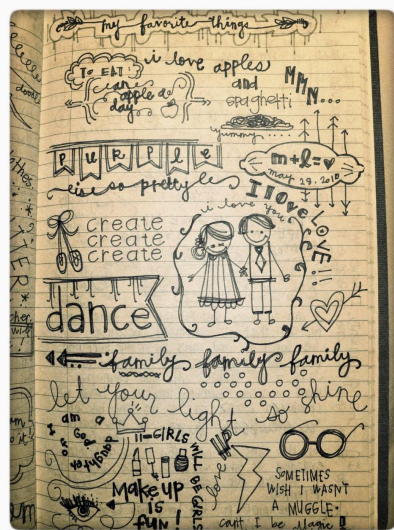


Test
Refining
the product



Prototype
Creation and
experimentation





Exercises

- Visual words -
- Story book title cover - play with medium, style, visuals
- Turning a text based story into a graphic novel or a visual-story book.
- Colour theory through stories and illustration
- Understand emotions through words and creating images depicting emotions. Example: Angry. - tell stories of what happens when you get angry. Example: Nose flares(new word) up, nostrils(point) hair, steam(cook food) coming out of ears, body heats up, people speak loudly(explore loud)
- Canva -
- Peer feedback -



Exercises

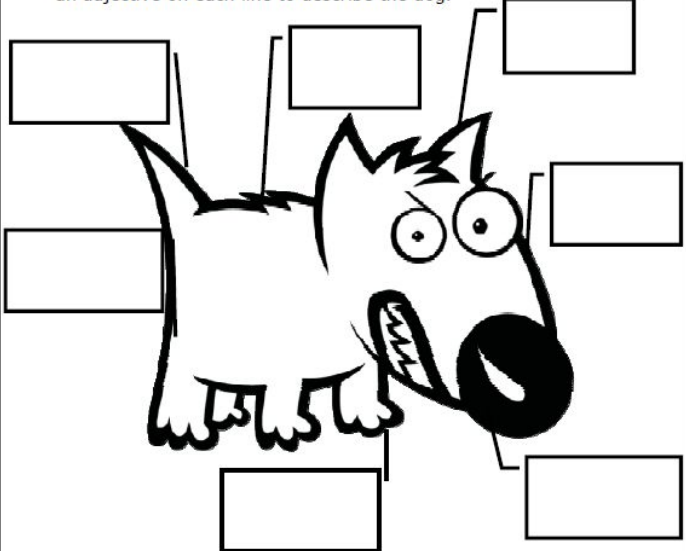
- Instagram and language - posts around festivals, posts around social issues.
- Language and animation - Flipaclip, stop motion studio
- Language and making films - Research,
- Language and poster making - Canva
- Topics for posters: my superhero poster
- Poster/art work for the language program
- Identify skills amongst students- music, graphics, films, chess, sports, dance
- Group them up and enable them to Utilise their skills and talents together and share work.

You can either describe the dog in few adjectives or kids
draw a dog who is furious, angry and really mad

Name _____ Date _____

Mastering the use of Adjectives

Directions: Adjectives are words used to describe a noun. Write an adjective on each line to describe the dog.



WRITE A SENTENCE OR TWO USING FOUR OF THE ADJECTIVES ABOVE.

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Other exercises

Activity: Drawing Poetry

Skills: Listening, language, poetry, drawing, motor skills, connection to poetry, critical thinking

Applied in the classroom: Students were read a poem and asked to sketch or draw what they heard in the poem. Students could make their own interpretations of the author's message and articulate how they connected with the poem. The activity could be altered by selecting a passage from a novel or content area.

Activity: Sculpture and Writing

Skills: Writing, observation, communication, memory, descriptive language

Applied in the classroom: Students were asked to create a sculpture based on a profession then write an opinion piece about the profession. This activity could be altered to use paints or digital photography. The subject could be a core content topic, book review, word problem. For example, students could create 3-D models of plant and animal cells or dioramas of important events.

Mediums and Genres:

- Playing/ Making Instruments
- Chanting, Rapping
- Listening to Music / Poetry
- Composing Music, Songs
- Drama Games / Charades
- Pantomime, Puppets
- Move to Words, Poetry or Ideas
- Popular and Creative Dances
- Clay / Sculpture
- Photography
- Textiles
- Research Artists
- Research Works of Art

Thank you

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