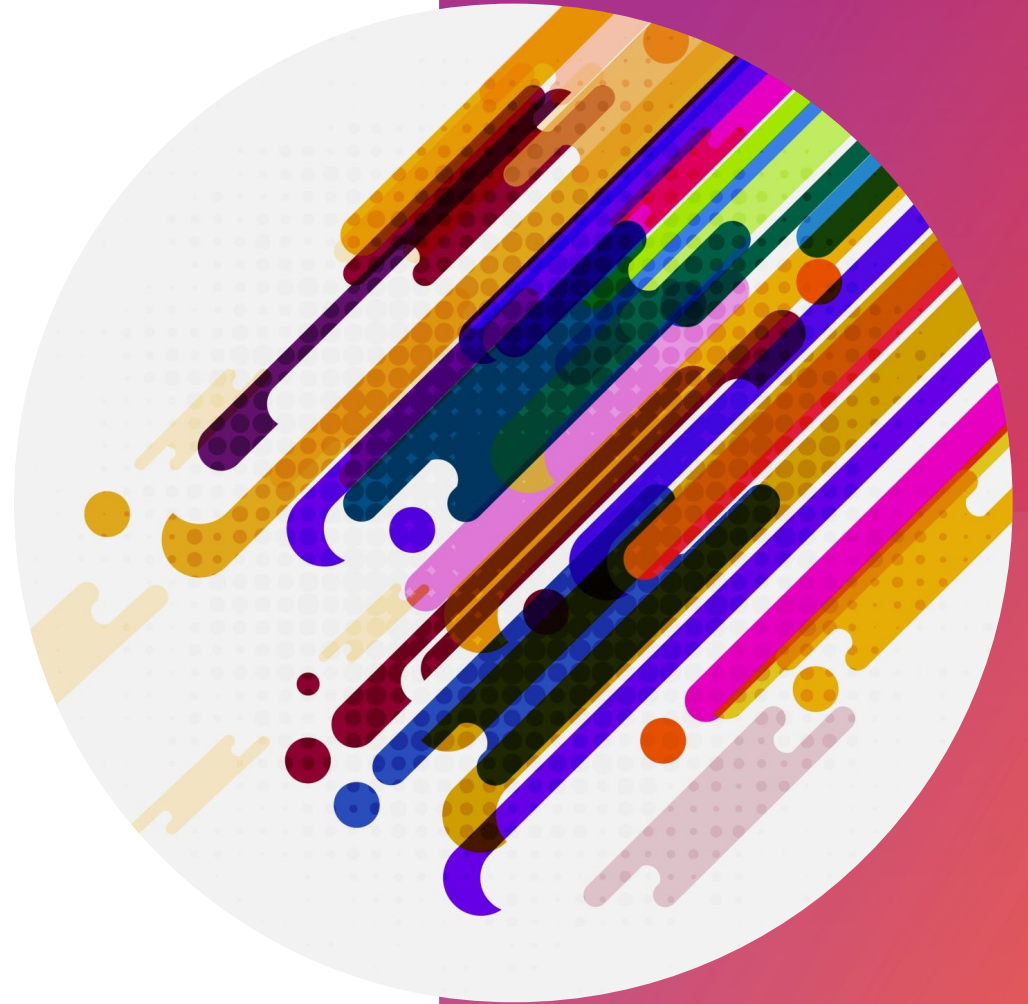


THE WORLD AT PLAY:

A CREATIVE
WORKSHOP BASED ON
SUSTAINABILITY AND
STEAM-LEARNING

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WELCOME TO ILMIÖ!



Ilmiö (The phenomenon) is a modern out-of-school learning environment



The pedagogical space at the Jyväskylä Art Museum was built in spring 2019.

It is a result of collaboration with the Art Museum, researchers, the Children's Parliament of Jyväskylä, the Youth Council, teachers from different fields, artists and volunteers.



The experimental public space will continue to evolve in collaboration with its users.

CULTURAL EDUCATION IN FINLAND:

- In 2003, the Finnish Government published the Children's Culture Policy Programme to promote the objectives of the Ministry of Education.
- Taikalamppu (now the Children's Cultural Centre's Network) was set up in the same year to **implement** the objectives of the programme
- The Cultural Education Plan aims to achieve **quality and equity in cultural education**
- Cultural education promotes children's and youth's **creative skills, cultural competence and learning conditions.**
- Education through a cultural education plan is a multi-professional process with:

The Finnish Association of Children's Cultural Centres,

Finnish Society for Cultural Heritage Education,

Finnish National Board of Education,

the Association of Local and Regional Authorities,

and the Arts Promotion Centre.

KOMPASSI-VISITS IN THE AUTUMN OF 2023:

- The World at Play-exhibition is one of the exhibitions of the Jyväskylä Art Museum's Autumn 2023 KOMPASSI-Visits.
- It has been organized by a multidisciplinary team in collaboration with the Govan Mbeki Mathematics Development Centre, Nelson Mandela University, the University of Jyväskylä and the Jyväskylä Art Museum.
- The target group for the autumn 2023 KOMPASSI visits are all sixth graders in the city of Jyväskylä. The KOMPASSI visits are part of the City of Jyväskylä's Curriculum

THE WORLD AT PLAY IN A NUTSHELL:

- The workshop includes an exhibition of works combining art and mathematics by young South Africans, curated by Sirpa Turpeinen, a curator of education at the Jyväskylä Art Museum, and her team, in line with the theme of sustainability education
- In addition to the art works, the exhibition includes a pedagogically designed workshop, that offers **out-of-school learning environment in the spirit of STEAM-education**
- Pupils also have a chance to get their artworks included in the exhibition
- Offers a positive framework to an abstract and challenging topic
- Positive pedagogical approach to the themes of sustainability



WORKSHOP WORKFLOW

- The workshop starts with an introduction on the theme of sustainability
- The introduction gives pupils a context for the workshop and the next step is to turn their thoughts towards their own interests and strengths by choosing a topic of their own interest from the areas of sustainable development.
- The facilitation of the workshop is therefore strongly based on positive pedagogy
- The artworks in the exhibition and the example topics we provide will also guide the choice of the topic
- In the workshop, students are given different type of modular building blocks and an opportunity to use A.I. to help with their creative process.
- Problem solving through creative activities
- A.I. provides an introduction to the potential of A.I. as part of teaching and learning.



COLLABORATIVE APPROACH

- Jyväskylä University, Nelson Mandela University and Jyväskylä Art Museum.
- Workshop follows guidelines set by the national curriculum
- Data is collected for multiple studies on sustainability education, artificial intelligence, STEAM-education and the possibilities of art and creativity
- The use of the Art Space Ilmiö as an out-of-school learning environment and The Globe at Play workshop are both being researched as part of the LUMA Finland development programme.

OBSERVATIONS

- Building blocks have helped even the most energetic students to focus on the task at hand
- Working in groups improve social skills helping them voice their opinions and vision
- Some students use the A.I. picture to help with their building task, others want to make the A.I. creation look as close to their vision as possible
- Workshop is good for a surface level introduction to A.I., one hour is not enough for a deep dive into its intricacies
- Children get inspired by creating and learning, while their teachers are inspired to use STEAM-education to support sustainability education at schools



WEBSITES AND REFERENCES

City of Jyväskylä curriculum website

<https://peda.net/opetussuunnitelma/ksops/jyvaskyla?session-tdid=134ee989-f61b-4522-aa4f-385e541a9960>

Cultural Education Plan website

<https://kulttuurikasvatussuunnitelma.fi/en/>

Jyväskylä's cultural curriculum KOMPASSI website

<https://peda.net/opetussuunnitelma/ksops/jyvaskyla/kompassi>

Jyväskylä Art Museum website, 2023, KOMPASSI-visits

<https://www.jyvaskyla.fi/taidemuseo/opi-ja-osallistu/opintoryhmat-ja-koulut/kompassikaynnit>

National core Curriculum for basic education., 2023, The Finnish National Agency for Education

<https://www.oph.fi/en/education-and-qualifications/national-core-curriculum-basic-education>

Nelson Mandela University website, GMMDC National MathArt Project

<https://mathart.mandela.ac.za>

Publications of the Ministry of Education (2003), Lastenkulttuuripoliittinen ohjelma, Helsinki

<https://julkaisut.valtioneuvosto.fi/handle/10024/80470>

University of Jyväskylä website, Checkpoint Leonardo Network

<https://www.jyu.fi/edupsy/fi/tutkimus/tutkimushankkeet/checkpoint-leonardo>

Freedom to wonder,
exchange ideas and ask
questions,

Thank you! 

