Appendix P. Bridge to Design Leisure in 1884 and Today

Reflect to Reveal

- 1. What cultural perspectives does Dr. Eddy want pupils to take away from this exemplar?
- 2. What do works of art reveal to us and our learners?
- 3. Why is the concept of time, how we use it and why practices change worth revisiting over a curriculum?
- 4. Why does Dr. Eddy want learners to design interactive tasks with works of art?
- 5. Can you explain how time is valued within the context of 'cultural story' to someone else? Do you have an example from your own culture?

Questions for my Colleagues

- ? How does the pupils' role to design the museum exhibit help them engage in Mediation?
- ? Are there works of art depicting leisure and social groups from the culture you will teach that is essential for your curriculum? Please share it.
- ? Share a design feature that you notice and share why with your colleague. Ask your colleague a question about this exemplar.
- ? What would you do differently? What would you add or otherwise change?

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Re-Imagine and Elaborate

- 1) What could be other products or performances for the museum exhibit?
- 2) Would these tasks come before or after the ones you see in the AATT?
- 3) What could people do at the Seurat exhibit before or after interacting with the work of art?
- 4) What can other pupils do in class while they view products or presentations?

5) How might you adapt any of these tasks for your chosen curricular theme, transfer targets, and cultures?

Ask the Designer

What is your question for Dr. Eddy? What else do you want to know about this exemplar and this work of art? What would you ask Georges Seurat?

Research in the Practice Redux

Which design features, researchers and practitioners do you think may have guided Dr. Eddy in creating her exemplar? How did she design with these in mind? Explain below for each component given.

- 1) Develop tasks for transfer to create something new for different audience
- 2) Aesthetic Education, 'as if' and personal interaction with the work of art
- 3) Context with pupils 'in role' as experts
- 4) Tasks which facilitate mediation with others and compare what pupils already know with new content
- 5) Is there a design feature that calls out to you? Share with colleagues.

A Sunday on La Grande Jatte — 1884. Date: 1884/86. Artist: Georges Seurat. French, 1859-1891.