

Community and Institutional Partnership in Art Education
Frederick Meijer Gardens and Sculpture Park and Grand Valley State University
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#### Collaboration Facts

#### What?

 Projects were created, by Grand Valley State University Art Education students, in reference to an exhibit by Jonathan Borofsky displayed in FMGSP. All visitors to the park were encouraged to attend. (intergenerational)

#### When?

 Four Saturdays in February 2009. Participants could stay anywhere from 10 minutes to two hours.

#### Where?

 A non-traditional classroom at Frederick Meijer Gardens and Sculpture Park.

#### Who?

 GVSU Art Education Students enrolled in ART 333: Curriculum Development and Practice

### Preparation for the Workshops





# About the Artist: Jonathan Borofsky

- Jonathan Borofsky is a contemporary artist interested in the human figure.
- The main areas that we, as the project developers, decided to focus on were his inspirational strategies.
  - Dreams
  - Figures and Their Environments

## Borofsky's Work

Left: Modern Airplane Dream

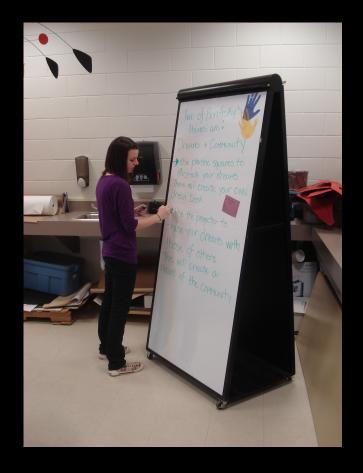
Right: Walking Man





## **Motivational Strategies**





Materials

Visual Guides

#### **Underwater Mural**



Use washable paint and other materials to create an underwater environment based around the sculptural scuba diver.

#### **Environment Mural**





On large sheets of white paper provided, personalize the environment with drawing using your imagination.

#### Dream Projections





Illustrate your dreams on small sheets of plastic. When completed, project them onto a large sheet of vinyl and take part in the community collaboration.

### Life Size Figures





Trace your body onto paper and illustrate your personality within the shape.

## Collaboration Experience



With our peers and a professional organization, FMGSP.

# Engaging with Participants





# Parent and Child Dynamic

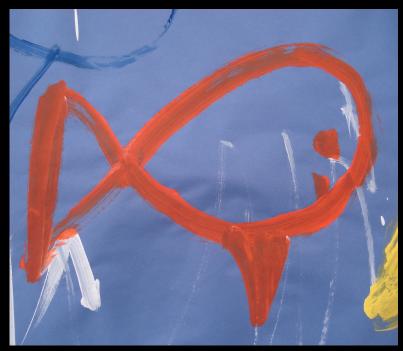




"...there were two different types of parents. There were the ones that wanted to just let their children go and create whatever they wanted. Then there were the parents that didn't really want any help from us and helped their children complete their piece."

## Pre-existing Influences





Parental or Schooling

## Pre-existing Influences



Visual/Popular Culture

## **Emerging Creative Thinking**



Projects inspired some children to take a different direction in their art making.



In reference to sharing and problem solving:

"They were making 3-D objects to add to the 'Scuba Man' and the little girl was concerned about wasting pipe cleaners. She wanted to make a black dog with black construction paper so she didn't use up too many pipe cleaners and so others could use them."

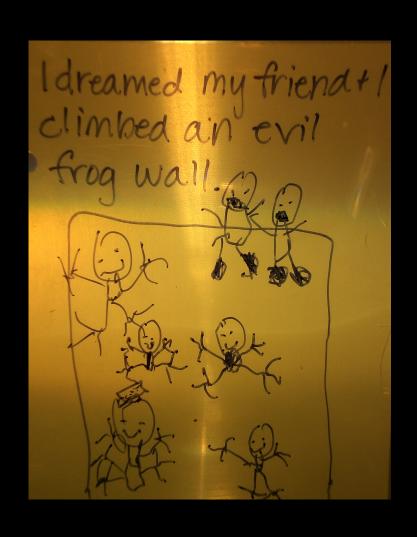
#### Personal Connections





"She shuffled through until she found a small red starfish with one broken point. She was upset, she exclaimed 'Who threw this one on the ground and stomped on it?' She felt bad, she wanted to take the starfish home and fix it and then bring it back to us. Two and a half years old. Children are capable of so much more than they get credit for."

#### **Personal Connections**





#### **Personal Connections**



"Interacting with people of all ages at the same time is a very important life lesson, as well as reaching out to the local community."



Referring to a two year old participant:

"The first time she stood up and looked at the outline of herself, and started giggling. After this she laid back down and wanted her grandmother to trace her more. She did this over and over until the paper was covered with outlines of herself...she was really interested in [this process]."

#### Overview





- Anywhere from 40-100 participants per Saturday.
- More museum visitors said they understood where Borofsky's ideas came from.
- Collaboration was beneficial to both participating institutions

### If done again...

- Establish a collaborative environment
- Research the exhibit
- Engage all participants
- Education Director Communication
- Facility Policies
- Inform and Organize



# Benefits to us as future Art Educators:

- Open minds
- Outside resources
- Value of play
- Visual Culture
- Inspiration
- Research Artist



### Questions?