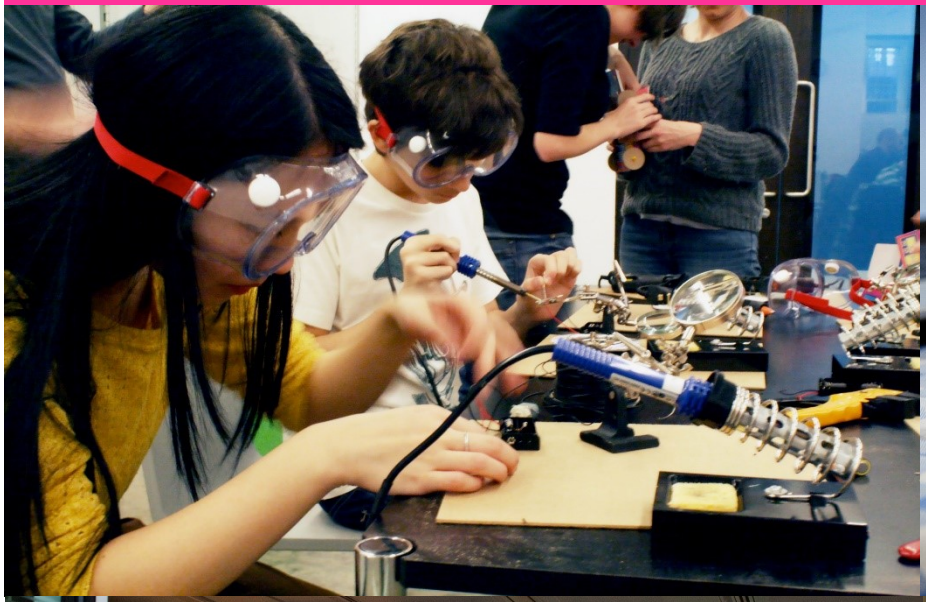
Digital Learning for Families & Young People

Alex Flowers

Why run digital events with families in the museum?

- New ways to engage with collections
- Develops digital literacy and skills
- Enables creativity
- Can be non-messy!
- Audience development
- Creates online content (social media / website)

Who is your audience?



David Bowie is...Half Term Family Activities

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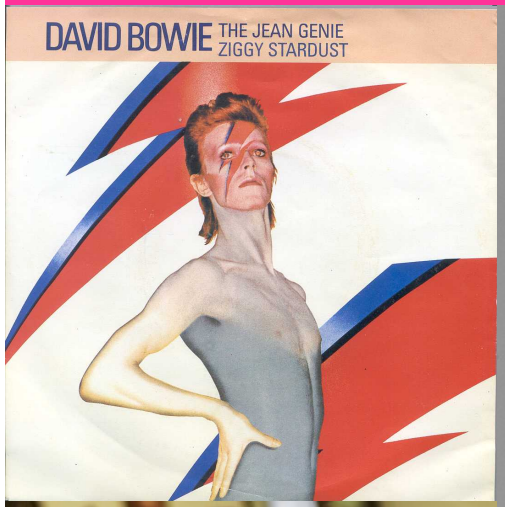

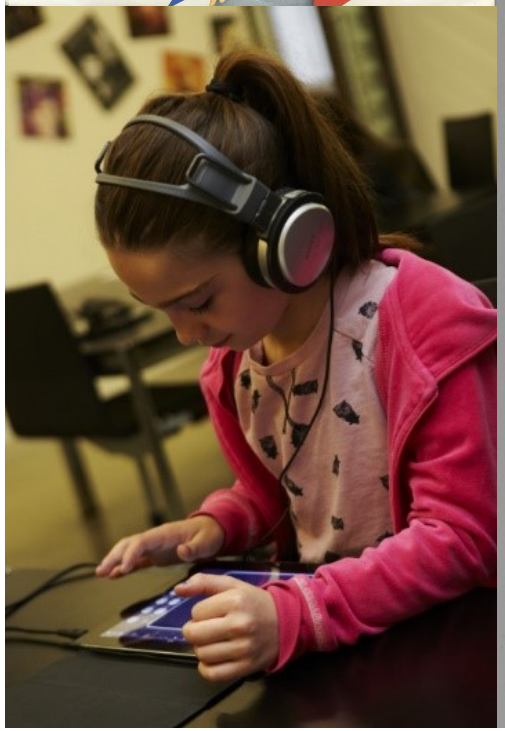

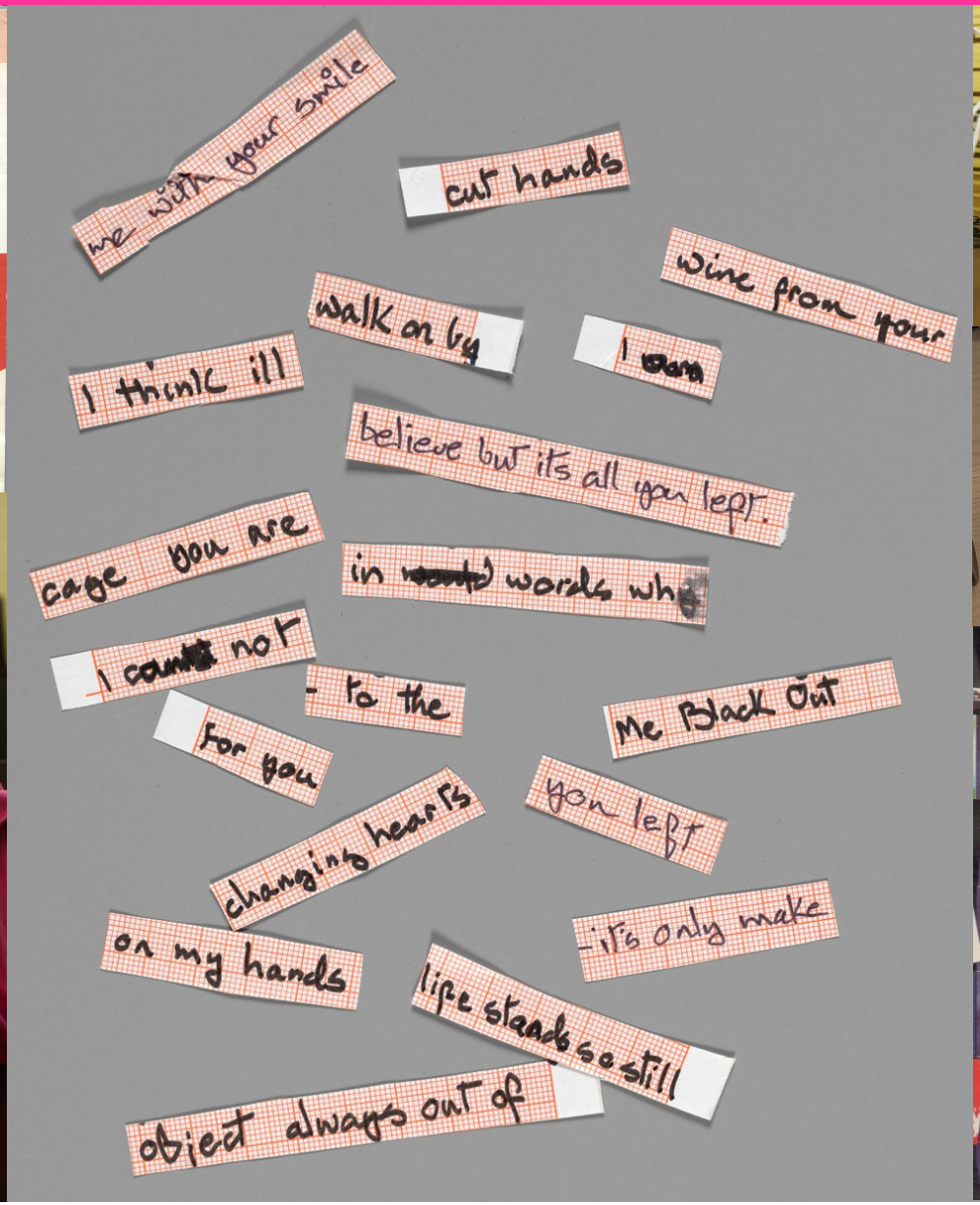

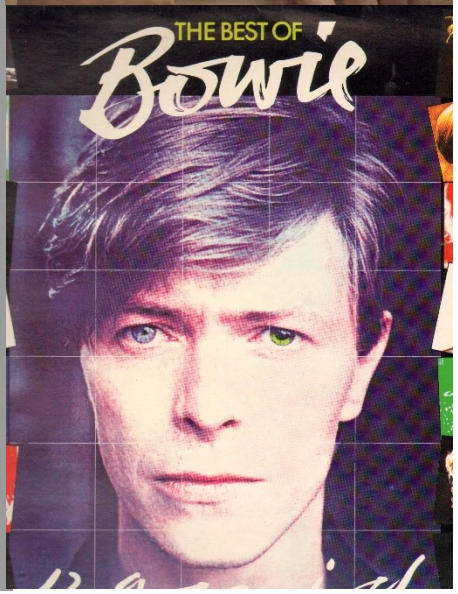

"I'm Waiting for a Different Man"
by Leah, 9 1/2 years old

Digital Kids: *Making McQueen*

"The collections in the V&A never fail to intrigue and inspire me...the nation is privileged to have such a resource...it's the sort of place I'd like to be shut in overnight." Alexander McQueen

Using *Comic Life*, created collages of objects from the collections to create their own eccentric designs.

You can learn more about the activity through the following blog post:

http://www.vam.ac.uk/blog/news-learning-department/digital-kids-make-your-own-mcqueen-inspired-fashion

News from the Learning Department Blog

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Family Art Fun! October half-term: Welcome to Hollywood

Published: December 18, 2012 **Author:** Harriet Curnow
Section: News from the Learning Department **Tags:** education, exhibition, Family Art Fun, Hollyw
Costume, learning

Welcome to Hollywood was the theme of this year's autumn half-term Family Art Fun programme
On entering the Sackler centre families were greeted by a red carpet, theatre lights and a sound
installation by the HalfCut theatre company. On The Imagination Station, they could play the popu
game of consequences where children designed costumes for film characters using a paper
filmstrip. In Digital Kids children took their photograph and transformed themselves into film star
by virtually trying on a selection of accessories from the V&A collections.

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The world's

Digital Kids at the Shakespeare Festival

Published: May 28, 2014 **Author:** Melanie Lenz
Section: News from the Learning Department **Tags:** Digital Kids, education, learning, shakespeare, workshop

"All the world's a stage, And all the men and women merely players."

(As You Like It, Act II Scene VII)

Over the Easter holidays this apt quote became a reality but it was the kids in the museum who became the performers, playwrights, set designers and directors! As part of the Digital Kids activities the museum was awash with talent as our young audiences devised and staged their own animated versions of Shakespeare inspired plays created using iPads.

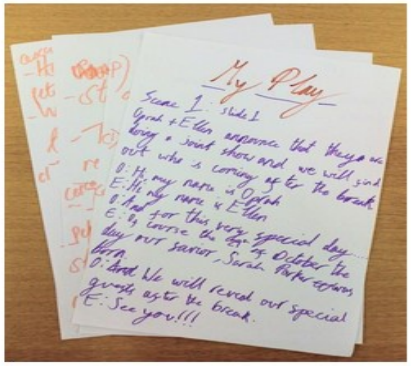
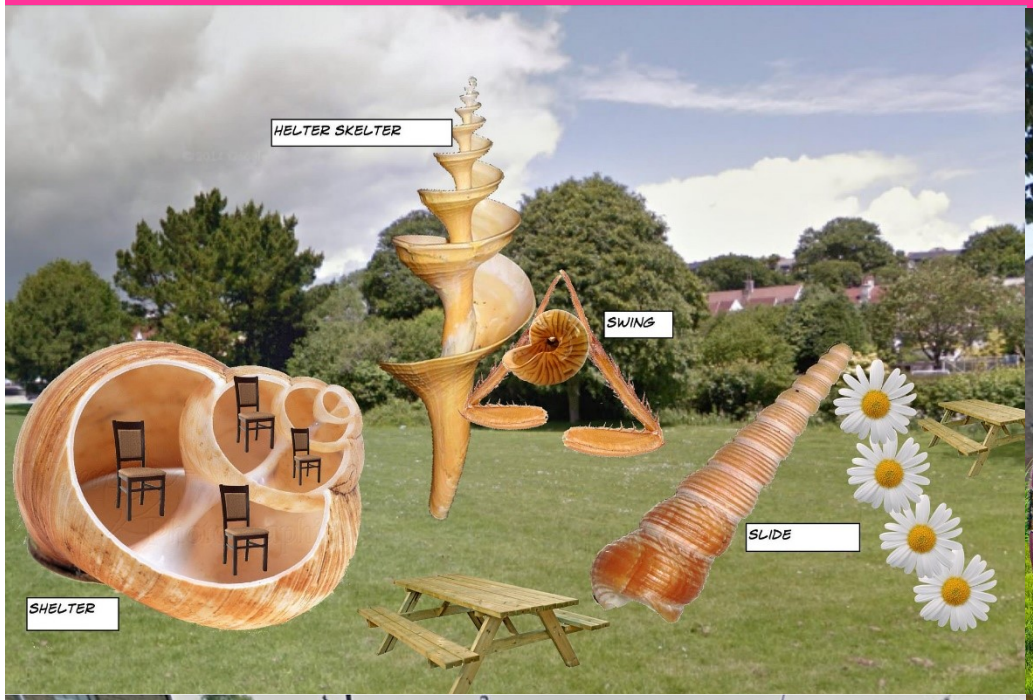


Image © Victoria and Albert Museum, London

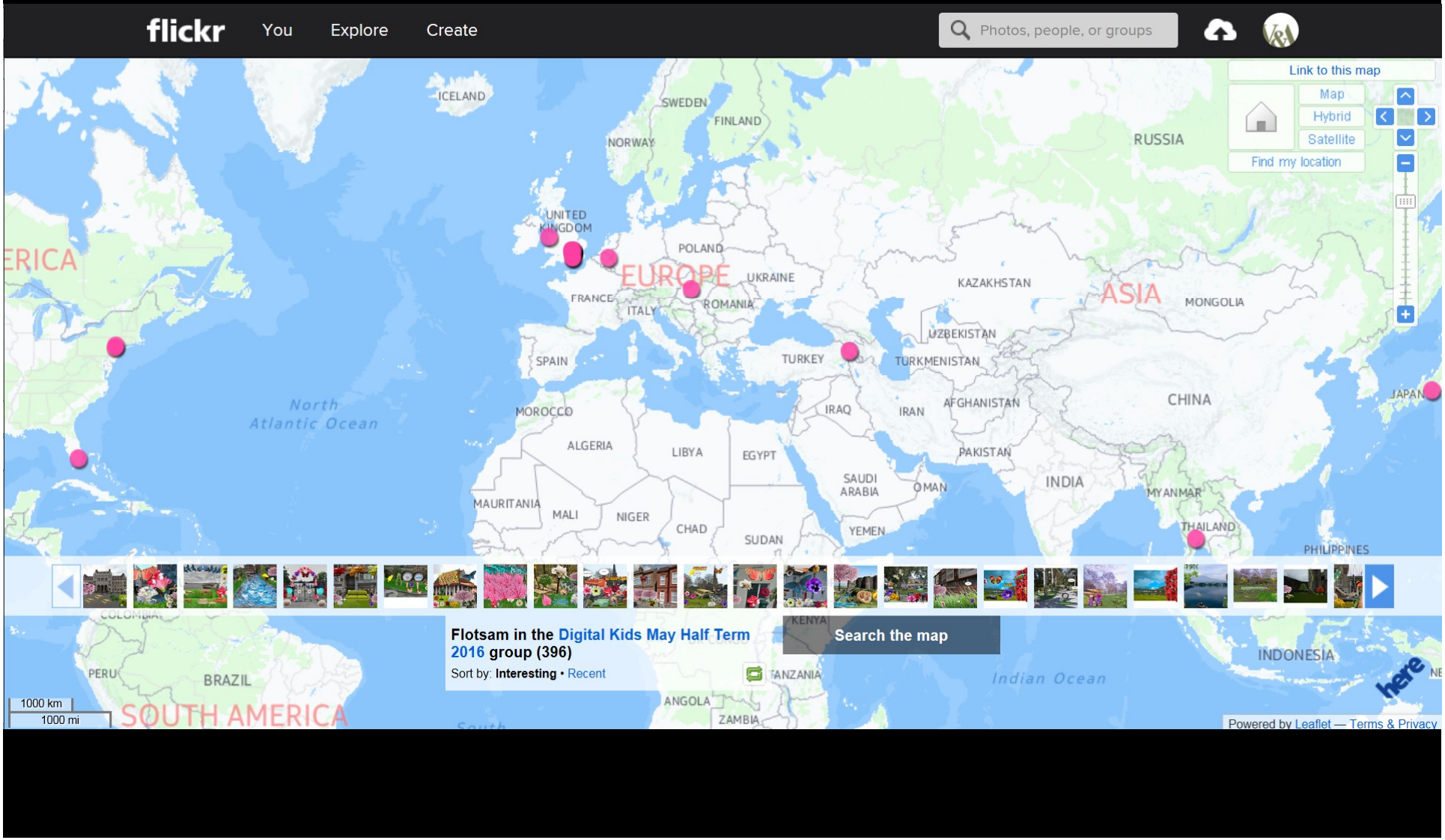
The Digtial Kids workshops were part of the Shakespare Festival, a celebration held at the V&A throughout April 2014 to mark the 450th anniversary of the birth of William Shakespeare, probably the most well-known playwright the world has produced.

May Half Term 2016

May Half Term 2016



May Half Term 2016



Digital Kids: *Digital Dragons*

Digital Kids: *Digital Dragons*

(Closed March 2014)

Digital Dragons is an immersive installation which allows visitors to step into classical Chinese paintings and bring them to life. It was designed in conjunction with Bright Ideas, Taiwan, and commissioned as part of the "Masterpieces of Chinese Paintings" exhibition.

By entering the space and triggering markers with your body, you can control animate two paintings. The first allows you to fly dragons around the space and the second invites you to paint in the missing colours of the scroll before bringing the landscape to life and interacting with the figures within.

Using Microsoft Kinects and projections, the installation maps visitors' bodies in the space and encourages interaction with both the works and other people in an open and exploratory way.

Digital Kids: *Digital Dragons*

Digital Kids: *Dive and Design*

Dive and Design in the Sackler Centre, 2014

Digital Kids: *Dive and Design*

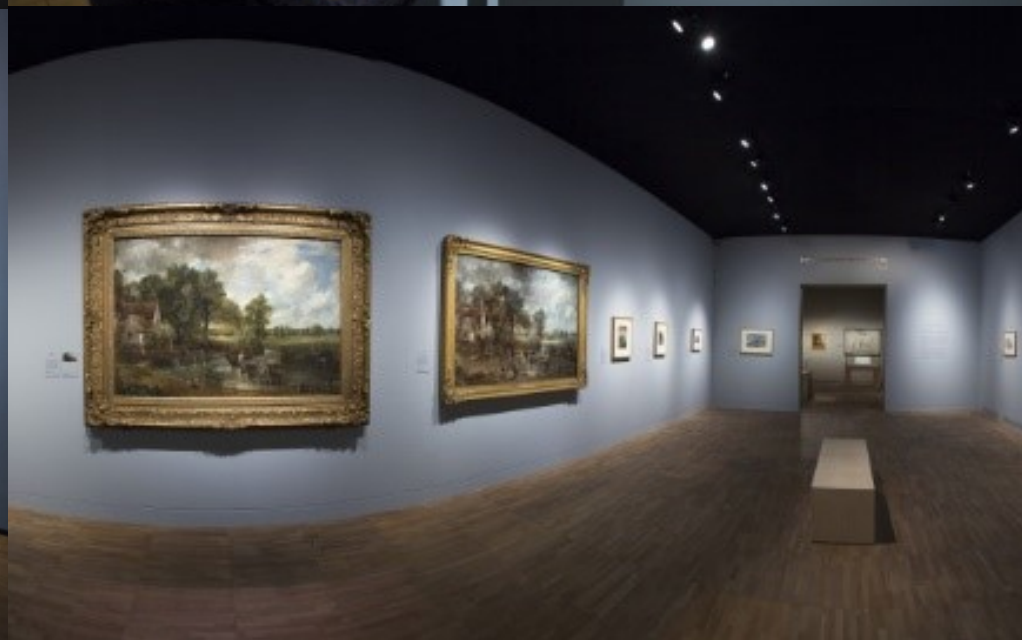
As part of the "Pearls" exhibition, the Digital Programmes team commissioned an iPad game which allowed visitors to travel the world and collect pearls and treasures from the ocean floors. There were opportunities to learn about the history of pearl fishing and different forms of this rare gem, before designing a piece of treasure which would be displayed in the Museum.

The game used iPads and augmented reality to bring the sea to the Sackler Centre. Visitors could explore the space through the iPads, and as they walked around the centre, they could discover hidden treasures and pearls. Once they had collected there resources, they would design a treasure which then through AR technology would appear in a display case or in their own hands.

"The boys loved it and I think that the parents may have enjoyed it even more! The seascapes captured their imagination, especially the swimming turtles. The staff were very helpful and capable of keeping the three year old entertained, which is no mean feat!"

Parent, visiting with three children

Activity – Constable: The Making of a Master



Activity

Running a successful digital event

Theatre &
Performance
#vandadk
Welcome
Digital Kids:
Design your own Emoji
Free, drop in

V&

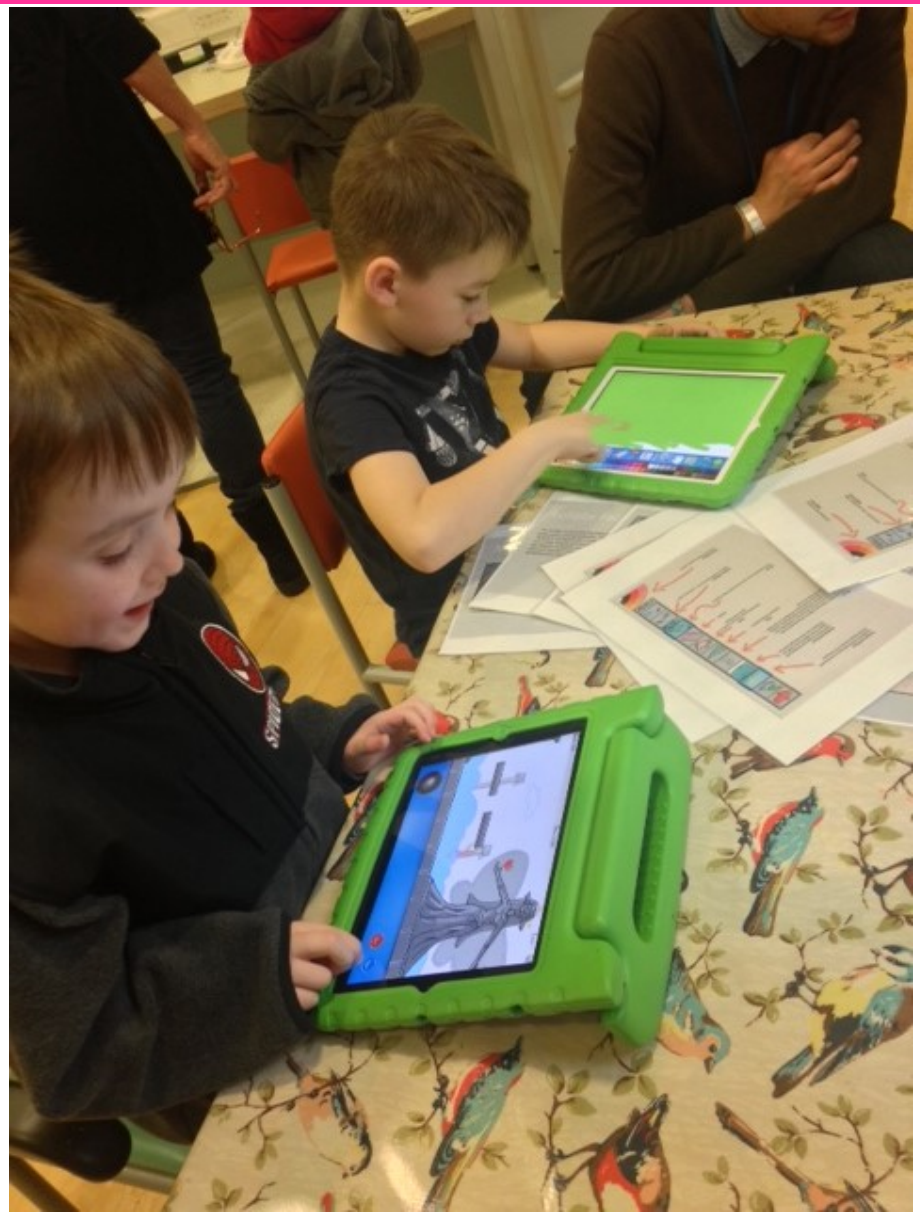
Staffing your event

Equipment and Software

- Digital Cameras
- Laptops
- Tablet computers
- 3D Printers
- MaKey MaKey
- Conductive thread and simple electronics

- Paint.net
- Comic Life
- Repper
- Garageband
- Puppet Pals
- iStopMotion
- Scratch
- Adobe Creative Suite
- Processing

Equipment and Software



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