

**Engage**  
your students

**Enrich**  
your classroom

in new ways!



Artech can bring its arts-based technology programs to your school.

It's state-of-the-art fun and high-tech creativity!



**arTech**  
-imagination in motion!<sup>TM</sup>

August 2011

Dear Educators,

For our 2011-2012 school year we are offering a selection of workshops ranging from 1.5 hours to full-day sessions. **NEW We have added full and five-day in-school Video Game Design Camps for grades 7-9!**

Our programs challenge and inspire young minds. They are hands-on, grounded in the belief that children learn best when they are actively participating, i.e. "*learning by doing.*"

Our in-school programs are carefully researched and compliment school curriculum. We can also facilitate custom designed projects to meet individual class or school needs. We welcome the opportunity to work with you to design and implement special projects that will stretch the boundaries of curriculum!

Projects involving both art and technology can be creatively wedded into curriculum:

- Use animation to depict an event in history for Social Studies.  
*Example: Have a look at the Pentz Elementary Social Studies project with grades 5 and 6. Link to it and other school projects from our website.*
- Create Robots that can do respond their environment!
- Have students create a Sorting or Recycling Game. Or a Bacterial Wars Game for a health science unit!

For more information or to schedule an in-class visit, call toll-free 1-877-530-3177.

Thank you,



Ronnie Scullion  
Director of Artech Camps

**arTech camps**

*"...imagination in motion!"*

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# grades P – 3

## Claymation and Lego Mechanics

### **Worms for Dinner**

*An Introduction to Claymation for grades P – 1, workshop duration: 1.5 hours*

A cast of colourful, slithery snakes on a stage of plates, bowls & cups – whacky! Students will each create a unique character (or two) for the movie production and have a chance to animate it. They will work as a team to create colourful titles and credits for their productions.

*The finished projects will be assembled on a class DVD.*

### **Animated Zoo Claymation Workshop**

*An Introduction to Stop Motion Animation for grades 2 – 3, workshop duration: 1.5 hours*

In this hands-on workshop students will learn how to create an animated film. They will model clay creatures to create an Animated Animal Zoo. Our facilitator will show students how to create creatures with personality plus and make them come to life on screen! They will work as a team to create colourful titles and credits for their productions.

*The finished projects will be assembled on a class DVD.*



Workshops are designed for classes/groups of 24 students working in groups of 4.

Artech Facilitators require a clean, uncluttered workstation for each group of 4, with an electrical outlet nearby for a laptop computer.

A Teacher or Adult Volunteer must be present with each group.

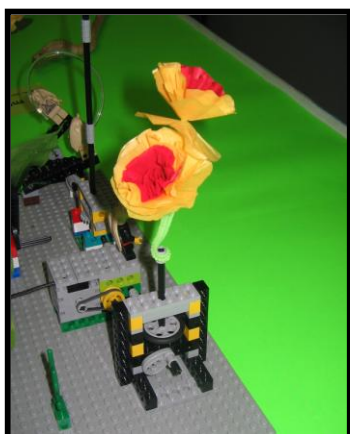


### **Mechanical Aviary Workshop**

*An Introduction to Simple Mechanics for grades 1 – 3, workshop duration: 1.5 hours*

In this hands-on workshop students will create a menagerie of mechanical birds and other moving creatures using Lego blocks, gears, motors and craft materials.

*A class DVD will be prepared documenting the project.*



### **Mechanical Garden Workshop**

*An Introduction to Simple Mechanics for grades 1 – 3, workshop duration: 1.5 hours*

In this hands-on workshop students will create a garden of mechanical flowers and moving insects using Lego blocks, gears, motors and craft materials.

*A class DVD will be prepared documenting the project.*

# grades 4 – 6

## Animation and Lego Mechanics

### **Claymation: Airy Fairy Tales!**

*An Introduction to Stop Motion Animation, grades 4-6, workshop duration: 2.5 hours*

Lampoon a favourite tale, be silly & creative! How about - Goldfish and the Three Sharks!? Or Hairy Potter!... *Or choose your own class topic!*

Students will work in groups of 4. Students will learn animation basics, develop team working and storytelling skills.

*The finished projects will be assembled on a class DVD.*

### **Stop Motion Animation: Animated Science or Social Science**

*An Introduction to Stop Motion Animation, grades 4-6, workshop duration: 2.5 hours*

*Pick a topic from your current curriculum: Life cycles, Weather Observations, Early Acadians, Mi'kmaq Culture, etc.*

Use Paper cut-outs and Stop Motion Animation to bring these topics to life! An Artech Education consultant will work with you to customise a program for your students.

Students will work in groups of 4, take turns as Photographer, Director, Producer and Film & Sound Editors for their animated movie production. Students will learn animation basics, develop team working and storytelling skills.

*The finished projects will be assembled on a class DVD.*

### **Extreme Creatures or Fashion Bots**

*Introduction to Lego Robotics, grades 4-6, workshop duration 2.5 hours*

In this hands-on workshop students get to build a unique robotic creature or fashion bot. They will program the Lego Mindstorms RCX robots, learning the basic 'building blocks' of the Lego programming language: assembling a string of commands, setting conditions and responding to sensory input.



Students will work in teams of four and have a chance to program robots to complete in an obstacle course or display their latest robot fashions on the runway!

*A class DVD will be prepared documenting the project.*

Workshops are designed for classes/groups of 24 students working in groups of 4.

Artech Facilitators require a clean, uncluttered workstation for each group of 4, with an electrical outlet nearby for a laptop computer.

A Teacher or Adult Volunteer must be present with each group.

# grades 7 – 9

## Stop Motion Animation

### **Animation Workshop: Get Animated!**

*An Introduction to Stop Motion Animation, grades 7-9, workshop duration full-day*

Students will learn animation basics and how to make a Stop Motion Animation film. They will experiment with Papermation, Whiteboard and Claymation. They will complete a short film starting with a storyboard and moving through to production: creating characters, sets, scripts and props.

A portion of the workshop will be used for sound editing and movie editing to give the completed movie a professional look.



### **The Beautiful Toothbrush**

from "The Beautiful Toothbrush and the Grilled Cheese Sandwich" by Amanda and Jonathan



Artech Claymation Workshop at Viewfinders 2009

Animation Workshops are designed for classes/groups of 24 students working in groups of 4.

Artech Facilitators require a clean, uncluttered workstation for each group of 4, with an electrical outlet nearby for a laptop computer.

A classroom Teacher must be present during the workshop.

# grades 6 – 9

## Video Game Design

Video Game Design is a cross curricular activity that strengthens and develops skills in Visual Arts, Mathematics, Language, Logic and Problem Solving.

### Video Game Design: Let the Games Begin!

*An Introduction to Video Game design, grades 6-9, workshop duration full-day*

Create an arcade style game – a Space Scroller or another themed video game. Create your own characters, obstacles and enemies. See if you and your friends can beat your own high scores!



A computer lab is required for Video Game Design Workshops/Camps with one computer per student.

The software is available at no cost.

### Video Game Design: Step into the World of Games!

*An In-School Video Game Design Camp, grades 6-9, full-week*

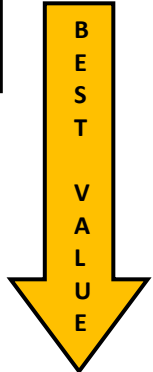
Create two arcade style games – a scroller and a platformer. Animate your characters, create colourful monsters and traps. Learn pre-programming skills. Develop game strategies with increasing difficulties as your character progresses through the levels. See if you and your friends can beat your own high scores!

- *“What I liked best was the fact that we were allowed to make suggestions and that there were no limits on our creativity.” – Ana, Holy Redeemer Catholic School, GTA, Ontario*
- *“I liked that students were engaged in learning and creating a product. Love the concept of” of saving the games and creating discs for all the students so that they can share them with their home schools, families and friends.” – Jackie Gijuscic, Program Support Teacher, St Bernard C.S., Durham, Ontario*

# workshop pricing



Combine workshops for a full-week of creativity and challenge – receive 10% off!



## Stop Motion Animation and Lego Mechanic/Robotic Workshops

Basic Workshop costs in Nova Scotia are as follows. *For schools outside HRM and South Shore School Districts additional charges may apply.*

Grades	Type of Workshop	Title	Duration in hours	Materials* (additional students)	Workshop Price	2nd /3rd Workshop Same day
P-2	Animation/Claymation	Worms for Dinner	1.5	\$60 (\$3)	\$300	\$150/\$75
2-3	Animation/Claymation	Animated Zoo	1.5	\$60 (\$3)	\$300	\$150/\$75
1-3	Lego Mechanics & Craft	Mechanical Aviary	1.5	\$60 (\$3)	\$300	\$150/\$75
1-3	Lego Mechanics & Craft	Mechanical Garden	1.5	\$60 (\$3)	\$300	\$150/\$75
4-6	Animation/Papermation	Animated Science or Social Science	2.5	\$75 (\$4)	\$350	\$175
4-6	Animation/Claymation	Airy Fairy Tales	2.5	\$75 (\$4)	\$350	\$175
4-6	Lego Robotics & Craft	Extreme Creatures	2.5	\$75 (\$4)	\$350	\$175
4-6	Lego Robotics & Craft	Fashion Bots	2.5	\$75 (\$4)	\$350	\$175
7-9	Stop Motion Animation	Get Animated!	4.5 (full-day)	\$120 (\$8)	\$525	-
6-9	<b>NEW! Video Game Design</b>	Let the Games Begin!	4.5 (full-day)	-	\$625	-
6-9	<b>NEW! Video Game Design In-School Camp</b>	Step into the World of Games!	22.5 (full-week)	-	-	\$2800

\*Materials costs are based on a class or group of up to 24 students. Additional students are charged the amount displayed in parenthesis.