

Introduction

Each toolkit is a collection of 10 - 13 thought-provoking artworks supported by talking points and activities. Worksheets, slides, animations and activity resources are all available with the toolkit. Each toolkit also has a handy chart that identifies which classes each artwork could apply to in the MOE and IB syllabi.

Approach

A 'SEE, THINK, WONDER' approach is laid out for every artwork to spark conversation in the classroom and generate child-led learning. Each artwork ends with a 3,2,1 reflection for students to consolidate everything they have learnt and reflect on what to do with their new knowledge.

[EXAMPLE]

SEE, THINK, WONDER



What do you SEE?

- How many vegetables do you see?
- What are they doing?

What do you THINK about what you see?

- Why do you think the vegetables have different features?

What does the artwork make you WONDER?

- Do you wonder what it would be like to live in Las Vegas?
- What kind of vegetable would you be?

Mindful Eating

11 artworks to talk to children about knowing what's in their food, what's bad for them, what keeps them strong and sustainable eating.

Learning outcomes:

- Understand the dangers of hidden and refined sugars
- What are food preservatives and additives
- Who are some famous food inventors and why they were important
- How to reduce food waste
- What overfishing is and why it's bad
- Understand the importance of eating a variety of vegetables
- Understand the importance of a balanced meal
- Reflect on the cultural significance of food
- Know how science and technology is used in food manufacturing and processing

Includes:

- 11 'See, Think, Wonder' themed lessons.
- 5 worksheets
- 11 in-class activities
- 5 animations

Bonus Interactive Experience:

- Ugly vegetables Augmented Reality

SOME ARTWORKS INCLUDE:



yell0w | Singapore



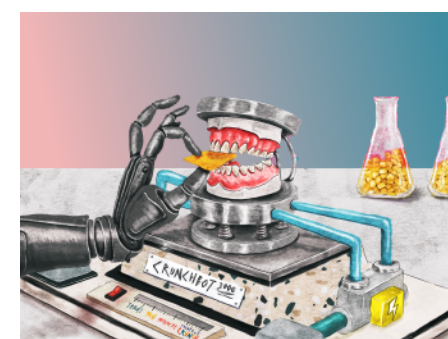
Cesc Grane | Spain



Efoe | Singapore



Elfriede_s | Germany



Lovage | Singapore