

The Art of Serious Adolescent Play

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Impetus for the Research Question

"If I've learned anything at all...it's that young people learn more outside a classroom than in it, and they learn more from each other than from adults." **Tony Little, Head Master Eton College**

Wasted, wounded, look what schooling did

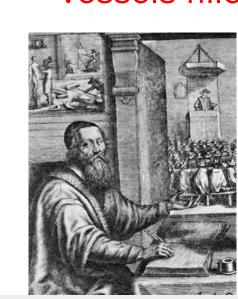
Desk: sat Under and Behind; barrier

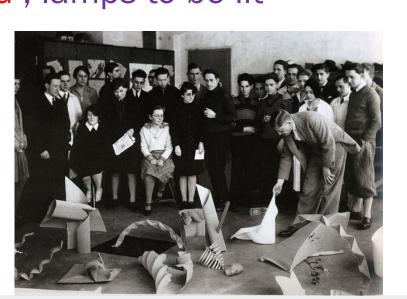
Objectives determined by standards to achieve





Vessels filled; lamps to be lit





The Research Question

How can 16-17 year old boys develop their understanding of art historical movements by representing them as body sculptures in performance art?









The Participants

From Eton College: roll 1350 pupils:13-18 years, full **boarding**, West London Nine 16-17 year old boys on the first year of a two year art history course Practices begun from September: re-enacting the space in paintings,







The Research Action (Nov-Feb)

Three interventions (each one 40 minutes), two iterations of each one 'Iteration': Make Again, Make Better; Failure **Viewpoints**: technique, improvisation, thinking through play: Shape, Repetition, Gesture, Space, Architecture

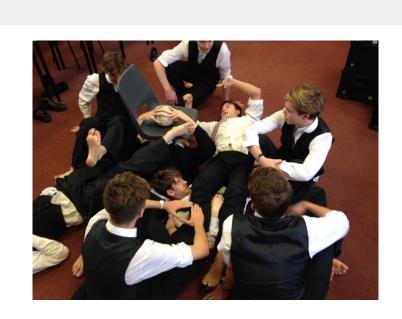
'Communicate a direction, allow infinite solutions' 'Tinkering':

Adding and subtracting, adding, subtracting, adding Recession and projection, recession, projection, recession Diverge and converge, diverge, converge, diverge









Data Collection, Analysis and Key Findings

intervention: **Futurism**

Second







What did you understand better about Cubism/Futurism by making the body sculpture?



Where in your essay is there evidence that the performance art/body sculpture helped you to express your knowledge and understanding?

Perception and understanding grew from Making

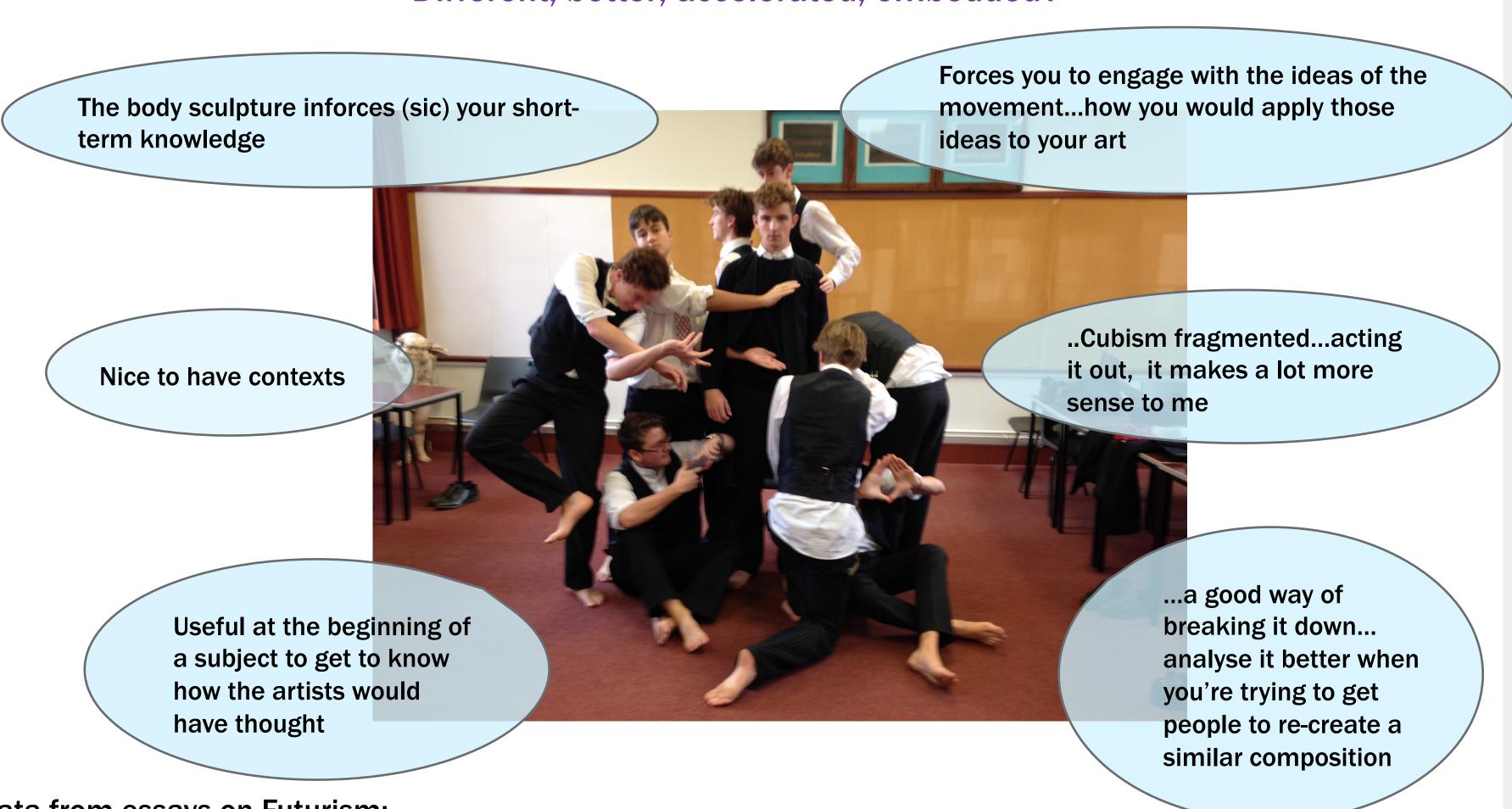
Data from essays on Cubism: as identified by students as understanding being partly the product of the making exercise:

'The movement itself completely shredded the idea of reality...and distorted every viewer's conception of space in a painting.'

"...he (Picasso) introduced the ...theory that the subject matter and surrounding must constantly relate and amalgamate into one...image.'

"...it presents to us a uniformed sense of fragmentation."





Data from essays on Futurism:

'it presents to the viewer a sensory experience that can only be understood by someone that has experienced the technology that is the cause of the event.'

"...new ways of representing movement in painting...abandon the tradition of depicting static, legible objects. The challenge he (Balla) believed, was to represent...the experience of flux, and the inter-penetration of objects.'

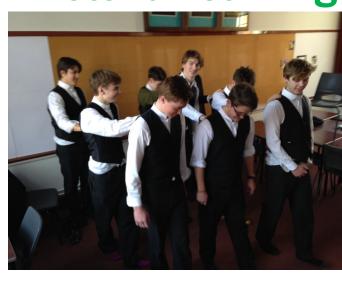
Conclusions; Interpretations

(Making) The Work Of Wonder In The Age of 'Pretend Learning'

















Evinced cognitive abilities and actions that can, at least, be understood as partly the result of the body sculpture as performance art:

grasping, plugging-in, shaping, measuring dimensions, making concrete, associating, receiving, integrating, reflecting, revealing, authoring, empowering, amplifying...

Also, the participants have considered where best in the process of their learning such a Making activity should go, and they have valued it when they have not been able to express an idea in a body sculpture. The ideas that are left behind in the Makerspace are mentally stored elsewhere and used.

Transform the classroom into a Makerspace

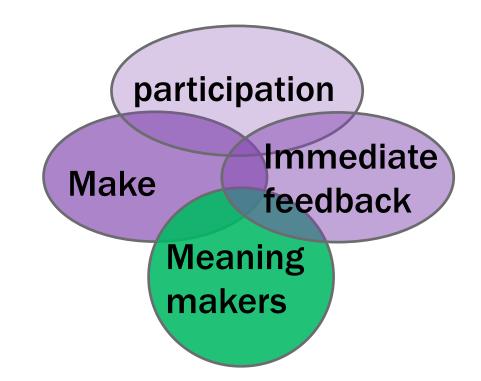
Spacethink: increase the range of verbs done

Tinkering: feedback at the point of need and comes from many sources Authentic activities: meanings emerge, made by the participants

These help with writing essays but discursive practice is complex Focus on the process not the product; knowledge will be embodied

Thinking is enriched and leveraged through play

Transforming bodies led to transformed thinking = aesthetic engagement



A change to make better habits = evolution in culture of learning

Key Readings

Bogart, A., and Landau, T. (2005, 2014). The Viewpoints Book. Nick Hern Books.

Claxton, G., Lucas, B., Spencer, E. (2012) Making It: Studio Teaching and its Impact on Teachers and Learners. Centre For Real World Learning, University of Winchester.

Hetland, L., Winner, E., Veenema, S., Sheridan, K. (2013). Studio Thinking 2, The Real Benefits of Visual Arts Education. Teachers College Press; National **Art Education Association.**

Martinez, S., Stager, G. (2013). Invent To Learn; Making, Tinkering, and Engineering in the Classroom. Constructing Modern Knowledge Press. Sloterdijk, P. (2013). You Must Change Your Life. Polity Press. Stringer, P. (2014). Action Research (4th ed). Sage Publications Inc.

Further Information

This poster and further information is available at http://www.theibsc.org/. Researcher's Email: v.clark@etoncollege.org.uk