

Microteach: Object-based learning

Democratising Access

ual:



Overview and outcomes

- Warmer
- Set the scene (5 mins)
- Mini task (10 mins)
- Discussion (5 mins)
- Questions

By the end of this microteach, you will be able to:

- Reflect on the use of technology (especially mobile phones) in increasing equitable learning experiences
- Use mobile phones and the "Polycam" app to create digital objects from physical ones (if time!)

Warmer

- What (words) do you associate with the:

British Museum

Looty and the Rosetta Stone Heist

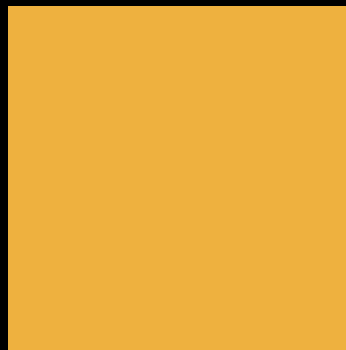
Background

- Looty are a collective who focus on **digital repatriation** of cultural artefacts
- Their mission is 'not just to **highlight disparities** but to **actively bridge them**, using the dual tools of **creativity** and **technology**'
- In 2021, they conducted a 'heist' to create a scan of the Rosetta Stone in the British Museum
- Using an app called Polycam they were able to 'reclaim' the Rosetta Stone and resituate it using AR



Repatriating the
Rosetta Stone in
Rashid using AR

Image credit: Looty
website



The object



Discussion prompt

In pairs, think about and discuss the following question:

- What role (if any) does your mobile phone play in your teaching practice?



The task



Creating digital objects using your mobile phone (10 minutes)

You can do this in pairs or in a group

You can use Polycam to take your 3D image or another way of your choosing using your phone

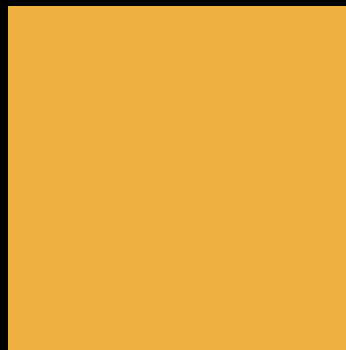
If using Polycam, follow these instructions:

- Download the Polycam App from the App Store on iOS or Google Play (you don't need to create an account)
- Select 'Try for Free'
- Select an object to scan.
- Experiment with the app to capture 3D scans of your chosen object.

Discussion prompts (5 minutes)

In pairs, think about and discuss the following questions:

- What barriers to access can digitisation and technology solve for students?
- Can you share any insights or experiences with digital tools/resources that have enhanced your own creative practice? Do these tools/resources contribute to democratising access to creative arts education?
- As digitisation continues to transform the landscape of arts education, what challenges or concerns do you foresee in ensuring equitable access and participation for all learners?



Questions?





Thank you



References

- [A High-Tech Heist at the British Museum](#) (New York Times article) April 2023
- [Looty Collective Website](#)