

Integrating Development Education/Education for Sustainable Development into Art and Design

Authors

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Purpose

- To provide a creative environment for teacher educators and student teachers to work together to enhance **knowledge** (e.g. factual information, problem-solving methodologies, research, critical understanding) and **resources** (e.g. media, personnel, toolkits and materials, packs etc.) required to integrate DE/ESD into teaching art, craft and design
- To engage in an **action research** process where interventions are monitored, evaluated and reported
- To enhance **awareness** of diverse socio-cultural and environmental concerns and perspectives



Area 3 - 3D Studies with Digital multi-media
"Size Zero Morality"

Curriculum Areas & DE Themes

Our approach centres on a series of college-based **curriculum workshops** and a range of related classroom projects conducted during teaching practice placements in second-level schools.

This is carried out in the spirit of small-scale teacher action research within a cyclical framework of planning, action and reflection that treats research and teaching as integrated activities.

The research involves 3 college educators and 30 art and design student teachers in a series of curriculum workshops as follows:

Area 1: Art & Design Critical Studies and Photography

- (i) Print media features and visual stories for the majority world
- (ii) Buddha statuettes and a leading Irish supermarket chain
- (iii) Intercultural perspectives on buildings

Area 2: Design & Visual Communications

- (i) Book design – interculturalism
- (ii) Leaflet/Flyer design – majority world issues
- (iii) Poster design – world arts event
- (iv) Package design – fair trade

Area 3: 3D Studies with Digital multi-media

- (i) Celebrating cultures
- (ii) Size zero morality
- (iii) Structures and protection
- (iv) Visual communications and gender equality

Area 3 & 4: Design & Visual Communications

- (i) Ethical consumption
- (ii) Sustainable development
- (iii) Anti-racism

Area 5: Art & Design and Multi-media Technologies

- (i) Digital video – 'shelter', 'campaigns'
- (ii) Digital animation – 'assimilation', 'ceremony'

Results/Outcomes

Ongoing evaluations of the workshops and classroom practice indicate that we are realizing innovative curriculum approaches, grounded in risk-taking and fresh ideas.

The research demonstrates that art and design education in schools can embrace issue-based work that is challenging and exciting for pupils.

Its creative practices are important means within general education of examining everyday culture at both global and local levels and by its nature its pedagogy embraces active learning methodologies that are at the heart of DE/ESD.

Future Plans

Our main goal is to continue to refine and develop the Curriculum Workshop/Art & Design + DE/ESD/Classroom Practice framework in line with active research methodologies.

We have documented comprehensively our research work to date and therefore intend to showcase some preliminary outcomes at a forthcoming **Art Teacher's Network Conference** to be held at Limerick School of Art & Design in May 2008.

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"Structures and protection"

