



DEFINITION OF TERMS IN THE CONTEXT OF “ARTSQUAD”

Description of the four artistic media

1. DIGITAL MEDIA

Digital media, in the context of the ARTSQUAD project, relates to technologies which enhance communication and creative skills. These include utilising readily available hardware such as smartphones, tablets and P.Cs in conjunction with free accessible software which can be used to produce creative works such as film clips, music and images that can be shared through social media. Developing skills in this area can enrich learning in every subject and contribute to digital literacy which has become an essential requirement for young people.

2. STORYTELLING

Storytelling is the social and cultural activity of sharing stories, often with improvisation, theatrics, or embellishment. Contemporary storytelling is also widely used to address educational objectives. Stories are effective educational tools because listeners become engaged and therefore remember. Storytelling can be seen as a foundation for learning and teaching. Storytelling involves allowing the individual to actively engage in the story as well as observe, listen and participate with minimal guidance. Listening to a storyteller can create lasting personal connections, promote innovative problem solving and foster a shared understanding regarding future ambitions. The listener can then activate knowledge and imagine new possibilities. Together a storyteller and listener can seek best practices and invent new solutions. Because stories often have multiple layers of meanings, listeners have to listen closely to identify the underlying knowledge in the story.

3. DRAMA

Drama is a story that is performed on stage. It is a creative art form that provides young people with an opportunity to express and explore thoughts, ideas and emotions in a safe and supported environment. It allows them to put themselves in another's situation which assists in the development of empathy and tolerance. Like other art forms, it teaches new ways to communicate and understand others. The benefits are multiple. Drama:

- Stimulates creativity
- Enhances literacy, numeracy and language skills
- Promotes self-confidence
- Improves social skills
- Encourages co-operation and collaboration

- Assists in the development of emotional sensitivity
- Promotes self-awareness and self-discipline
- Promotes understanding and tolerance
- Improves memory and concentration

4. MUSIC

Music is arguably the greatest medium through which culture is expressed and appreciated. The universal language-transcending nature of music makes it an ideal art form for working with young people across social and cultural boundaries. A vast body of research has been carried out into the many benefits of music education. These include:

- Enhanced intelligence learning and I.Q.
- Improvement in memory performance
- Improvement in concentration and attention
- Improved productivity
- Reduction of stress and promotion of relaxation
- Assistance in combatting depression and anxiety

- Enhanced literacy, numeracy and language skills
- Promotion of creativity
- Promotion of self-confidence
- Enhancement of social skills
- Promotion of team working and co-operation skills
- Enhancement of emotional sensitivity

Other terms

YOUNG PEOPLE WITH FEWER OPPORTUNITIES

Young people who face social barriers, financial barriers, disabilities, learning difficulties, cultural differences (immigrants or refugees/ asylum seekers), health problems or geographical difficulties.

TRAIN-THE-TRAINER

Train-the-trainer in this context covers educational programs whereby individuals identified to teach, mentor or train others attend training themselves.

BLENDED LEARNING

Education approach (formal or informal) that combines online digital media with traditional classroom methods.

Understanding the 8 EU Key Competences

- 1) **Communication in the mother tongue**, which is the ability to express and interpret concepts, thoughts, feelings, facts and opinions in both oral and written form (listening, speaking, reading and writing) and to interact linguistically in an appropriate and creative way in a full range of societal and cultural contexts;
- 2) **Communication in foreign languages**, which involves, in addition to the main skill dimensions of communication in the mother tongue, mediation and intercultural understanding. The level of proficiency depends on several factors and the capacity for listening, speaking, reading and writing;
- 3) **Mathematical competence and basic competences in science and technology**. Mathematical competence is the ability to develop and apply mathematical thinking in order to solve a range of problems in everyday situations, with the emphasis being placed on process, activity and knowledge. Basic competences in science and technology refer to the mastery, use and application of knowledge and methodologies that explain the natural world. These involve an understanding of the changes caused by human activity and the responsibility of each individual as a citizen;
- 4) **Digital competence** involves the confident and critical use of information society technology (IST) and thus basic skills in information and communication technology (ICT);
- 5) **Learning to learn** is related to learning, the ability to pursue and organise one's own learning, either individually or in groups, in accordance with one's own needs, and awareness of methods and opportunities;
- 6) **Social and civic competences** refers to personal, interpersonal and intercultural competence and all forms of behaviour that equip individuals to participate in an effective and constructive way in social and working life. It is linked to personal and social well-being. An understanding of codes of conduct and customs in the different environments in which individuals operate is essential. Civic competence, and particularly knowledge of social and political concepts and structures (democracy, justice, equality, citizenship and civil rights), equips individuals to engage in active and democratic participation;
- 7) **Sense of initiative and entrepreneurship** is the ability to turn ideas into action. It involves creativity, innovation and risk-taking, as well as the ability to plan and manage projects in order to achieve objectives. The individual is aware of the context of his/her work and is able to seize opportunities that arise. It is the foundation for acquiring more specific skills and knowledge needed by those establishing or contributing to social or commercial activity. This should include awareness of ethical values and promote good governance;
- 8) **Cultural awareness and expression**, which involves appreciation of the importance of the creative expression of ideas, experiences and emotions in a range of media (music, performing arts, literature and the visual arts).
These key competences are all interdependent, and the emphasis in each case is on critical thinking, creativity, initiative, problem solving, risk assessment, decision taking and constructive management of feelings.