

UN/CHRONO/LOGICAL TIMELINE

ACTIVATION INSTRUCTION

INTRODUCTION

The Un/Chrono/Logical Timeline is an educational tool developed by intertwining hi/stories to engage with arts education histories and their global connections. The timeline includes a set of un-foldable cards and an instruction of use. When activated, it encourages participants to look for new ways of representing history of arts education taking into account a range of geopolitical viewpoints. Instead of organizing history in a customary chronological order, the timeline attempts to create connections between often seemingly remote (both in terms of time and geographical location) events, figures, publications, artefacts, etc. It invites to learn, construct, deconstruct, criticize and question history in a participatory way.

The Un/Chrono/Logical Timeline is a versatile tool, that can be activated in an infinite number of ways. Below we propose you an examplary way how to work with it. Please feel free to change the rules, experiment and contribute your ideas, experiences and observations to the community, using the comments section below the <u>post</u>.

You will need:

- ▶ printed Un/Chrono/Logical Timeline (several sets if there are more groups) + empty template cards
- ▶ several copies of GUIDELINES FOR MODERATION (attached to this document)
- ▶ pencils, pens, highlighters, scissors and paper tapes
- ▶ a comfortable, quiet space with places to sit down
- ▶ a group of participants
- ▶ optionally: printed <u>Learning Units</u> for further reference
- ▶ optionally: a camera / mobile phone for documentation





1. Choose a learning situation where you would like to activate the Timeline: a school class / a seminar / an arteducation event / an informal meeting with peers / Explain the context of the Timeline to the participants (for example using the INTRODUCTION above and further information from the <u>intertwining hi/stories website</u>). The ideal group size is 5-12 people (if you are more, divide into smaller groups). You can moderate the group or nominate someone else to moderate. Moderator(s) should be provided with the GUIDELINES FOR MODERATION.



2. After 30' remind the group(s) they should proceed to constructing their Timeline(s). An empty wall, a floor or a table could be used for that purpose.



3. When Timelines are ready (after about 10') ask the group(s) to shortly present their results and share most interesting discoveries they made during the process. If possible document the results and share them with the Another Roadmap community! If desired give participants time to read through the Learning Units.





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GUIDELINES FOR MODERATION

The goal of the Un/Chrono/Logical Timeline session is to collectively discover and discuss contents of the cards. Participants should be encouraged to contribute their own knowledge, thoughts and experiences. Finally a new Timeline should be constructed with the existing cards as well as contributed comments, texts, images etc.

There are infinite possible ways to activate the Timeline. We suggest to choose one of the three exercises proposed below. The moderator should observe the conversation and try to adopt the rules during the game to the group dynamics (i.e. observe if there are participants who talk much more than other ones).

During the whole process it is allowed to write on the cards, add comments, highlight / cut out contents, fold the cards, tape multiple cards together, destroy cards, It is also allowed to create own new cards.

The conversation should be conducted with respect to heterogeneous positions, backgrounds and ways of expression. There is no right or wrong answer, there are only perspectives. Lack of knowledge on a certain subject or refusal to answer is also a valuable information.

▶ PART I: CONVERSATION (30')

- DOPTION 1: Cards lay spread on the table / floor in the middle, images upwards. Each participant chooses one card and reads the contents silently. Moderator chooses one person to summarize their card. On each card there are also one or more questions. The person chooses one of these questions and poses it to another participant of their choice. The chosen participant answers and summarizes their own card, trying to find connections, similarities or differences to the subject / situation / timeframe / image / ... in the previous card. Then they asks their question to another participant,
- DOPTION 2: One participant selects a keyword (from any card) and shows it to the group. All other participants (by looking at images only) select one card, which in their opinion could be linked to that keyword. Each participant explains the connection they observe and read aloud the content of their card.
- ▶ OPTION 3: All participants pick a random card and look at their keywords without opening the card. The moderator nominates one person to open their card and read their text out loud. The next person who feels, by looking at the keywords of their card, that its subject may be related to the previous one opens their card and read the contents out loud. The next person with corresponding keywords volunteers,

▶ PART II: BUILDING THE GROUP'S TIMELINE (10')

The group uses an empty wall / floor / table to compose their own Timeline, organizing a selection of cards, using provided tools. The group's Timeline should build on the connections found and insights gained in the discussion, adding the group's knowledge to the cards.

New cards can also be produced, using the blank cards and black pens at disposal.

▶ PART III: SHARING

If there are several groups join the others and share your results. If possible document your Timelines and share them on your blog of the Another Roadmap community page.