

Good practices

Template for collecting the best practices of using Poly-Universe for Teacher training purposes / courses

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Description of the problem / exercise: **Good practice 24**

After a theoretical explanation the student can analyze the masterpieces of cubism in a museum, or their reproductions.

This art movement can be presented to students in such a way that students can paint a picture and after that, they can make the cubistic version of that painting using Poly-Universe sets. As they can remove and change the tiles, they can choose the version, which they like best.



Figure:

<https://www.facebook.com/uciteljicamirjana/photos/pcb.2362205114040742/2362204817374105/?type=3&theater>

An illustration of a cubist picture is presented without the painting from which it originates. Our students will make similar pictures by using Poly-Universe sets.

Finally, they can calculate the sums of the surfaces of tiles painted in the same color and can determine the percentage of the area of tiles painted in the same color as the area of all the tiles used.

Variations:

- a) A picture can be presented to all the students and each of them can create a cubistic version of it by using tiles. The winner is the student whose picture has the largest (the smallest) area of tiles.
- b) The students put together a cubist version of the given picture.
- *Why this exercise is good:* Competences which are developed and knowledge which is deepening: creativity, aesthetic competence, organizational skills, communication skills, collaboration skills
 - *Level of teacher training:* Elementary, secondary school, subject teacher
 - *School subject(s):* Art and design, languages, mathematics, history
 - *Comments:* For ages over 10 years