

Activity Template 4 → STEAM

An immersive experience starting with a biographical 'Running Dictation' and culminating in a hands-on architectural workshop to create 3D city models inspired by Alberto Burri's materic art

School: I.C. Umbertide Montone Pietralunga

Teacher Name and surname: Erasmus Team of the School

Activity objectives:

- To introduce students to the life and revolutionary "materic" art of Alberto Burri.
- To develop spatial awareness and architectural thinking through 3D modeling.
- To foster collaborative design skills within international teams.
- To enhance English reading and listening comprehension through physical activity.

General framework: This activity is linked with the **STEAM** approach, emphasizing the "A" (Arts) as a bridge between historical research, architectural planning (Engineering), and material science. This is also linked with the content of the podcast activity "Urban futures: the city of tomorrow".

Cross-curricular subjects involved:

- **Art History:** Study of Alberto Burri's influence on contemporary art and the "Cretto di Gibellina".
- **Engineering/Architecture:** Spatial composition and structural design of a "city model".
- **English:** Language acquisition through movement-based learning (Running Dictation).
- **History:** Understanding the post-war context of Burri's work.

Material needed to develop the activity:

- **For the Running Dictation:** Printed biographical texts and worksheets posted on walls.
- **For the Workshop:** Clay, textured materials (burlap, plastic, glue), wooden supports, and recycled materials for urban modeling.
- **For the Museum Visit:** Guided tour materials in English.

Timing: Approx. 3-4 hours (Tuesday session).

Groups: Mixed international groups (Italian, Finnish, and Belgian students).

Procedure to develop the activity:

1. **Running Dictation (30 mins):** A high-energy introductory activity where students "ran" to read snippets of Burri's biography posted around the room, dictating them to their teammates to complete a fact sheet. This sensitized them to the artist's life before the visit.

2. **Immersive Visit (Museo Burri):** A guided tour in English of the museum, exploring Burri's use of non-traditional materials and his revolutionary techniques.
3. **Creative Lab "MatericaMente" (90 mins):** In the museum's workshop, groups worked collaboratively to design and build a city model inspired by the *Cretto di Gibellina*. They used physical materials to explore texture, cracks and urban volumes.
4. **Reflection:** Groups explained how their "city" reflected Burri's philosophy of "Memory and Matter".

Competences and skills to be acquired:

- **Cultural awareness and expression:** Reinterpreting Italian contemporary art through personal creativity.
- **Mathematical and Science competence:** Applying geometric and structural principles to 3D modeling.
- **Social and civic competence:** Managing diverse opinions to reach a common architectural vision.
- **Multilingual competence:** Using English as a tool for information retrieval and creative collaboration.

Pitfalls and strengths:

- **Strengths:** The Running Dictation effectively engaged students with historical data; the hands-on workshop at the museum allowed for an immediate "learning-by-doing" experience.
- **Pitfalls:** Time management during the modeling phase; the difficulty of transporting fragile clay models.

Pictures:

