

ARTVO Learning Resource Overview



IMMERSIVE GALLERY

INSIDE ROBINA TOWN CENTRE

Ground Floor, Shop 5062, Robina Town Centre Drive
Robina, Gold Coast, Queensland 4226

Contact email for bookings is info@artvoillusions.com.au
or schedule via our website www.artvogoldcoast.com.au

ARTVO Learning Resource Overview



ARTVO IS AN IMMERSIVE 'TRICK ART' GALLERY - THE FIRST OF ITS KIND IN AUSTRALIA.

STRETCHING OVER 1400-SQUARE-METRES, THE MUSEUM FIRST OPENED AT THE DISTRICT, DOCKLANDS, VICTORIA IN AUGUST 2016. WITH ITS SUCCESS, A SECOND ARTVO LOCATION OPENED AT ROBINA TOWN CENTRE, GOLD COAST, QUEENSLAND IN 2019.

ArtVo offers everyone the chance to experience the traditional art museum in a whole new way. Unlike conventional art museums, visitors are encouraged to touch and interact with the artworks in an original way through photographing themselves and becoming a part of the art.

With eight themed zones, spanning over 1400 square meters, you can explore interactive large scale pieces of artwork, painted directly onto the walls and floors. Additional sculptural elements are also added to allow visitors to immerse themselves into different locations and iconic scenes. The spectacular artworks were produced by 15 artists hailing from rural Korea. The artists completed the art pieces within three to ten days depending on the complexity of the work. Visitors are able to explore the themes around oceans, the jungle, space and famous movie scenes. The dreamscape art will encourage exciting and stimulating discussions and interactive learning experiences.

Problem solving and social skills are becoming increasingly important in Australia's education system. Building cooperative, collaborative, imaginative, problem-solving and happy students is at the core of today's education philosophy.

This resource aims to support teachers and students in developing skills in the following Australian Curriculum Capabilities and Learning Areas: English: Writing - Creating Literature & Texts, The Arts: Drama, Science, Personal and Social Capability: Social-Management.

The artworks and educational materials can be used to guide student inquiry, stimulate thinking, develop deeper understanding of concepts and build knowledge through a range of learning experiences, discussion, research and written tasks.

This resource has been designed for teachers and students across most levels of schooling. It includes educational activities and teacher notes for early, middle and later years, with a focus on team building, writing, drama and science.

The educational material and teacher's notes support the Australian Curriculum and are designed for:

- Early Years (Levels Foundation - 2): Personal and Social Capability: Emotions, Team Building, English: Creative Writing (Description), The Arts & Health: Drama & Emotions, Science: Biological Sciences (Animals)
- Middle Years (Levels 3-6): Personal and Social Capability: Team Building, English: Creative Writing - (Description & Narrative), The Arts & Health: Drama & Emotions, Science: Biological Sciences (Animals)
- Later Years (Levels 7-8): Personal and Social Capability: Team Building; English: Creative Writing, The Arts: Drama

How to use this resource

It is recommended that teachers read the unit of learning corresponding to their desired subject area and view the related materials. Each subject area program suggests an appropriate learning focus and outcomes, aligned to the Australian Curriculum's content descriptors and achievement standards for their cohort during their visit to ArtVo. The discussion points are designed as starting points. Teachers are encouraged to develop, adjust and extend this material before, during and after their ArtVo visit to ensure content and teaching is individualised and relevant to their school and students. Each program is presented under the following headings:

Introduction & Rationale

The introduction states the Australian Curriculum framework for each learning area and applies it to the education program provided at ArtVo. It outlines the value of teaching each of the four Capabilities and Learning Areas (English: Writing - Creating Literature & Texts, The Arts: Drama, Science, Personal and Social Capability: Social-Management) and the ways in which ArtVo can be used to teach specific topics, skills and understandings within an authentic and engaging program. In this section you can find research and pedagogy that may be used as a basis for future lessons and programs.

Australian Curriculum Links

This section provides teachers with an overview of each of ArtVo's program focuses. It aligns the chosen subject area and teaching content with the correlating Australian Curriculum content descriptors. This could be beneficial for developing learning intentions and success criteria of the lessons outlining the specific knowledge, understandings and skills and can also be used for assessment and reporting purposes. It is advised that teachers discuss further learning intentions to suit their school / team / cohort or year level objectives.

Curriculum into the Classroom (C2C)

Where applicable, this section provides teachers with some of the correlating Curriculum into the Classroom units for each of ArtVo's excursion programs. This could be beneficial for planning the learning sequence for the chosen subject area and can support teachers in the organisation for the term.

Aims

Outlined by the Australian Curriculum's Overview, this section provides the goals of each of the four ArtVo areas of learning. It details specific program outcomes in line with the Australian Curriculum, focusing on key understandings, skills and strategies.

Explore

This section provides a framework for discussion of selected artworks around a given topic or learning focus area. It provides guiding questions for teachers and students to facilitate observation, exploration and understanding of the artworks.

Create

This section provides suggestions in which students can develop their own creative responses to ideas, themes and issues raised in the exploration of the artworks. These responses could take the form of a performance, a work of visual art, a written piece, a photograph or a multimedia project.

Investigate

This section provides stimuli for students to further investigate the connections and parallels between their own experiences and those of others. Student responses to these investigations could take the form of visual projects or group activities, involving aspects of science or an art group performance or presentation.

Assessment

This section provides an assessment for some subject areas that reflect Australian standards and priorities. It can be used for teacher records to track student progress on the day, or as a formal assessment during post excursion lessons to inform reporting to parents and staff.

NB: Due to the inquiry nature of the Science units of learning, the explore, create and investigate structure sequence has been slightly altered.

This tool is to support teachers and students in developing skills in Team Building (Social Management), Writing (Creating Literature & Texts), Drama and Science.

- 1 Use this resource to engage and inspire your students with curriculum-suitable material for your chosen topic(s) or subject area and develop a sequential learning plan.**
- 2 Schedule an excursion to ArtVo Gallery with your students.**
- 3 Implement a unit of work and assessment criteria for your topic(s) / unit of learning.**

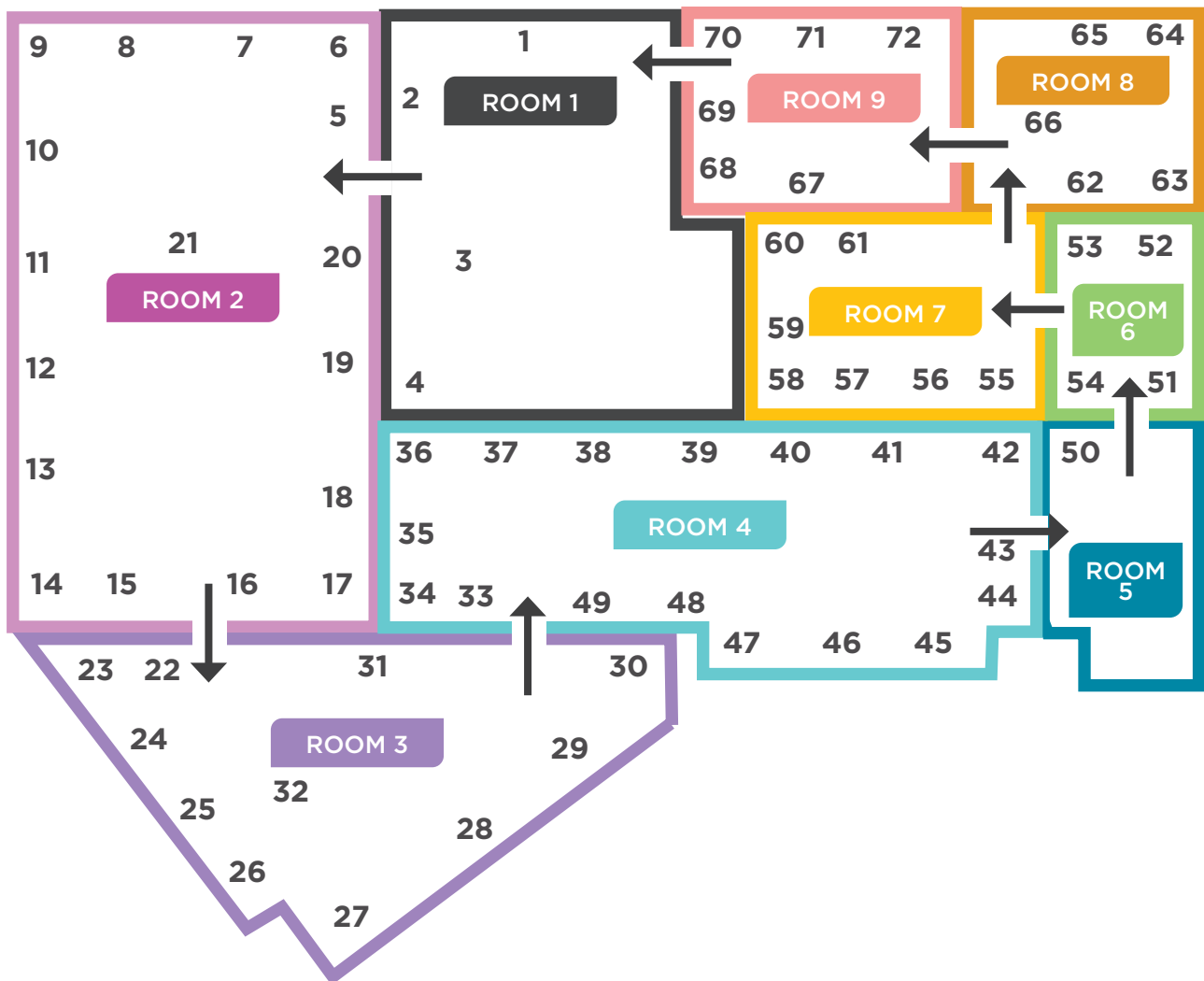


HOT TIP: 

**Want the perfect class photo to remember your visit?
Ask one of our friendly staff to take a photo in the
Louis Vuitton bag in the Wine Room.**



► Map by zones



► Artvo Paintings order

Room 1

- 1 King Kong
- 2 UFO
- 3 Castle Stairs
- 4 Giant Eagle

Room 2

- 5 Totoro
- 6 Fairy Wings
- 7 Tomb
- 8 Little Bridge
- 9 Hammer
- 10 Dragon
- 11 Stairs
- 12 Ladder
- 13 Eagle
- 14 Boat
- 15 Big Fish
- 16 Zip
- 17 Light Portal
- 18 Harp
- 19 Fairy
- 20 Puppet
- 21 Rope

Room 3

- 22 Bubble
- 23 Crab
- 24 Shark
- 25 Fish
- 26 Pearl
- 27 Water Slide
- 28 Surfing
- 29 Jar
- 30 Octopus
- 31 Titanic
- 32 Stingray

Room 4

- 33 Lion
- 34 Cannibal
- 35 Chef
- 36 Hippo
- 37 Elephant
- 38 Safari

- 39 Giraffe
- 40 Monkey
- 41 Fishing
- 42 Tiger
- 43 Wolf
- 44 Owl
- 45 Speechless
- 46 Dinosaur
- 47 Frog
- 48 Rhino
- 49 Panda

Room 5

- 50 Glow in the dark

Room 6

- 51 Arrow
- 52 Big Hand
- 53 Portal
- 54 Buddha

Room 7

- 55 Wine Glass
- 56 Toilet
- 57 Money
- 58 Sand Timer
- 59 Snow Globe
- 60 Hole
- 61 Bag

Room 8

- 62 Magician
- 63 Display Window
- 64 Trolley
- 65 Monroe
- 66 Gold Bar

Room 9

- 67 Dart
- 68 Sky Diving
- 69 Treasure
- 70 Pharaoh
- 71 Moon
- 72 Platform



IMMERSIVE GALLERY

Inside Robina Town Centre, Ground Floor.
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