

TANGIBLE TECH

Have you ever thought of where this stuff ends up when it breaks or you don't want it anymore? Reuse pieces of technology to create upcycled art.

Big Idea

Electronics don't have to end up in the landfill, adding to the planet's garbage problem. Even if the gear is unusable, you can still use the parts for other purposes. Students will use their imagination to build and create new items out of discarded parts.

Standards

VA:Cr1.2.PKa Engage in self-directed, creative making.	Students will choose the direction of their piece as they select their materials and explore creatively.
VA:Cr1.1.Ka Engage in exploration and imaginative play with materials.	Students will explore the different materials using their imagination to play and create new pieces.
IELDS 12.E.ECb Participate in discussions about simple ways to take care of the environment.	Students will discuss how they are reusing materials instead of throwing them away to take care of the environment.

Materials

Old device parts such as:

- Computer mice
- Keyboards & keys
- Colorful wire & chords (remove outlet plug)
- Cassette & VHS tapes
- Phone cord
- Empty Frames
- Newspaper
- Glue (hot glue may be needed)
- Tape
- Scissors
- Recycled Paper
- Paint
- Pliers
- Safety Goggles
- CDs

*For safety, we recommend not using plugs or items with lithium batteries or glass. Also, for younger students, we recommend that all technology is pre-deconstructed with small and sharp parts removed.

Setup

Cover the table with newspaper. Layout the different computer parts and tools. Remove any sharp, small, or dangerous parts before beginning.

Directions

1. Talk with students about the different parts they see on the table and what kinds of technology they use in their daily lives. Explain that today they will get a chance to take old technology and make it into something new.
2. Encourage students to pick up a piece of discarded technology and explore it using their senses. As students explore the materials, prompt them to think about how they could combine these materials.
3. Provide students with time to create their new art, while asking open ended questions.

Investigation Questions: What do you notice about the technology pieces? How could you use these pieces to make art? How could we make 3D art such as a sculpture? How could we make 2D art such as a painting? What shapes do you see in the pieces of technology? What new shapes could we make? Which is our longest piece of technology? Which is the widest (shorest, thinnest, etc.)?

Related Artist: Name June Paik was a Korean American artist and is considered the father of video art because he used televisual electronic media in art. Paik pursued new modes of artistic expression and cultural exchange in his music, performances, and media works. <https://americanart.si.edu/exhibitions/paik>