



**Singapore
International
Foundation**
for a better world

VOLUNTEER TRAINING

**WOW SEA Art
Programme
FACILITATION GUIDE**

WOW SEA PROGRAMME

This initiative brings together two Arts For Good Projects, ArtSEA and Legends of the SEA, to develop a synergistic art programme for Words on Wheels partner schools in Indonesia.

The programme includes four 120-minute art workshops that can be delivered face-to-face or virtually by Singapore International Foundation volunteers.

Each lesson combines Southeast Asian stories and art practices to foster connection, communication, and cross-cultural understanding with communities in Southeast Asia. Through art and storytelling, we expand and combine the art lesson plans of Legends of the SEA and the community-building programme of ArtSEA to deliver culture-based and values-based art education.

The WOW SEA Art Programme is an excellent way to connect Singapore to other Southeast Asian cultures. As a volunteer, you have the unique and important role of acting as a global citizen who connects with local students and teachers to make friends for a peaceful, more inclusive world. We believe cross-cultural interactions strengthen understanding, inspire action, and enable collaborations for good. The WOW SEA Art Programme is your chance to be a part of this cause and experience.



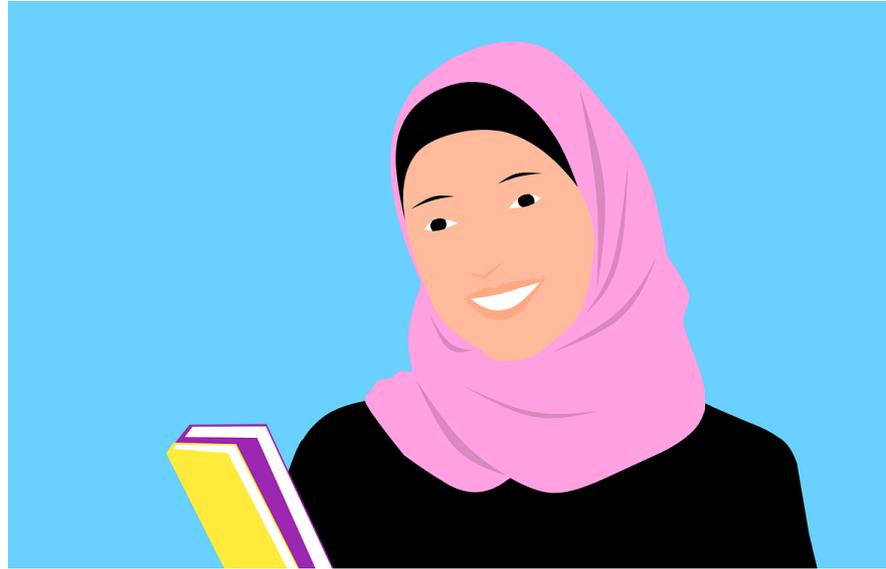
TABLE OF CONTENTS

- 04** ABOUT THIS GUIDE
- 05** ABOUT US
- 06** WHY TEACH ART?
- 07** WHY MAKE ART?
- 08** LEARNING TO MAKE ART
- 09** LESSON MATERIALS
- 10** EFFECTIVE TEACHING TIPS
- 13** ANSWER KEY
- 14** SUMMARY & EVALUATION



ABOUT THIS GUIDE

THIS GUIDE WILL PREPARE YOU TO LEAD THE WOW SEA ART PROGRAMME.



We believe in using the arts as a gateway to creativity and communication. You do not need to be an art teacher to lead an art workshop! You simply need a willingness to let students express their ideas through open-ended discussions and activities.



LEARNING OBJECTIVES

- Understand how arts education supports Social and Emotional Learning, Experiential Learning, and Visual Thinking Skills
- Communicate with students in a way that supports learning
- Build confidence in leading an art workshop

THE WOW SEA ART PROGRAMME IS A COLLABORATION BETWEEN THESE PARTNERS.

ABOUT US



SINGAPORE INTERNATIONAL FOUNDATION

The Singapore International Foundation builds enduring relationships between Singaporeans and world communities and harnesses these friendships to enrich lives and effect positive change. Our work is anchored in the belief that cross-cultural interactions provide insights that strengthen understanding. These exchanges inspire action and enable collaborations for good.

Find out more at www.sif.org.sg

LEGENDS OF THE SEA

Legends of the SEA is a series of fifteen art lessons created with the aim to bring joy and life lessons to the children of underserved communities in Southeast Asia, through art, play, and storytelling. Drawing upon the cultural and artistic heritage of Southeast Asia, these lessons are designed to help children build internal and external safe spaces for self-expression, artistry, and creativity.



Find out more at www.sif.org.sg/legendsofthesea

ARTSEA

ArtSEA offers educational resources that highlight artists in Southeast Asia in an easily accessible way. They aim to empower teachers and facilitators with training and educational resources that serve to highlight local artists, sparking curiosity, and fostering interest in the arts in their communities. They hope to revolutionise arts education by infusing both purpose and connection for communities with limited access to the arts.

Find out more at www.artseasg.com



WORDS ON WHEELS

Words on Wheels (WOW) is a programme that seeks to promote learning among children and youths in local communities. Initiated by the Singapore International Foundation, the WOW mobile library visits schools on a rotational basis to provide free usage of the library, internet and multimedia facilities. In addition, staff and volunteers will conduct outreach activities such as reading, story-telling, and community workshops.



Find out more at bit.ly/WordsonWheels

WHY TEACH ART?

ART WORKSHOPS SUPPORT SOCIAL AND EMOTIONAL LEARNING

WOW SEA Art lessons help students to develop Social and Emotional Learning (SEL) skills. Social and Emotional Learning is a method that leads to improved behaviours, and academic and lifetime outcomes.

According to [CASEL](#), an organisation committed to supporting all students' learning and development through evidence-based SEL, the SEL framework has five pillars: self-management, self-awareness, social awareness, relationship skills, and responsible decision-making. Many schools, states, and countries have used this framework to establish learning standards and competencies that articulate what students should know and be able to do for academic success, civic engagement, health and wellness, and fulfilling careers.

Recently, a 2021 study found that SEL interventions enhance young people's social and emotional skills and reduce symptoms of depression and anxiety in the short term. There is also a positive correlation between strong social-emotional assets and higher levels of well-being up to 18 years later.

WOW SEA Art workshops integrate the SEL framework into our curriculum by providing students with the opportunity to express their emotions, take ownership of their thoughts, have empathy, and build healthy relationships with their peers. Our curriculum includes core Social and Emotional Learning competencies and reinforces these skills to achieve our learning objectives.



Social and Emotional Learning Framework
Adapted from: [Pitsco](#)

CHECK YOUR UNDERSTANDING

Match the art workshop activities listed below to one of the 5 pillars from the Social and Emotional Learning Framework (shown above).

1. Listen actively and respond respectfully during a discussion of an artwork.
2. Draw an image that symbolises a facet of your personal identity.
3. Express gratitude and kindness by making a friendship bracelet for a friend.

LEARNING TO MAKE ART

DEVELOPING VISUAL THINKING SKILLS

The WOW SEA Art Programme aims to help students develop Visual Thinking skills. Visual Thinking involves expressing ideas in pictures and symbols rather than words. In the WOW SEA Art Programme, you will support students with Visual Thinking skills by helping them to transform their ideas into artwork.

The Visual Thinking Process

Working with ideas is the core of Visual Thinking. By turning ideas into art, students will create artwork that is purposeful and meaningful. There are a few key steps when applying the Visual Thinking Process. These are:

1. Get ideas
2. Experiment
3. Get feedback
4. Make a new iteration
5. Produce the artwork
6. Communicate your ideas

As a WoW SEA Art Programme volunteer you will support this Visual Thinking process in several ways. Your role is to help students brainstorm ideas, encourage them to bravely experiment, give positive and constructive feedback, encourage them to reiterate or build on their designs, and give students the opportunity to share their artwork with others.

Supporting Students of All Levels

Students will apply the same Visual Thinking process but their skills will vary due to their different backgrounds and art experiences.

As a facilitator, be mindful of these differences and support the students' varying abilities by reminding them to be original with their own ideas and creations. It is normal for students who are new to Visual Thinking to imitate others' artwork. In order to encourage creativity and higher-level thinking skills, we should constantly encourage the students to expand on their own ideas so that they can express their true ideas in their final artwork.

CHECK YOUR UNDERSTANDING

Answer the questions below to self-assess your understanding of how to support students with Visual Thinking skills. Check your answers at the end of this guide.

1. What are some ways you can help students during the Visual Thinking process?
2. How can you support students who have very different levels of Visual Thinking skills?

LESSON MATERIALS

DOWNLOAD THE RELEVANT
LESSON MATERIALS FOR THE
WORKSHOPS YOU ARE LEADING

LESSON 1: IDENTITY

Lesson 1 focuses on the theme of identity. Students will explore their personal and social identities through cultural myths and art-making. They will read the myths *Badung the Magnificent* and *The Girls and King Sumundui*. Students will create a drawing that shows an important food in their culture, create a symbolic self-portrait, and make a friendship bracelet.



LESSON MATERIALS

LESSON 2: SELF-EXPRESSION

Lesson 2 centres on self-expression. Students will be encouraged to confidently express ideas in words and images. They will read the myth *Timun Mas* and discuss how the character demonstrates confidence. Students will write their own graffiti mantra, create a mythical creature, and design a mask that expresses their joys, dreams, and message for their elders.



LESSON MATERIALS

LESSON 3: PEACE

The theme of Lesson 3 is peace. Students will read the myth *After the Flood*. They will look at a painting and write a poem from the perspective of one of the characters. Students will use mindful drawing as a tool for relaxation. They will create a drawing that shows what peace looks like to them.



LESSON MATERIALS

LESSON 4: ENVIRONMENT

Lesson 4 looks at the harms of ocean plastic and how to make positive changes to work towards a solution. Students will read the myth *The Symbol of Prosperity and Humble Beginnings* and draw an upcycled sculpture. Students will also practise goal setting and create a comic book strip to show how they will achieve their goal.



LESSON MATERIALS

EFFECTIVE TEACHING TIPS



The most important thing to remember when facilitating the WOW SEA Art Programme is that there is no right or wrong way to be creative. We want to encourage students to feel comfortable expressing their ideas and trying new things. Here are some ways you can encourage a safe and educational learning environment.

1

EMPHASISE PROCESS OVER PRODUCT

We want to emphasise the importance of students immersing themselves in the process of making art more than the look of their final artwork.

Remind students that the goal is not to make something look good, but to connect with their own emotions and experiences while enjoying the activity.

When teachers focus on the process more than the finished product, students will find themselves in a safe space to create, experiment and make mistakes.

2

ASK OPEN-ENDED QUESTIONS

Art is subjective, hence, there is no one right answer to any of the art discussion questions we have included in our lessons. We recommend using open-ended questions to foster discussions; diversity of opinions should be celebrated.

Encourage students to participate actively in group discussions by giving them the chance to work in groups of three to five. Students will build their communication skills, social awareness skills, and stronger relationships in a smaller group setting where they can share their ideas freely and confidently.

3

EXPLORE LEARNING MATERIALS

Access the lesson plans, slides, and worksheets and read through them at least a week before the workshop. If you have questions about the learning materials or have suggestions for improvement, please contact a fellow volunteer to discuss them.

We want to encourage volunteers to have open discussions. Our goal is to empower you to use the resources in a way that benefits you and your students the most. Don't hesitate to get creative and make changes to suit your unique situation.

4

CONNECT & MAKE FRIENDS

We believe in making friends for a better world. As a WOW SEA Art Programme volunteer, you will have the unique opportunity to interact with teachers and students from Indonesia. Teaching online is a great way to forge friendships with people across geographical and cultural boundaries. Through shared ideas, skills, and experiences, we uplift lives and create greater understanding between Singaporeans and world communities.

As ambassadors of Singapore, it is important that you work with Indonesian teachers and fellow SIF volunteers to foster greater intercultural understanding.

We recommend that you confirm your class' dynamics (students' ages, class size) a few days before your workshop.

That way, you can also make any necessary changes to your lesson plans. Your fellow SIF volunteers are also a great source of knowledge and support. We all bring different experiences to the table and can learn from each other!

Each lesson plan includes several activities. In your group, please communicate amongst yourselves and decide who will lead each activity based on your personal strengths and preferences. We believe that this is a great way to build a supportive network, establish strong communication, and make friends.

We are confident that with these principles in mind you will create lasting connections and friendships through this WOW SEA Art Programme.

5

PREPARE TECHNOLOGY RESOURCES

These workshops have been designed with flexibility in mind and can be delivered either face-to-face or via Zoom.

For face-to-face lessons, arrive early so that you have time to connect and set up your devices and projector.

If you are delivering the programme virtually, you will need to create an account and download Zoom to your laptop or tablet.

Here is a guide to [Getting Started with Zoom](#). If you have not delivered a lesson on Zoom before, it is a good idea to rehearse and test the functions available on Zoom like sharing your screen and switching between presenter and gallery mode.

If you are having difficulties with Zoom, try using their online troubleshooting guide or reach out to a fellow volunteer for support.

6

EXPERIENCE THE ACTIVITIES YOURSELF

We believe that everyone is creative and everyone can make art. One of the best ways to discover this is to experience how it feels to do the activities for yourself.

In the lesson slides, you will find how-to videos that explain how to complete the activities. Try them at home so you can guide your students with ease and understanding.

REFLECTION

After you have read the Effective Teaching Tips section, reflect on the following questions.

1. When you were a child, did you receive more process or more product messages about your artwork? How did that make you feel?
2. Brainstorm a list of phrases you can use to respond to a student's artwork or comments. Review your list and rewrite any product-focused comments to process-focused ones.
3. What steps do you need to take prior to leading the WOW SEA Art Programme?
4. Do you have any other questions about the programme that have been left unanswered? How can you find the answers to these questions?

ANSWER KEY

Here are the answers to the **Check Your Understanding** questions included in this guide.

WHY TEACH ART? (PG. 6)

1. **Social awareness** > Listen actively and respond respectfully during a discussion of an artwork.
 2. **Self-awareness** > Draw an image that symbolises a facet of your personal identity.
 3. **Relationship skills** > Express gratitude and kindness by making a friendship bracelet for a friend.
-

WHY MAKE ART? (PG. 7)

1. False. Experiential learning sees students as **active** participants in the learning process who learn "by doing".
 2. Reflection. Experiential Learning encourages students to be responsible participants in all phases of the learning process, including evaluation. Reflection and self-assessments are useful tools for students to evaluate what they have learned.
-

LEARNING TO MAKE ART (PG. 8)

1. You can help students to brainstorm ideas, encourage them to bravely experiment, give positive and constructive feedback, encourage them to iterate and build on their designs, and give students the opportunity to share their artwork with others.
 2. Remind students that artwork begins with their own ideas and not to duplicate their peers' work or copy from other sources.
-

Answers for the **Reflection** questions will vary, but we encourage you to use these questions as a self-assessment tool to evaluate your understanding.

SUMMARY & EVALUATION

We hope that this guide has helped you to feel confident and prepared to lead the WOW SEA Art Programme. Remember, you do not need to be an art teacher to lead an art workshop! You simply need a willingness to let students express their ideas through open-ended discussions and activities.

YOU SHOULD NOW...

- Understand how art lessons support Social and Emotional Learning (SEL), Experiential Learning, and Visual Thinking skills
 - Be able to use process-based language to communicate with students in a way that supports learning
 - Feel confident that you can lead the WOW SEA Art Programme
-



**Singapore
International
Foundation**
for a better world

CONTACT US

60A Orchard Road, #04-01 Tower 1,
The Atrium@Orchard International Involvement Hub, Singapore, 238890
+65 6837 8700 | <https://www.sif.org.sg/om>
contactus@sif.org.sg