

LOISAIDA CULTURAL MEMORY PROJECT CURRICULUM, WORK PLAN & SCHEDULE (Subject to Modification)

Teaching Artist: Blanka Amezkua

Toys and Play from My Childhood...*Juguetes y Juegos de mi Niñez*

The Loisaida Memory Project Curriculum for the FY 2018 SU CASA will be presented by the artist(s) to the seniors over 15 approximately two hour contact sessions. There will be two complete 12 session series that will take place during the period from January 1, 2018 to June 30 2018, for a total of at least 60 contact hours of activity.

1st Phase: Reflection and Memory:

The seniors will be encouraged to develop a reflection of their lives through different relaxation, meditation and corporeal exercises, encompassing memories, migration and immigration stories, cultural identities and other significant experiences. The goal is to create a confidence between the seniors and the artists where thought streams of memories could be shared and develop into artistic and creative mediums.

Objective:

- Engage seniors in this project aiming for their well-being through their full participation
- Generate dynamics between the participants and the artist to feel comfortable sharing significant memories
- Converge the past and the present, validating the importance of elders memories
- Trace a memory line to define each participant cultural identity
- Help the participants understand the body as an entity with memories and discovering its potential
- Introduce mythology as a way of understanding human experiences and memories

Benefits:

- Therapeutic relief
- Validation of memories
- Body and mind relaxation and exercise
- Life substantiation of participants
- Psychological healing
- Self-analyze, acceptance, and forgiveness

Outcome:

- Chronological timeline of memories
- Understanding resemblance between human experiences and mythology
- Personal writings/recordings about memories
- Discovery of important or lost memories

- Stories of each participant

Schedule:

1st Session: Memory and Identity/ Mixed media techniques

2nd Session: Corporal Memory

3rd Session: Childhood and life Memories Writing

4th Session: Direct experience with toys

2nd Phase: Art Workshops

During this phase, the artist will share various art techniques of expression with the seniors in order to offer them an efficient tool to express their personal significant experiences and memories. This will include working with pipe cleaners, flowers, painting and drawing. This process will lead the participants to the creation of various toys that represent their identity.

Objective:

- Coach and exercise basic skills for expression
- Adopt different art mediums as a channel to express memories
- Create a Character that represents a significant memory
- Develop the Characters
- Bring alive a significant memory through the creation of toys

Benefits:

- Introspective and comprehension process through arts
- Self-exploration
- Exercise imagination and creativity
- Basic development of motor skills
- Learning simple and efficient manual techniques
- Healing emotions and feelings
- Reducing pain, anxiety and tension
- Improve mental, emotional and physical states

Outcome:

- Creation and development of a toys that represents a significant memory
- Obtain a variety of mixed media, drawings, painting and sculptures from the process of creation
- Each participant will acquire a material artistic result from their own memory exercise

- Creating a potential material for the final exhibition

Schedule:

5th Session: How to represent our emotions through drawing and Painting, mixed media, sewing

6th Session: Introduction of a variety of toys that will be the inspiration for their final piece

7th Session: Sketching the basic ideas

8th Session: Creation of the toys for the final show

9th Session: Creation of the toys for the final show

10th Session: Final pieces and writing about their creations

3rd Phase: Preparing for the Exhibition

The workshops will be documented from day one. Photography will be the medium of choice. Many of the photos taken will be included in the final show. We will collectively decide the images that will be included in the final show and what pieces will be included in the show; we will create all the information needed for the exhibit during this time as well.

Objective:

- Impact on seniors center and surrounding community
- Create material for the final show (information cards, invitation, press release, etc.)

Benefits:

- Getting images for the participants to keep
- Preservation of our seniors most significant memories
- Involving the participants in the process of creating an exhibit

Outcome:

- An Art Exhibition with the work created by all participants
- Documentation of the creative process and final product

4th Phase: Exhibition

The artists and the seniors will curate, install and host an exhibition that will portray the final outcome of the program. This will include mixed media pieces, drawings and other pieces made

during the workshops. It will be a special opportunity for the seniors to share their memories and experiences and impact the surrounding community in a creative and positive way.

Schedule:

11th Session: Getting ready for the exhibition

12th Session: Exhibition takes place

Synopsis

My past seen through the creation of toys...

The curriculum will engage seniors in generating reflections of their lives, in some cases tales of immigration or migration through the use and creation of toys. Playing with toys is considered to be important when it comes to growing up and learning about the world around us. Younger children use toys to discover their identity, help their bodies grow strong, learn cause and effect, explore relationships, and practice skills they will need as adults. Adults on occasion use toys to form and strengthen social bonds, teach, help in therapy, and to remember and reinforce lessons from their youth.

The initial process will be sparked through an invitation to see themselves as a character or toy, and develop personal histories. Group sharing will stimulate individual reflection of personal identity traits.

We will discover the toys that our elderly community possesses and what they represent for them; while, at the same time addressing current cultural and socio-economic realities. They will create and be guided in the recreation of toys using a variety of media, such as textiles, pencils, paint, flowers, etc. A toy is something we give to children to make them happy to help them learn; it is something we all have in common. We all have possessed at some time in our lives. This can be a playful point of departure which will lead to deep cultural introspection and unexpected discussions.

The project concludes with a public exhibition of the pieces created at either the Loisaída Inc. Center and/or the Senior Center. Most significantly, participants and audience will be given an opportunity to reflect upon and celebrate the insight of community-making and neighborhood character through the personal histories/stories, through the work created in a variety of media that will be shared with their families, friends and larger community. *

**This project and its curriculum and activities have been conceptualized in a way as to allow for modification and input from the particular senior center and community that chooses the Loisaída Cultural Memory Project as their SU-CASA program.*