

The Importance of being a sleuth

A guide to
reining in an
unruly (AKA:
bored) mind,
and
transforming
it into a
successful
investigative
tool

gabi
swiatkowska



Table
of
Contents:



The Importance Of Being a Sleuth	3
Workshop Details	4
Technical Rider & Specifications	5
Fees & Terms	6
Contact Information	7

The Importance of Being a Sleuth

A guide to reining in an unruly (AKA: bored) mind, and transforming it into a successful investigative tool.

The increased presence of handheld devices has made it harder and harder for new generations to bring themselves into contact with the “right now.” This presentation will awaken the participants’ desires to engage with their environment, observing it and having fun drawing conclusions— and/or creating stories—by connecting visual clues.

In a 45-90 minute session (depending on the size and age of the group) we will use a series of visual and drama-games to engage in a detective game of observing the following:

- our immediate environment
- photos/paintings of places and people

We will learn how to make visual notes—a practice that goes back centuries predating the pre-photographic world, when artists were the only points of such reference, and they had to rely on notes to produce a work of art or engineering.

We will unlock and explore the value of being present and of focusing one’s creative mind by way of direct experience with the surrounding physical world. The inevitable result will be a profound realisation of the significance of observation and note taking.



Workshop Details

- *The presentation works best when delivered to younger and older age groups separately, as it allows for a more age appropriate selection of material and games.*
- Two 45 minute sessions are available for groups, preferably counting less than 40 participants for Years 4 through 9 (ages 8 - 13), larger groups for older students.

Elementary School (ages 3-7)

45 minute session

- **Reading** - “Queen on Wednesday”
- **Viewing slides** - studying facial and body expressions
- **Acting games** - communicating a story through facial and body expressions

Middle and High School (ages 8-17)

Single or double 45 minute session

- **Introduction to the immediate space and people within** - assessing one’s current level of awareness
- **Brief Tutorial** - on the art of annotating.
- **Viewing slides** - testing our observational mental capacities with and without notes.
- **Drama games** - exploring ways of paying attention to the space and people in the moment.



Technical Rider & Specifications

- **Stack of white (A4) paper and pencils** available for all students
- **1x Standard office sized projector and Projection |surface– *compatible with HDMI or Mini DisplayPort***
- **1x Table** to situate the iPad, laptop and notebook
- **Power access** within reach of above mentioned table (**1x power strip** with US or EU plug) to ensure power to the laptop and iPad
- **1x Chalk/ DryErase Board** with appropriate writing apparatus
- **2x Bottles of water** (Thank you very much)
- **Some staff assistance** for crowd control



Fees & Terms

Workshop Prices

Price conforms to individual budgets

Different rates for *Full day*, *half day*, and *multiple day arrangements*

Please Contact for a Quote

Additional Costs

- **Travel Fees:** negotiated based on distance and method of travel that reflects actual cost
- **Hotel and Accommodation Fees:** based on available rates
- **Per diem** (*For full day sessions*) Meals provided (gluten free option) including breakfast, lunch and dinner or equivalent per diem - based on local prices.



Gabi Swiatkowska

- Contact Email: Gabi.Swiat@gmail.com
- Website: www.TildonDesign.com

