Introduction!

Welcome to the new Clubhouse Sparks! activities to "spark" creative projects at the Computer Clubhouse. These activities, contributed by managers, mentors, and staff of all of the Computer Clubhouses in the Network, are designed to support your work with young people.

Each activity is structured based on the following outline. Use this basic template to share projects and activities that you do in your Clubhouse with the Clubhouse Network.

- **Brief activity description**
- **What you need (software, hardware, other materials)**
- **Getting Started**
- **One Step Further**
- **Tips**
- **Weblinks**

We hope that these activities will have a domino effect, sparking new ideas and projects!

Please use the Clubhouse Activities Template in the back of the handbook to add your own activities and then be sure to share these activities with the rest of the network.

Rachel Garber
Education Program Developer

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Self Portraits

A self-portrait can be complex or simple depending on the technical level, expertise, and creative ideas of the artist. This is a great introductory activity for new members. Encourage members to add their self portraits to the Clubhouse website or to the walls of the Clubhouse (this can help the new member gain a sense of belonging at the Clubhouse.) Self portraits can document a person in many ways: what a person looks like, fantasy identities, interests, and dreams. Think beyond the traditional self-portrait of a face to make a self-portrait that represents who a young person is, what they love to do, their dreams for the future... in any artistic form that this takes. If this activity is done in a group setting, writing can be an interesting way into this project.

What You Need

- **Image capturing tools:** **Camera** (Digital, point and shoot, Polaroid, video, quickcam)
- **Photographs** (members can bring photos from home)
- **Scanner**
- **Art supplies**
- **Image editing or art applications:** Photoshop, Kidpix, Kai's Power Goo...

Self-portrait by George, age 19. Created using Photoshop.

Getting Started

A self portrait can be made in many ways: drawing, manipulating a photograph, making collage...

To start a portrait a young person can:

- Scan a photograph of themselves
.
- Take a digital photograph.

- Create a self-portrait drawing in Kidpix, Freehand, Photoshop.

- Draw a self-portrait, scan it, and manipulate the image in Kidpix, Photoshop...

Then...

- Manipulate and alter the image using **Photoshop** or **Kidpix (or any favorite image editing program.)**

- Change colors (add a new hair color, background, clothing...)

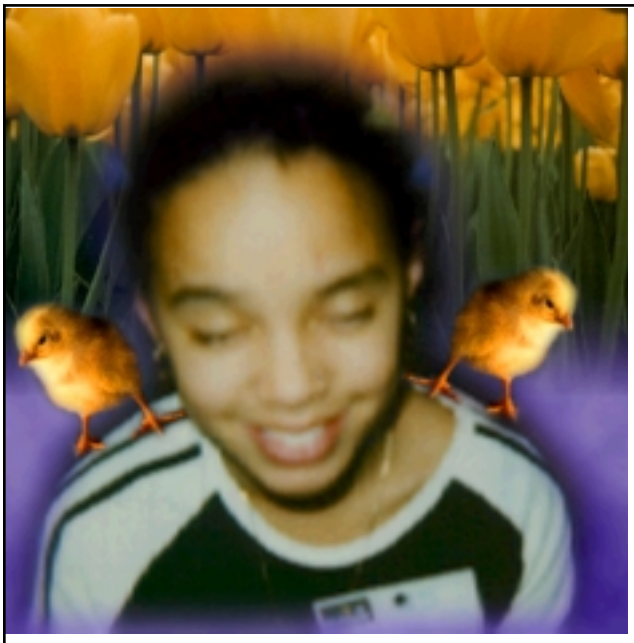
- Create new background for self-portrait (the moon, a favorite place...)

- Incorporate a collage element adding favorite things, places, and people.

- Create a self-portrait collage with multiple images.

- Include other people in the portrait, add symbols and words.

- Add text: stories, captions, poems, names...



Self-portrait by Paola , age 10. She created this image using a scanned Polaroid photograph of herself and scanned images of birds and flowers. She then combined all the images using Photoshop.

Tips Tips Tips

- Save a copy of original photo images before manipulating in Photoshop so that members feel free to experiment without changing the original file.
- For new Clubhouse members make sure that they don't get frustrated with the technical components, start simple and then get more complex.
- Some young people love to have their photos taken, others don't- it may take different approaches and starter ideas to get young people interested in creating a self-portrait.

One Step Further

- Young people might brainstorm what they love to do, what the most important or interesting parts of themselves are, or imagine if they had an animal identity what animal would they be...
- Create a series of four portraits, based on the original portrait, each with a different mood.
- Use the self-portrait as the foundation for a webpage.
- Animate the self-portrait.
- Use self-portraits of members and mentors to create a "Clubhouse Tree." This could be on- line, or a hard-copy hung on the wall of the Clubhouse.

Self portrait by Janet, age 10. She started with a scanned photograph of herself, added her own background in Photoshop, and then experimented with filters to create this.

Web LinkS

www.cyberfaces.org

CyberFaces: an excellent site- members can add their faces to this site!

http://artchive.com/ftp_site.htm

Artchive: an archive of hundreds of artists and artwork. Great site for inspiration.

Collages

Collages are great ways to work with images, either by hand, or on the computer. Some members might set out to make a collage, or it might come later as a way to continue to enhance or work with a self-portrait. A collage project is a great way to experiment with combining and altering images.

What You Need

- **Image capturing tools:**
  Camera (Digital, point and shoot, Polaroid, video, quickcam)
- **Photographs** (members can bring photos from home
- **Scanner**
- **Art supplies**
- **Image editing or art applications:** Photoshop, Kidpix, Kai's Power Goo...
- **Web Access**
- **Magazines**, comic books...

This collage was created by Juan, age 19. To create this collage Juan scanned original water-color images that he painted and then manipulated these images in Photoshop.

Getting Started

Collages can be made...

- On the screen (using Photoshop or other graphics program.)
- On the scanner (using the scanner like a Xerox machine and laying down interesting images and objects.)
- With paper, scissors, glue, and photographs from magazines, or combining any of these techniques.

Ideas for themes for collages...

- Brainstorm themes for collage within a group.
- Create "Life Collages" based on dreams for the future (career, life...)
- Make a collage about a specific person (singer, actor, family member...)
- Create a collage to document a favorite place or a specific experience.
- Look at examples of collages by various artists for inspiration.

One Step Further

- Experiment with changing the colors.
- Experiment with different sizes of images within the collage.
- Overlap images, cut images, create interesting backgrounds, add text.
- Make the collage into an animation, make parts of it move.
- Add the collage to a web page.
- Create a large-scale Clubhouse collage (pick a theme such as First Night or vision 2000 and create a collaborative collage with pieces, or images, contributed by members.)
- Make a multi-media collage, add layers, think in 3-D! Collages are great ways to experiment with different materials, ideas, andsoftware applications.
- Create a collage entirely out of images from the World Wide Web. Do a search for Clip Art and discover all the galleries of images that exist on the web!

Collage by Mike, age 19. Mike created the original collage (top) in Photoshop and then used the collage as the featured piece of art in a gallery also designed using Photoshop (bottom.) This shows the way in which one piece of art can spark ideas for the next.

Tips Tips Tips

- Save copies of original images before manipulating on the computer.
- Encourage experimentation.
- Have lots of interesting art materials and images available to spark ideas.

Web LinkS

www.caboodles.com/clipart/index.html

Great clipart (art and animation site.) Create a collage from clipart.

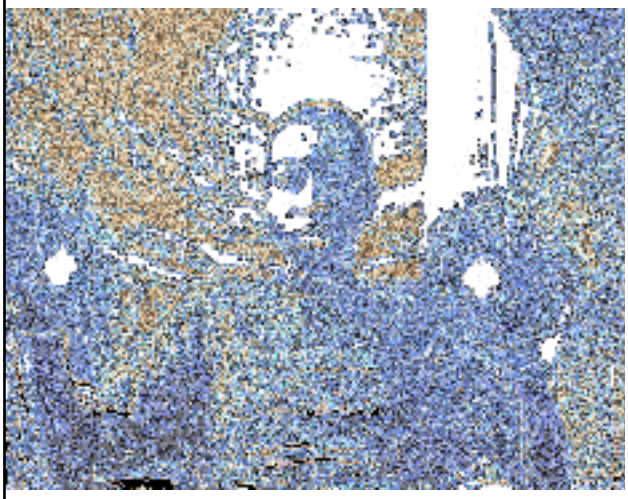
Transformations

Transform any image! Put your head on someone else's body, put yourself on the moon....This is a great introductory activity! Young people can start with an existing image and then experiment with the endless ways to transform and recreate this image. Take photographs, drawings, magazine photos, or downloaded web images and enhance and alter them using Photoshop, Kidpix, or any other image editing or art application. This activity encourages software experimentation.

What You Need

- **Image capturing tools:**
- **Camera** (Digital, point and shoot, Polaroid, video, quickcam)
- **Photographs** (members can bring photos from home)
- **Scanner**
- **Art supplies**
- **Image editing or art applications:** Photoshop, Kidpix, Kai's Power Goo...
- **Lots of imagination**

In this piece, Francisco, age 19, "transformed" the face of Mount Rushmore to include himself!



Transformed Image/Self-Portrait by Vladimir, age 13. Created using Photoshop.

Getting Started

Find images:

- Surf the web and download interesting images.
- Look through magazines, books or comic books for images.Members can also use their own photographs, drawings, momentos.

Transform the images:

- Create a collage of images from magazines and scan this collage.
- Create a collage of favorite images using Photoshop.
- Juxtapose images: put two images that don't belong together.
- Add text: stories, caption, poems, names...

One Step Further

- Create a book about this image.
- Make an animation using this image.
- Include this image in a web page.
- For a group project have several Clubhouse members can start out with the same image and then work on to transform it them selves, seeing the different ways in which each person changes the original image.

Tips Tips Tips

- Make sure a copy of the original image is saved so that a member is free to experiment. Also it might be interesting to print different versions of the image along the way to record the changes.
- It is important to consider copyright issues when doing this kind of project (especially if the artwork is going to be displayed in a public venue.)

Transformed Image by Juan Santos, age 19. Created using Photoshop. For this piece Juan used hisown original black and white photo. After scanning the background image, he also scanned the people in the photograph and manipulated using Photoshop.

A Day in the Life of...

This is a great way to get members to capture images and use these images to create artwork, stories, websites and more. This is also a great way to help members make connections between what they do at the Clubhouse and their families and neighborhoods. This is fun! Everyone loves to use a camera and tell stories about their lives.

What You Need:

- Image capturing tools:
  Camera (digital, point and shoot, Polaroid, video, quickcam)
- Photoshop or other image altering software
- Scanner
- Art Supplies

Getting Started:

- Use one of the cameras listed above(if cameras are not available, members could use photos from home) Members go out and capture or create **A Day in the Life of ... (**DILO.) This can be done with disposable cameras that members take home, or with a digital camera and done right at the Clubhouse.

- Some themes or ideas for DILOS:
  - Create a fictional DILO. Other members can act out the shoots.
  - Document a DILO the Computer Clubhouse.
  - A day in a members' own life.
  - A day in the life of a family member or friend.

- If possible find ways for members to take cameras out of the Clubhouse and into the neighborhood or home. This can be a great way to get the community involved in the Clubhouse. Everyone wants to see their photograph once it is developed!

- This is a good activity for mentor collaboration. Mentors can help spark ideas for what to make the DILO about and, especially with younger members, go along on the photo shoot if it is in the Clubhouse neighborhood.

One Step Further:

Find a way to share the DILO. Some ideas are:

- Create a collage of the images collected.
- Edit a DILO video.
- Use a DILO to begin a website.
- Write a story or poetry for images from the DILO.
- Have a DILO art exhibit where young people share their photographs with the larger community (i.e. have a member submit a DILO to a local newspaper.)
- As a network project, each Clubhouse could create a DILO of their Clubhouse for the website.
- Create a "then and now" DILO for the neighbor hood where your Clubhouse is located. Takecurrent photographs and then conduct research to locate old photographs of the area. Create a community webpage to document this.

Photo by Jacuquline, age 10. Photo taken with a digital camera outside the Computer Museum Clubhouse.

Tips Tips Tips

- Tap into what the member is interested in and create a DILO based on this.
- Remember the DILO does not have to be on themselves.
- If you are using disposable cameras allow time for film development and returning images to members you might not see on a daily basis.
- Help members brainstorm (if needed) about the parts of their lives they want to share, tell stories about, or express.
- Try getting film and processing (if needed) donated by local stores and photo stores.

Web LinkS

www.geocities.com/capecanaveral/6389/da_moon.htm

While you're on the subject- check out a day in the life of the moon.

Comics

Create characters, story, and dialogue! Comic Books are a great way to integrate storytelling, drawing, and acting. Comics capture the imagination of Clubhouse Members. At the Brooklyn Children's Museum Clubhouse young people have created Comic Books using Art Explorer. This is a great activity for any age.

What You Need

- Art Explorer, Photoshop, or any image editing program
- Art supplies (if comics are started off the computer) paper, pens...
- Creative ideas, characters, and stories
- Color printer

Character by Sean , age 16. Black and white drawing scanned and colored using Photoshop.

Getting Started

Many young people at the Clubhouse may already be involved in creating comic books, characters, or writing stories when they come to the Clubhouse.

To start:

- Scan already created characters and begin to add backgrounds, colors, dialogue...
- Develop a story for character.
- Create illustrated characters to go along with an already written story.

If the young person is starting from scratch with a comic book project, try:

- Brainstorm comics, characters, movies the young person likes. Develop a story for the comic book.
- Help a young person think about a story they want to tell and what's important to them.
- Create a comic about the Clubhouse and the characters in it! Have each person who is interestd in this project take a page, scene, or character to develop.

One Step Further:

• Publish the comic! Print out copies for the Clubhouse community.

• Turn the Comic Book into an online slide show.

• Animate the slide show, add voices, special effects.

Tips Tips Tips

• Have fun! This is a great project that can be developed over time.

• Remember that a comic project doesn't have to be huge. A comic could be one frame, the options are endless!

These comics, title "7th Saga" by Glen, age 17, were created using Photoshop and scanned drawings.

Web Links

http://www.uta.fi/yhteydet/sarjikset.html

This is a Hotlist connects to hundreds of websites.

http://www.webcomics.com/

A great site for webcomics.

LEGO Doodle

The process of LEGO Doodling helps open up thinking and new creations with LEGO, art materials, found objects, Crickets, and other motors. It encourages kids to tinker and experiment with a spirit of playful inquiry and then collaborate with other members on their creations. This exercise often leads directly to the creation of amazing, collaborative environments. Girls working at the Girl Scout Computer Clubhouse (as part of Beyond Black Boxes) created a wedding, community center, circus, amusement park, and much more, all inspired by the process of LEGO Doodling and collaboration.

What You Need:

For the Doodle:

LEGO - many shapes, sizes, and colors. LEGO people are very popular.

Following the Doodle:

Art materials such as colored paper, foamies, pipe cleaners, feathers, beads, cardboard, ribbons, etc. Optional: pre-programmed crickets and motors.

Getting Started:

This is a group activity so it is best to start with a quick introduction to the participants in the group and some kind of warm-up activity such as "Operator". (One person whispers a sentence into the next person's ear. Continue the process around the circle and have the last person say the sentence out loud. Usually the sentence is very different than it started and is funny.)

Encourage the participants to do as little thinking, planning, and visioning as possible in the early stages of doodling, because we want to find new ideas, new solutions, things created outside the usual experience. Doodling helps to set the tone for natural collaboration. And the experience of being an inventor, designer helps kids envision new possibilities for their futures.

- **To "LEGO Doodle"** put a big, messy pile of LEGO blocks (or other materials) in the center of a table. Have participants take a seat around the table.
- Ask the participants to pick up a few LEGO pieces that attract their attention. Don't worry about what is being built. Just fit the pieces together.
- After a timed period like 15 seconds, have the participants pass the Doodle object to the next person in the circle. That person adds several more pieces to the object.
- Repeat the process all the way around the circle. Return the object to the original Doodler.
- Have everyone look at their object to see if a title comes to mind. Share these titles with the group.
- Small groups can then join their Doodles and brainstorm about what the objects might be or become. Using art materials and pre-programmed crickets and motors, people can enhance what they have built and tell or write stories about the object.
- Sometimes when several objects have been completed, they join naturally into a related environment and a group story can emerge.
- Often these simple ideas lead to the desire to develop more complex creations.

Working on a LEGO Doodle masterpiece at the Patriots' Trail Girl Scouts Council Computer Clubhouse. The girls started with a doodle and created an amazing LEGO wedding environment.

One Step Further:

- LEGO Doodles take on a life of their own. Follow the energy of the young people.
- Add a LEGO Doodle creation to a webpage. Create an animation.
- Add crickets, sensors, motors, gears...
- Create a story for the creation, add characters. scenery, and people.

Tips Tips Tips

- The original materials and the tone of the instructions can influence what is built. For instance, if wheels are present, very often vehicles will be built. Miniature LEGO people tend to bring out ideas of community.
- For pre-programmed Crickets and motors, attach motors to Motor Ports A & B. Write a simple LOGO program that turns on the motors, reverses direction, and turns the motors the other way. This gives kids simple motion that can be very exciting. Following the building of the Doodles, kids often want to change the programming to fit their visions.

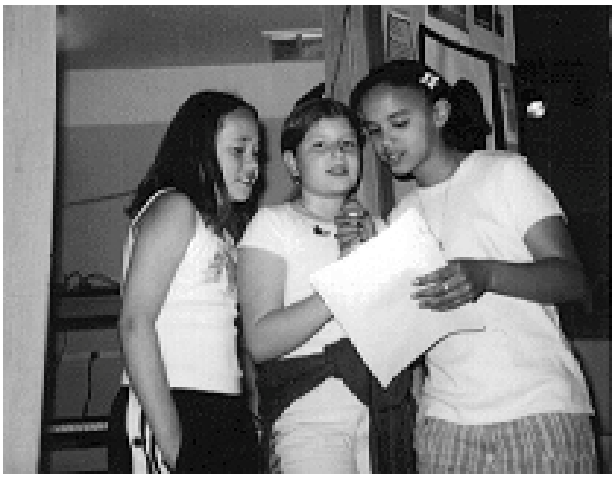
Loop[ab, on rd]

Web LinkS

www.lego.com
LEGO Homepage
www.computerclubhouse.org
Visit the Clubhouse website and look at the projects created as part of Beyond Black Boxes.

Jammin'- Create a Song

This is a good activity to blend computers and the physical world – especially if the participants start by actually making some of the musical instruments, or if they record sounds from the physical world (e.g., birds, traffic, their own voices) as well as computer-generated sounds.



Jammin' in the Music Studio at the Computer Museum Clubhouse.

What You Need:

- A computer with a microphone
- A sound editing software program (Sound Edit Pro…)
- A software program that turns your computer keyboard into different instruments (Rap Rock n Roll, Harmonix's The Axe.)
- A music keyboard/synthesizer (optional)
- Musical instruments, especially percussion (cymbals, rainstick, triangle, maracas, bell trees, drums – These can be commercial instruments, toy instruments, or even "street" instruments the kids make themselves (e.g., maracas out of lentils and orange juice cans, cymbals out of hubcaps or potlids, kazoos out of combs and wax paper.)

Getting Started:

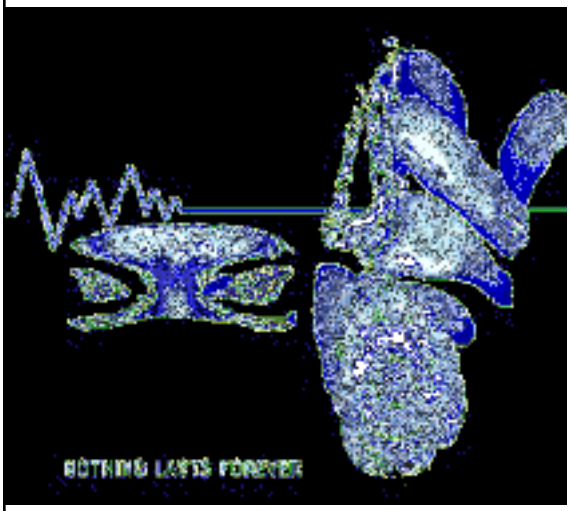
- Encourage young people to experiment with all the different ways you can manipulate the sound of their voice in Sound Edit Pro. For example, suggest that a young person try to: Record yourself saying something and then see how you can change the pitch, add an echo, play it backwards, "bend" it, shape it...
- Try the same thing with an everyday noise or sound (like clapping your hands, or snapping a rubber band...). Hard to recognize, hunh?!
- Try using Rap Rock n Roll or The Axe to create a musical background for your musical creation.
- Create a melody or just a collage of sounds that convey a message.
- Gather together all the sources of music sound you plan to use in your song, invent some instruments to accompany you.
- Once all the resources are together, start jammin'!

One Step Further:

- Record the song, or sounds, design a tape cover, type of lyrics!
- Add sounds, songs, and beats to Webpages, video, and animations.
- Write a story or create an animation to accompany a song.
- Illustrate the song.
- Create your own musical instruments. This could be a Clubhouse-wide offering and could spark lots of creative musical energy!

Tips Tips Tips

- Experiment!
- Ask Gail Breslow for creative musical ideas!
- Keep songs or beats that are going to be on the Internet short (and small) because it takes a long time for listeners to download sound files!



These images were created by Glen, age 17 and other members of the group "Golden Eye." The images were designed for a tape cover (top) and a CD cover (bottom.) Accompanyng the images are song lyrics and names of members of the "Golden Eye" group. Glen used a scanner, photographs, and Photoshop.

Web LinkS

www.computerclubhouse.org

Visit the Cyberarts website and listen to Clubhouse music!

Visit the sites of your favorite music artist.

Morphomania

Watch yourself become a roaring lion! Morphing is an animation process where several stills(such as several portraits) are animated so that it appears that one face merges into another. A popular "Morph" is to create an animation where one's own image morphs into that of an animal. It's hard to describe a morph on paper- so check out www.computerclubhouse.org for great morph examples!

What You Need

- Morph Software Application (Gryphon Morph, for example.)
- Digital camera or other image capturing device (if the young person wants to incorporate their own image in to the Morph.)
- Magazines, books, etc. for finding "morph" inspiration (animal pictures are good.)
- Examples of completed morphs.

Getting Started

- Collect two images to morph (for example a self-portrait of a young person and a lion's head.)
- Scan, download, or store images into the young person's file on the computer.
- Use the directions with the particular software program to create the morph!
- Kai's Power Goo can be used as a warm-up for getting the creative morph juices flowing!

Web Links

http://Johnp.simplenet/com/juxta/juxta.html

Juxtaposes Website- great morph examples.

One Step Further

- Create a **Clubhouse Menagerie**, a Clubhouse morph extravaganza. Have interested members pick their favorite animal and then morph into this animal. Animal masks and tapes with animal sounds are good ways to create a **Menagerie** atmosphere! Hold a workshop to introduce this activity!
- Members might want to collaborate and create a morph using both of their self-portraits.
- Create a large-scale Clubhouse morph- with one member morphing into another! This could be a wonderful website addition.
- Create a side show of Clubhouse Morphs.

Tips Tips Tips

- Images used for this project should be different enough to have some contrast and distinction, but similar enough so that the images blend during the morph process. For example, it's exciting when the images are close enough so that it appears that the young person's hair is slowly becoming a lion's mane.
- Consider the profile of the morph. Combining one image that is a profile, with another that is head-on, will create a very strange morph.
- Have lots of examples of completed morphs available for inspiration.
- Have lots of photographs, magazines, books for members to find "morphable" images.

Deconstruct...Reconstruct

Ever wonder what to do with that very old keyboard, hard drive, telephone... Deconstructing can be a great way to help young people understand how things really work. At the Clubhouse at the Girl Scouts, girls actively deconstructed telephones, fax machines and keyboards and then re-constructed these parts into their own individualized robots. At the Computer Clubhouse at United South End Settlements members created a clock using keys from a deconstructed keyboard for numbers and used several broken clocks to re-construct a functional "Artistic Computer Clock."

What You Need:

- Things to take apart
- Screw drivers and other tools
- Safety goggles and gloves
- Other useful materials: Sandpaper, metal cutters, drill
- Art supplies

Getting Started

- It's a good idea to establish some safety guidelines before you start the deconstruction process.
- Consider what your goals are before you start: Are you interested in just taking apart the equipment to investigate the insides and then using the parts for artwork? OR are you interested in trying to reconstruct the computer or make a new one? Your goals may dictate how organized you want to be about the process!
- Deconstruct!
- Once you have taken the equipment apart think about what you want to do next: Make artwork, re-construct.....

Web LinkS

www.waythingswork.com

The new The Way Things Work website- based on the book: The Way Things Work (David Macaulay)

Deconstructing...

One Step Further

- Create a video of the process.
- Make deconstructed artwork.
- Try putting something back together.
- Try to identify different parts and the functions of these parts.

Tips Tips Tips

- Have mentors or staff supervise this project!
- Don't take computer monitors apart! This can be very dangerous.
- It's very exciting taking things apart, try to move slowly so that members can try to understand how what they are taking apart works.

Garden!

Gardening and the Computer Clubhouse may seem like an odd combination, but one summer, Lisa Evans, at United South End Settlemen Computer Clubhouse, created a garden outside the Clubhouse. Young people used the Clubhouse to design their garden, research plants and gardening techniques, and to document the growth of the plants. If actual garden space is limited in your neighborhood, create a garden in planters or pots, or design a virtual garden! At the Computer Clubhouse at the Computer Museum, young people, inspired by the daffodils and tulips outside, created moveable flowers using art supplies, LEGO's, and crickets. The options are endless! This activity, or any adaptation of it, is a great way to connect the natural world with the Computer Clubhouse.

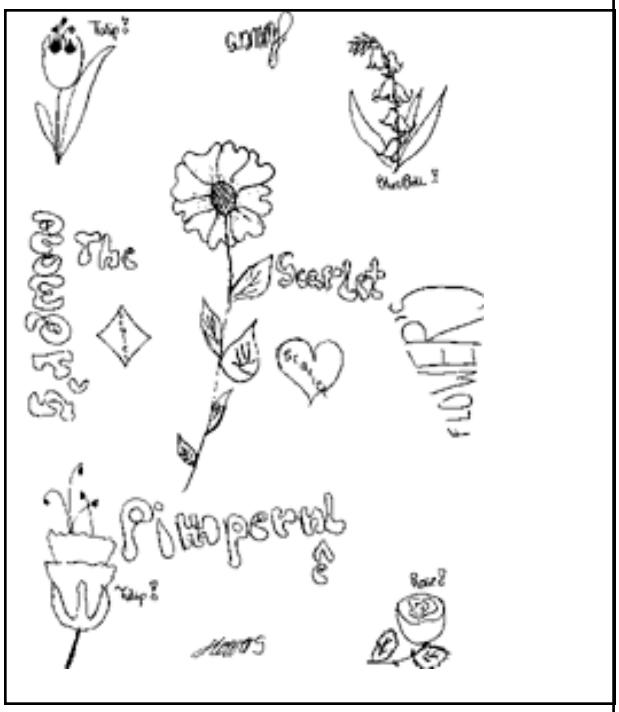
What You Need:

- Space for a garden, pots, or planters
- Gardening tools
- Design or art applications
- Internet access (if possible)

Getting Started:

The following are ideas for getting the plans for the "real" garden started:

- Visit a nursery or garden store (talk to people who work there about the project.)
- Tour the neighborhood around the Clubhouse to look at gardens or plants.
- Take a field trip to a neighborhood with many community gardens, an arboretum, or park.
- Have the members sketch gardens and plants.
- Research plants and gardening on the Internet.
- Research the growing seasons and climate for your region.
- Read books on plants.



- Develop a design for the garden or planters, using graphics or design software in the Clubhouse. Each Clubhouse member might want to have their own section of the garden or planter, or all interested members can work on the design of the garden together.
- Create a visual map of the garden for all members of the community.
- Plant the garden!

One Step Further:

- Video tape the entire process of planting the garden and the garden at various stages.
- Take pictures of the plants growing. Create an animation of their growth in gif builder. Add to the Clubhouse website.
- Take pictures of the Clubhouse members at work in the garden. Write a newspaper article that features the use of technology in garden design.
- Use crickets and temperature sensors to monitor the soil and plants.
- Create signs for the garden using the computer.
- Have a "garden party" or open house.
- Invite a landscape architect, gardener, designer or other professional in for a visit to the Clubhouse and to the garden (connect to Clubhouse to College/C2C)
- Weed!

Tips Tips Tips

- Start small! This doesn't have to be a huge garden. A garden could be created using a window box, or large pots.
- Lisa Evans was able to get a lot of the supplies for the garden at United South End Settlements donated by local businesses interested in supporting this type of project. Get young people involved in writing letters to businesses. Invite local nursery owners, gardeners, landscape architects to visit the garden, which will help generate community interest in this project!

Web Links

www.vg.com
(virtual garden, look up plants and flower names! Find your planting zone.

Scannermania

Use a scanner creatively. This is a great way to introduce the scanner. Members can create a collage using the scanner bed as their canvas.

What You Need:

- Scanner
- Image manipulating software: (Photoshop...)
- Images or items to scan

Getting Started:

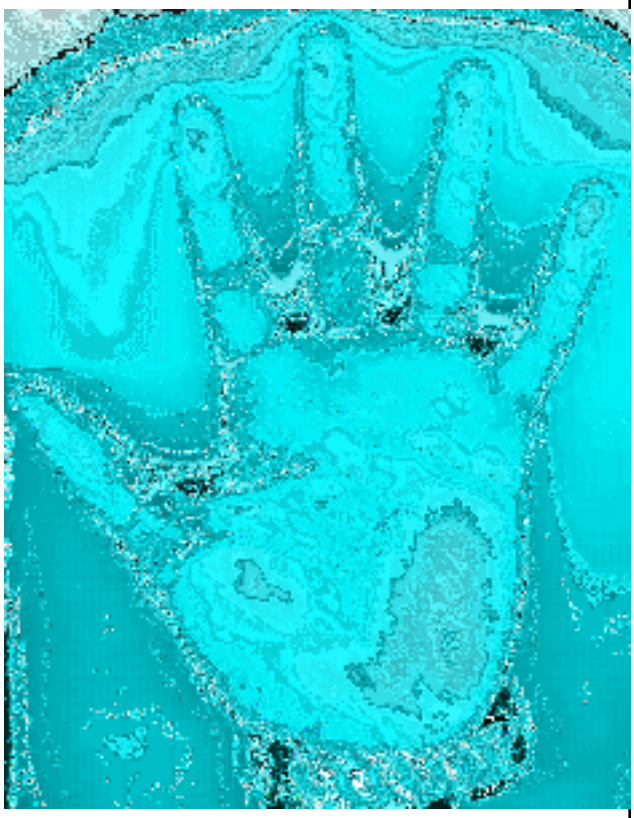
- Find interesting images or items to scan.
- Arrange the objects as a collage on the scanner- make a couple of different collages with the same items.
- Create a self-portrait that uses scanned objects that have individual meaning (such as a favorite trinket, piece of jewelry.)
- Scan leaves, grasses, shells and other items from nature (very carefully, using plastic to cover the scanner glass.)

One Step Further:

- If you are using Photoshop to open scanned image, try experimenting with Photoshop filters!
- Create a scene or a story using scanned objects (such as LEGO people.)
- Two members can create a collage together using objects that are important or interesting to both of them.
- Create a visual database of a collection (baseball cards, stamps...)

Tips Tips Tips

- If you scan objects, make sure that you protect and clean the glass on the scanner.
- Sometimes it can be tempting for members to try scanning coins, subway passes...it's important to stop this immediately as this is illegal!



A scanned hand!

LEGO OLYMPICS

This is a great activity to encourage team work, engineering, physics, and physical dexterity. This type of activity gives young people inspiration for their LEGO creations and can inspire great building projects!

What You Need:

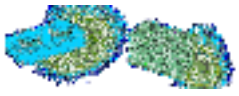
Supplies (depending on category chosen or designed)
LEGO pieces
Cricket LOGO
Crickets (if available)

Getting Started:

- Separate participants into teams of five or six people on each team.
- Set up categories based on the total number of groups. For example, if 6 teams are represented then six categories or more should be created. This will allow each group to excel in at least one area. Notify teams of categories so that they may train properly (see category suggestions)
- Set up a time frame and point system for each category.

Category Suggestions:

- Build a moving car with items provided. Add points for creativity or points for how many moving parts exist.
- Build a tall structure that is structurally sound (does not fall over.) Add points for the tallest structure.
- Visit the webpage for the Olympics. Consider all the categories for the winter or summer Olympics...brainstorm about re-creating different sports events, or just use the website as a source of inspiration.



One Step Further:

- Crickets can be added for more complex activities.
- Incorporate other art supplies into the building, give points for aesthetic design! Encourage members to completely transform the LEGO's!
- Create a LEGO Olympics WebPages
- Write a newsletter article documenting the LEGO Olympics results.

Tips Tips Tips

- When the LEGO Olympics begins be sure to have one person from each team represent the team in the activity.
- Talk to Daphne Griffin for more specific tips on this activity!

Web Links

http://www.olympic-usa.org/
Visit the site of the US Olympic Team.

Miniature Mardi Gras

Celebrate Mardi Gras or any other cultural event or holiday in your community by creating a Clubhouse event. In this activity, Clubhouse members create Mardi Gras Floats. This activity is good for introducing certain topics to a wide range of ages: Art, cultural enrichment, physics, and engineering.

What You Need

- Creativity
- Pictures of Mardi Gras floats
- Reference information about Mardi Gras (cultural enrichment)
- Shoe boxes
- Various art supplies (crayons, glue, paint, markers etc.)
- Various objects to be used as decoration for the float (tissue paper, buttons, caps, soda bottles, wrapping paper, etc.)
- LEGO
- Crickets

Getting Started

- Begin with a historic background of Mardi Gras. Members should be the ones to obtain the information and suggest information sources. Information can be obtained via the Internet, library or thorough Mobile, Ala bama or New Orleans, Louisiana chamber of commerce. Use pictures of floats to spark creative design.
- Floats can be made individually or as a team, the more floats the better.
- Start to design and build the floats!
- Use LEGO's to support the mechanisms that provide movement. LEGO's are also used to support the structure itself.

Web Links

www.holidays.net/mardigras/
Take a closer look at what Mardi Gras
s all about!

One Step Further

- If possible, use Crickets to create and control movement. Encourage members to create floats that move independently. LEGO structures can be added to the top of floats to toss candy off the float.
- Add music to simulate the marching bands that are present at every Mardi Gras Parade.
- Members may design their own costumes. They can be the "revelers" of the parade.
- Members who work in teams may want to create their own Mardi Gras Society. (A Mardi Gras Society is a secret club and these members are the ones who provide floats parades for each day of Mardi Gras. The society has its own types of floats, it's own float themes, its own costumes that are completely different from other societies.)
- Have a Mardi Gras King and Queen.
- Think about creating floats or parades using other themes or holidays (Rose Bowl, First Night)
- Share the creations with the rest of the network- add image or movies to the Club house website!

Tips Tips Tips

- Talk to Daphne Griffin, the creator of this activity!
- If crickets are not available to control movement, consider creating a stop action movie of the float or creating an animation of the float using Director.

Build A LEGO City

Build a Computer Clubhouse, build an amusement park, build your neighborhood... This is an activity that can be used to inspire LEGO building and group projects At the Computer Clubhouse at the Computer Museum Build a LEGO City has been created as a group project. In one LEGO city project, young people collaborated on building an imaginary city with roads, buildings, people, moveable parts, and much more. This is a great group activity, giving young people a chance to gain experience in construction, design, teamwork, programming...This is the type of project that can be done on both the individual or the group level.

What You Need

- LEGOS (Building blocks, gears, interesting pieces...)
- Art Supplies
- Crickets
- Space

Getting Started

- Figure out as a group what is being built and how the designers are going to build it. Are there teams or different members in different building roles?

Team ideas: City building, Transportation, Parks and recreation, lights and movement, people, entertainment...

- Create a visual layout of the city. Create city plans and maps using design and art applications.

- Use the expertise of SimCity playing members in the design process. Or think about the use of SimCity to generate ideas for city planning.

- Build!

Web LinkS

www.simcity.com

Use the Sim City Website to generate ideas!

One Step Further

- Develop the profile of the city (Clubhouse or community being built.) If the city being constructed is actually, Milwaukee, for example, research some of the city statistics (population, building size, roadways)that might bring the city to life. If this is an imaginary city, create a city profile (create your "dream city" or "dream Clubhouse.")

- Invite a city planner, architect, or builder to the Clubhouse as guest speaker (or take a field trip to a design or urban planning firm.) Find out about the way in which technology is being used in the city planning and architecture fields.

- For a more complex project think about having members address environmental or urban concerns in their city design.

- Use the activity "Design your own Country" in the Clubhouse to College/Clubhouse to Career Handbook to generate more ideas and extensions for this project.

Tips Tips Tips

- This is a difficult project to do in one after noon, works best with young people that who come to the clubhouse over time.

- Storage! LEGO projects are very fragile. Make sure you have a safe place to store the LEGO City, when it is not "under construction, or use a designated "LEGO City" space.

Continuum

Continuum "Constructing Identity through Time and Space"

Continuum is a web based cultural identity project. This is a good activity to explore the diverse identities of the Clubhouse community, to gain appreciation for one's own culture, to see where we fit in the world and history, and to connect more strongly with family. This project inspires the development of webpages.

What You Need

- Computer with Internet access
- Web development tools: browser, html editor, file transfer tools, etc.
- Media editing software (Photoshop, KidPix, SoundEdit, Director, Premiere…)
- Input devices such as scanner, camera, etc.
- Visual materials: family photographs, cultural objects, stories, music, art, etc

This is an example of an image from Giovanni's Continuum Website.

Getting Started

- Find materials that express cultural identity: photos, family tree, heritage, history of family name, places, events, stories etc.

- Make sure that you have reviewed a copy of the Clubhouse Internet Safety Guidelines with the Clubhouse member. When constructing a website based on cultural identity it is important to seriously consider what type of information is safe to share. This could lead to discussions regarding racism etc.

- Brainstorm topics such as: Who are we? Where do we come from? Where are we going? What is the difference between us, our parents, our grandparents and our great-grandparents? What is identity? How do we construct our identity ? What things do we keep from our ancestral homeland (language, fashion, music, dances, meals, etc.)? What do we all have in common? How can we show our differences and similarities?

- Visit the Continuum Website: http:/www.computerclubhouse.org/programs/continuum/ to get ideas for the webpage

- Gain familiarity with the World Wide Web and how to search for information. Find interesting links to other family-trees and genealogy sites, look up family names, look up information about countries and cultures, etc. Use e-mail to write for information and make connections with other people.

- Prepare and save materials for web pages: write, photograph, scan, draw, record, etc.

One Step Further:

- Create web pages using the multimedia capabilities of the web. Design the look and feel of the web pages. Use color, backgrounds, animations, sound files etc. to bring your culture to life.

- Plan activities (outside the Clubhouse) that stimulate the discussion and thinking about identity. Go to a movie, to a museum exhibition, etc. Discuss family customs and differences? What is a family tree and what is it for?

- Add links to web sites that are relevant to your culture.

- Add your pages to the Continuum web site at http://www.computerclubhouse.org/programs/continuum.

- Make a bulletin board for the project. Print the web pages to share the results with the community.

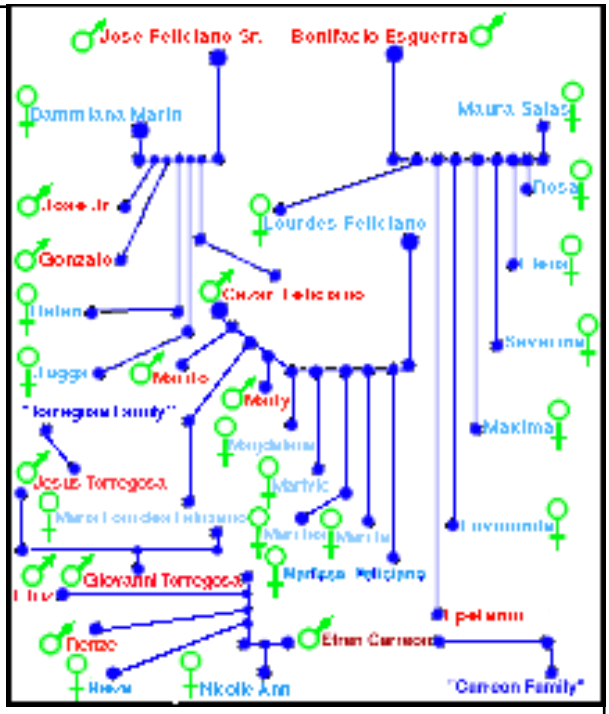
- Create a cultural map of the city where the Clubhouse is based, integrating links to neighbor hoods, community cultural centers or places, or one's own special places (schools, favorite places…)

Weblinks

Visit Marlon Orozco's webpages at the Clubhouse website (http://www.computerclubhouse.org

http://www.computerclubhouse.org/programs/continuum
To see other examples of Continuum Webpages

http://marinau.www.media.mit.edu/people/marinau/
Visit the website of Marina Umaschi Bers'. Marina is the creator of the Continuum project.



This is an example from Giovanni's Continuum Website.

"My Awesome Structure of a Family Tree. This family tree is originally constructed by me. I used Adobe Photoshop 3.0 and I have worked on it for two days. The first two couples on the top are my great grand-parents."

Tips Tips Tips

- This project can be very simple to give someone a reason to make a web page, or a long and complex project that can involve the whole Clubhouse and ultimately the whole Clubhouse community.

- . Save graphics for the web in .GIF or .jpg format.

- Stina Cooke is a good resource for this activity.

Containers

Often, at the Clubhouse, we use the term "container" to refer to projects or themes that can help generate new ideas for young people. These "containers" are open-ended enough to provide a motivation or spark for a project- without directing how the project needs to be completed

The following are the examples of types of "containers" that have been successful in the Clubhouse Network. Share your "containers" with the rest of the Network.

At the Computer Clubhouse at the Computer Museum a bulletin board, called The Oracle, was created to "advertise" the "Container of the Month."

Websites

Websites are great containers for individuals or groups. Recent websites that generated group participation at the Computer Clubhouse at the Computer Museum include:

First Night Boston: **Members contributed writing, artwork, animation, music around the theme of how they celebrate the New Year. This Clubhouse website was linked to the City of Boston's First Night Website.**

Boston Cyberarts Festival: **Members contributed art in a variety of mediums to the Clubhouse Exhibit at the Boston Cyberarts Festival. All of this art, music, visual art, animation was included on the Clubhouse Cyberarts Festival site. http://www.computerclubhouse/cyberarts/index.html**

Cyberfaces: **This project, Faces of Tomorrow, was developed as part of the Boston Cyberarts Festival. Young people are invited to contribute their faces to this website and become a part of a Cyberquilt (including the faces of youth from all over the county.) This is an on-going project- contribute faces from your Clubhouse! www.cyberfaces.org**

Digital Storytelling

Create a website based on an original story written and illustrated by a young person. Use the Create Your Own Adventure idea (choosing your own paths and endings to story) and create a multi-dimensional story. Utilize the capability of the web to create hypertext links to different endings of the story. There are lots of digital storytelling examples on the web. Visit: www.storycenter.org/memorybox.html to get started.

Exhibits

Exhibits are a terrific container. This could be as simple as having an Open House to celebrate new artwork at your Clubhouse, or as complex as finding an institution or gallery in your community interested in having a Clubhouse exhibit. As with all of these projects, exhibits help to generate new creative energy in the Clubhouse.

Design Team:

At the Computer Clubhouse at the Blue Hill Avenue Boys and Girls Club, Manager Daphne Griffin has started a team of young people who are involved in graphic design. These young people create posters, animations, videos, cards for different departments within the Boys and Girls Club. This is a great "container" activity and gives young people experience in graphic design and group collaboration.

Newsletters

Newsletter can take on many forms. You can have a monthly, quarterly, weekly, or one-time shot newsletter created by Clubhouse members that goes out to family and friends. Create an on-line newsletter, or a video newsletter or newscast.

Newsletters are great ways to integrate art, writing, graphic design and provide a real opportunity for Clubhouse members to express their ideas and concerns. Newsletters can also help to keep the community up to date on Clubhouse happenings. Some helpful questions to ask during the newsletter process: Who is the audience, what are hot issues at the Clubhouse, who is the editor (usually a newsletter project needs a point person.)

Calendar

Create an individual calendar or a calendar that represents the work of the Clubhouse community. You can do this activity in-house using the Calendar templates provided in Microsoft Word or can create a calendar that is printed outside. Many of the Clubhouse Software applications (such as Printshop Deluxe) have calendar templates. Encourage members to customize their individual calendar to reflect on their heritage, faith, interests, hobbies, friends' birthdays... customize a Clubhouse-wide calendar to incorporate important dates in Clubhouse history, community events, cultural events... Create a Clubhouse-wide calendar around a specific theme.

T-shirts

Are another popular "container" project. This is a great project for a celebration or as a closing activity for a group. At the Girls Scout Computer Clubhouse they use special T-shirt Paper (made by Epson or HP), and girls design their own logos and graphics and then iron these onto T-shirts. At the Computer Clubhouse at the Computer Museum fabric paints have been a popular way to create T-shirts. The logo below was created by girls participating in the Girls' Day program. Each girl designed one of the letters for this logo.

Starters

Sometimes it is useful to have, in your bag of tricks, ideas for "starters" for an individual or a group of young people. We have found that the following 'starters' help to spark individual creativity and generate other ideas.

Tic-Tac-Go

Tic-Tac-Go is a great way to introduce new members to the Clubhouse in a fun way. This is a type of scavenger hunt activity where each young person is given a tic-tac-go paper with a choice of nine items to locate or to complete. The object is, just like in the original tic-tac-toe, to get three in a row. Once the young person has completed three in a row, they can keep working on the remaining options (or not!). This can be adapted to fit your Clubhouse.

At the Computer Clubhouse at the Computer Museum this is a very successful activity for introducing new groups of girls to the Clubhouse. (See example in back.)

Charades

Charades is a great "starter." At Girls' Day at the Computer Clubhouse at the Computer Museum girls played charades and then videotaped their performances…this led to many additional theater activities and sparked interest in video. Add costumes or interesting props.

Create Your Own Logo:

This is a great warm-up activity either on the computer or using pen and paper. At Mentor Orientations at the Computer Museum Clubhouse we have used this as an icebreaker, asking each person to design (and share) their own personal logo. Take this a step further and design your own stationery, business cards, cards…

Clubhouse Challenge

This is another version of a Clubhouse-orientated scavenger hunt. This activity works great as an orientation to the clubhouse, as a warm-up, or group building activity. Individuals can complete the challenge, or if you are working as a group, you can divide the members up into teams. This is a fun way to introduce members to some of the Clubhouse possibilities. Remember to give each team a time frame for how long they have to find all the challenge items.

Sample Challenge Questions:

1. Open up KidPix on any machine and draw something
2. Count the number of computers in the Clubhouse
3. Write down the name of the Clubhouse printer
4. Play every key on the keyboard
5. Write the first names of all the mentors here today
6. Open Netscape on any computer and find the Computer Clubhouse website
7. Create one of the letters in your name with LEGO
8. Scan an image

Musical Chairs Meets the Clubhouse

This is fun warm-up activity. Each young person sits down at a computer with a program such as Kidpix or MSWord open. When the music (can also be done without music) starts the young person begins drawing or writing. When the music stops (or they are given the appropriate direction) the young person moves to another computer and begins adding to the drawing or the writing on the screen. At the end, all of these collaborative creations are printed!

What to do when...

You have so many young people in the Clubhouse there are no free computers…

You are overwhelmed with technical problems…

You want to try something different…

Pull out: LEGO, Art Supplies, Clay…and try the following:

LEGO- Pull out LEGO, crickets, and any other interesting materials (try any of the LEGO activities in this handbook) or just start building.

Collage: Create a handmade collage using cut out pictures from magazines and other art supplies.

Clay: Use clay to build characters, to create a claymation, or just to have fun.

Bookmaking: Make a book for your art-work. Create an illustrated story.

Frame it! Make a frame for a piece of artwork. Often, if you go to a store where they frame artwork they will give you great scraps of mat board and foam core to make your own frames. Use pre-cut mat board frames and have young people decorate the outside of the frames.

Murals: Create a Clubhouse Mural. At the Computer Clubhouse at United South End Settlements members contributed to a Clubhouse Mural where each person added elements to a collage of a person. Start a mural that can be worked on over time.

Delivery Tips

The following "What Makes a Good Project" and "Delivery Tips/Mechanisms" were brainstormed by Clubhouse staff. These are some of the things we keep in mind when starting a project at the Computer Clubhouse.

What Makes A Good Project:

- Speaks to the things that are of meaning to the participant.
- Allow for an in-depth experience.
- Allow for participation by young people with a range of experience levels and skills
- Provide a way for participants to showcase their work at the "end" if they choose to do so.
- Fun!

Delivery Tips/Mechanisms

- Don't impose- it's okay for some not to participate.
- Publicize way in advance.
- Point out themes in their work and build from there.
- Have examples - to share output.
- Ask mentors (and staff) to participate as partici pants (ask the members for help)
- Help the young people develop ownership of the idea.
- Ask Clubhouse council members to lead the process.
- Establish container/display area for project.
- Have a sign-up area where members can sign-up to participate in a project.
- Build from where the members are at, listen to what they're talking about.
- Introduce props (food) related to activity, costumes and art supplies to make their own props.
- Consider having incentives to participate (example Clubhouse $'s for Clubhouse Challenge.)
- Ice Breaker for groups that relates to an activity and plants the seed.
- Have a guest speaker/ visiting artist to introduce a new activity.
- Recognize people's work to the group as a whole
- Power of suggestion...be on your toes, ready to respond to what's going on, wherever (current events, movies, school..)

Weblinks

Keep in mind that websites and addresses change frequently! Hopefully these sites will lead you to other sites and to keep track and to share cool sites that you find with the entire Clubhouse Network!

LEGO SITES

www.clark.net/pub/edseiler/www/asimov_home_page.html
Isaac Asimov Home Page. Author robot stories

LOCAL SITES
Boston. com
and local area websites for your city

Career Related
Career: On-line Career Center www.occ.com/

Career Manual: www.adm.uwaterloo.ca/infocecs/CRC/manual-home-html
Career Talk: www.careertalk.com/
Have your career questions answered by an expert

Communication
Electronic Postcards: http//persona.www.media.mit.edu/Postcards/Welcome.html
Send a postcard to anyone who has email.

WebDesign
Web Monkey: www.hotwired.com/webmonkey/kids/
Cool Tool of the Day: www.cooltool.com/
Cool Text: www.cooltex.com
Web Reference: www.web.reference.com/
Doctor HTML: www.2imagiware.com/RxHTML/
The HTML Station: www.december.com/html
Maps: www.mapblast.com/ service that offers computer generated maps for people to put on their websites.

Digital Story Telling
www.storycenter.org/memorybox.html

Sites related to Girls

Club Girl Tech: http://www.girltech.com
Multi-faceted, interactive site for girls age 6 and up

Cyber Sisters: www-scf.usc.edu/~fscott/csis.htm
Girls in the news, e-mail addresses of cyber sisters, links to girls' home pages.

A Girl's World: *www.agirlsworld.com*
Good website for things girls like

Girl Talk: www. pleiades-net.com/voices/girl/girl.html
Moderated bulletin board for discussion of a variety of issues

Girls Internationally Writing Letters:
www.whidbey.net/~irvbough/girl.html
pen pal club for girls ages 8-14

Girls Interwire: www. girlgamesinc.com/interwire.html
An on-line magazine by a girls' software developer

Girls Series Web Page Http://members.aol.com/bibliohoic/gseries.html
Links to authors and Web sites related to girls' series books

Girls in the Comics www.gnofn.org/~jbourg/grrls/comix/comix.htm
Girls heroes and villains, women artists, new articles

Software

The Clubhouse provides a variety of software tools, most of which are professional-level. This list of software varies from Clubhouse to Clubhouse. Hopefully this list will also help get your creative juices following. Just think about what you can create with…

Animation/Multimedia

Adobe Premiere 2.0
Claris HyperCard
Davidson The Multimedia Workshop
LCSI MicroWorlds Project Building
Macromedia Director 4.0
Rodger Wagner HyperStudio
SFU Lifeforms 2.0

Image Editing

Adobe Photoshop 3.0
Adobe PhotoDeluxe
Aldus Art Explorer
Broderbund KidPix Studio
Fractal Design Painter 2.0
Maxis Print Artist CD Edition
Microsoft Fine Artist
MicroFrontier Color-It 2.0
Ray Dream Jag II

Graphics/Design

Aldus FreeHand 3.1
Aldus IntelliDraw 1.0
Claris MacDraw Pro

Music and Sound

digidesign Sound Designer II
Macromind SoundEdit Pro
Macworld CD Ventures Rock, Rap'n Roll
Nova Kaboom
Opcode Studio Vision
Opcode MusicShop 1.0

Programming

Borland Turbo C++
Microsoft Visual C++
Microsoft Visual Basic 4.0
Symantec The Norton Utilities
Symantec Antivirus

Word Processing/Publishing

Aldus PageMaker 4.2
Chickadee EasyBook
Microsoft Creative Writer
Microsoft Publisher 2.0
Microsoft Word 5.1

3D Programs

Autodesk 3D Studio Release 4
DesignCAD DesignCAD 2D/3D
Davidson KidCAD
Macromind Swivel Art
Macromedia Swivel 3D Pro
Paracomp Swivel 3D Pro 2.0
Pixar Typestry 2.0
Pixar MacRenderMan
Virtus VR

Other

Gryphon Morph 2.0
LEGO Dacta Control Lab

Clubhouse Sparks

Educational Resources for the Computer Clubhouse Network