

a journey through time and culture



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Contents

1. Introduction
2. What is Diaspora?
3. How to Use & Materials
4. Activity 1: Archive
5. Options to Scale
6. Activity 2: Journey
7. Options to Scale
8. Outcomes
9. How do Culture & Creativity Affect Each Other?
10. Credits and Thank You
11. Activity Card Template





A Journey Through Time and Culture



This practical resource facilitates creative conversations on the meaning of diaspora.

Exploring how cultures move, interact and evolve, is encouraged as a way to look at how we each choose to represent and remember our own cultural identity.

This resource has been designed with a classroom setting in mind, but is open and adaptable, appropriate for use in a variety of settings by all ages.



Families, children and young people, adults and community groups can all use this set of activities and prompts to explore their understanding and relationship with their own and other cultures.



What is diaspora?

The root of the word diaspora refers to the movement or scattering of a people away from an established or ancestral homeland.

Exploring examples of diasporic groups can help to cultivate further conversations throughout the following activities.



How to Use & Materials

This resource includes two activities and a printable template to create your own cards.

Please use this resource as a starting point, adaptation is encouraged!

Each activity offers scaled options, suggesting different approaches depending on the number of participants.

Examples of different resource interaction styles depending on the number of participants:

The basic materials needed for the activities in this resource are:

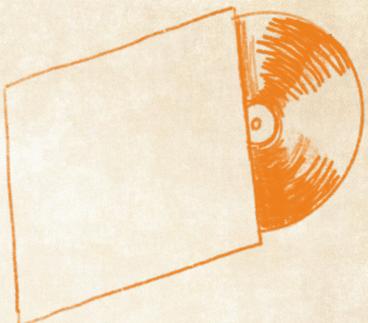
- Print and cut card templates (attached)
- Drawing tools (pens, pencils, crayons, etc)
- Something to draw on (A4 Paper, whiteboard, roll of paper)

Independent: Reflective, Introspective, Mindful

In pairs: Sharing, Discussion, Peer Learning

Group: Collaboration, Confidence building, Diversity of perspectives

Activity 1: Archive



Invite each participant to pick an object or concept to put in an 'archive' by designing one or more cards of their choosing.

Prompt for the activity:

On one (or more!) of the cards, make an entry to this archive by drawing an item from your culture

Culture could mean many things to you, from:

Heritage , Environment (location, where you are), everyday habits and routines

To encourage conversation ask questions such as:

What an archive is and why they are useful?
What culture means to each of us and how that can mean different things based on our lived experience?

Options to Scale

Activity 1: Archive

Use example objects, items and/or pre made cards to give more context to what culture can be e.g. Coffee:

Heritage: the coffee bean has a significant geographical footprint that relates to many cultures and histories

Environment: cafes and coffee shops are a universal social staple for many communities across the world

Everyday habits and routines: something as simple drinking coffee, whether yourself or an acquaintance

Prompt questions (disclaimer; some may be sensitive):

Think of your unique interests, hobbies, routines, celebrations...

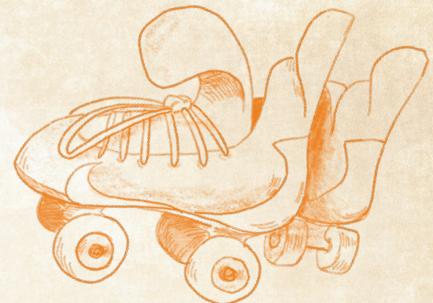
“What food do you eat on special occasions?”

“What is something you celebrate, how do you celebrate it?”

“What activities do you enjoy? Do you go for walks or play sports?”



Activity 2: Journey

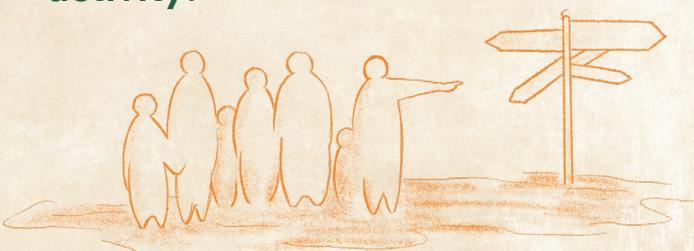


Culture can be informed and influenced by a wide range of factors. There is a constant ebb and flow amongst traditions, particularly through the interactions between people and place, affecting how we evolve as a society.

To explore what this means to you, take your item(s) on a journey! Imagine their movement on a map, making marks using pens and pencils.

What traces could be left behind and how will your item move across the page?
Experiment with squiggly lines, dots, arrows and more.

Prompt for the activity:



Try to cover the whole page, working from one side to the other. If working in a group, start in different areas, and cross paths with every other item.

How do these patterns represent your item's journey and what happens when you cross paths with other cards? What might they have a conversation about?

Options to Activity 2: Journey Scale

Use example location and maps to start conversations:

A Tube, Rail or Bus map relevant to the city for a visual prompt.

A Borough, County or Town/Village etc. map.

For self-directed or in pairs: the chosen cards could be further researched to learn more about their journeys, such as looking them up online or in the library (e.g. Where did coffee originate from?)

Prompt questions (disclaimer; some may be sensitive):

“If your card could move, how would it get from **A** to **B**?”

“If your card could draw a line what colour/shape would it make?”

“If these cards bumped into/met each other, how would they react?”

“Do you think that **A** has inspired **B**?”

“Where do you think the item(s) originated?”

Outcomes

You have created

1. A collection of cards that...

Prompts can be used here to encourage reflection such as:

- ... have taught me something new about the people around me, such as...
- ... make me want to research more about...
- ... I think are useful because...

2. A collaborative piece charting cultures, journeys and interactions.

You have begun to explore:

1. What a diaspora is.
2. The practical effects of culture movement, interaction and evolution.

How do culture and creativity affect each other?

What culture means and how it is experienced is subjective; it is specific to the individual and the communities that they are connected to.

The opening question of '**What is a diaspora?**' followed up by '**How do culture and creativity affect each other**' helps to frame participants' experience of the two practical activities in this resource.

Question 1 contextualises the cards, and closing with **Question 2** is an opportunity to reflect on what has been explored. We invite everyone to make discoveries on their personal, and collaborative, **journey through time and culture**.



a journey through time and culture

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resource activity card template

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print and cut along the lines

