

# Museum Barberini

## Education & Inspiration

### Workshop Catalogue

Programs for Preschool and School Groups

# General Information

- Our goal is to provide young people – and others – with the tools they need to help shape the world of tomorrow. We look forward to your visit and wish you an inspiring and creative workshop experience!
- This catalogue offers an overview of the different workshops offered by the Museum Barberini. All formats follow a similar structure: the original works of art always serve as the starting point, and each workshop includes a guided tour of the exhibition rooms.
- The workshops are adapted to the competence-oriented learning objectives of the Berlin-Brandenburg framework curriculum for art. All formats are designed to sharpen perception, promote artistic expression, apply design techniques, strengthen reflective skills and expand media and image literacy. The individual learning network of the content is listed in the respective workshop.
- Workshops usually last 120 minutes including the guided tour, or 180 minutes on request. Workshops with digital media require 180 minutes and are suitable for grades 7 and above.

## **Programs with Analog Tools:**

- Painting like an artist
- Mixed-Media-Art
- Original & Copy
- Finding Form
- Word & Image (analogue or digital)

## **Programs with digital tools:**

- Space-Image-Form
- From the Idea to the Icon
- Make it Move
- Tell Your Own Story – as a Film!
- Change of Perspective with AI

# Painting Like an Artist

## Artistic Techniques from Drawing to Painting

### Framework

**Topic:** Traditional drawing and painting techniques

**Target group:** Daycare, elementary school, middle school, and high school (max. 25 people), adults (max. 20 people)

**Duration:** 120 min., optional 180 min. for grades 7 and above

### Description

How do you capture a moment, a mood, or a scene using artistic means? In this workshop, participants explore various painting techniques: from charcoal drawings to watercolors and pastels to intensive color experiments with gouache. The focus is on conscious observation and exploring one's own creative language.

Participants learn the targeted use of artistic means and the creative implementation of image ideas. Through practical work with classic materials, they not only strengthen their expressive abilities, but also their sense of composition, color effect, and image structure. A workshop that combines artistic craftsmanship with individual creativity.



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### Learning Content

- Targeted experimentation with painting techniques and materials
- Working with color, materials, and visual effects
- Incorporating contextual knowledge into the process
- Using imagination, experimentation, and expressing intentions through painting



# Mixed-Media-Art

## Designing and Experimenting with Materials

### Framework

**Topic:** Designing with collage and mixed media

**Target group:** Daycare, elementary school, middle school, and high school (max. 25 people), adults (max. 20 people)

**Duration:** 120 min., optional 180 min. for grades 7 and above

### Description

What happens when you combine paper, tape, fabric, paint, photos, and found objects? In this workshop, participants develop their own image ideas beyond traditional techniques. They experiment with structure, surface, and composition – cutting, tearing, layering, gluing – and in the process create new and surprising artworks.

Participants learn to make conscious design decisions and use various materials creatively.

The focus is on a playful approach to art that creates space for free forms of expression. The workshop encourages imagination, visual thinking, and the courage to explore new creative paths.



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### Learning Content

- Planning and structuring image composition
- Discovering and representing spatial dimensions
- Getting to know mixed media art (e.g., tearing, cutting, gluing, layering)
- Using various material properties creatively (e.g., fabric, paper, tape, photos)



# Original & Copy

## Introduction to Printing Techniques

### Framework

**Topic:** Artistic printing processes

**Target group:** Daycare, elementary school, middle school, and high school (max. 25 people), adults (max. 20 people)

**Duration:** 120 min., optional 180 min. for grades 7 and above

### Description

How can a painting be reproduced without losing its originality? In this workshop, participants gain practical insight into classic printing techniques. Depending on their age and previous experience, they work with appropriate methods.

By consciously working with lines, surfaces, and negative forms, participants develop an understanding of the basics of reproduction techniques in art. The workshop promotes accuracy, patience, and the creative use of repetition, variation, and mirror-image representation in the printing process.



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### Learning Content

- Learn basic printing techniques (e.g., linoleum printing, gel-printing)
- Develop ideas for print graphics
- Careful handling of materials and tools
- Reflection on the printing process



# Finding Form

## Three-Dimensional Design

### Framework

**Topic:** Sculpture

**Target group:** Daycare, elementary school, middle school, and high school (max. 25 people), adults (max. 20 people)

**Duration:** 120 min., optional 180 min. for grades 7 and above

### Description

How does an idea become a form in space? This workshop invites participants to try their hand at sculptural design using clay, wire, paper, or found materials. Whether creating a figure, object, mobile, or diorama, the focus is on the creative process: building, shaping, balancing, and transforming.

Participants explore space, volume, surface, and statics and learn how inspiration can be transformed into a three-dimensional work of art. The workshop strengthens spatial thinking, manual dexterity, and the ability to imbue materials with meaning.



©Benedicta Wissmann

### Learning Content

- Fundamentals of three-dimensional design
- Experimenting with volume, statics, and balance
- Creative thinking and artistic implementation
- Transfer process between sketch and model



# Word & Image

## Creating Stories

### Framework

**Topic:** Multimodal storytelling

**Target group:** middle school, and high school (max. 25 people)

**Duration:** optional 120 or 180 min.

### Description

This workshop builds on the principle of multimodal storytelling. Participants combine text, images, and layout to create their own stories in the form of comics or newspaper articles, either in analog form or using the Comic Life 3 app (from grade 7 onwards).

They can let their imaginations run wild: whether it's a journey into the past, an interview with a historical figure, or a fictional comic story – anything is possible. Participants illustrate their stories with drawings, collages, or photos they have created themselves, which can be combined in analog or digital form.

The aim of the workshop is to try out new forms of expression and strengthen storytelling, design, and presentation skills in a playful, media-oriented, and creative way.

**Note:** For the digital version of the workshop, participants need a smartphone to transfer the results to their own device using a QR code.



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### Learning content

- Structural storytelling
- Creative writing and visual dramaturgy
- Reflection on image impact and comprehensibility
- Targeted use of various analog and digital methods



# Space-Image-Form

## Photographic Experiments

### Framework

**Topic:** Space and visual perception

**Target group:** middle school, and high school (max. 25 people), adults (max. 20 people)

**Duration:** 180 min.

### Description

The workshop focuses on creative exploration of the concept of space, image composition, and media representation.

Participants engage in artistic and practical exploration of how a space can be photographed, navigating the tension between two- and three-dimensionality in static or moving templates. Using colored paper, they will design alone or together small scenes, sculptures, and collages, which will be photographed using a digital photo app, various light sources, and filters. In the process, they will experiment with sharpness, depth, perspective, and color as means of artistic photography.

**Note:** For this workshop, participants need a smartphone to transfer the results to their own device using a QR code.



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### Learning Content

- Spatial-visual creativity
- Media literacy and digital skills
- Developing meaningful connections within the group
- Expressive and linguistic competence through visual language
- Critical viewing and design



# From the Idea to the Icon

## Create Your Own Logo or Emoji

### Framework

**Topic:** Digital drawing and graphic design

**Target group:** middle school, and high school (max. 25 people), adults (max. 20 people)

**Duration:** 180 min.

### Description

How do you create an expressive symbol that has an immediate impact? In this workshop, participants design a personal logo or emoji. The Procreate app is used for the design process, from the initial sketch to the finished digital product. The basic principles of graphic design are applied: form, color, typography, and recognizability.

The focus is on developing a clear visual concept. Participants will train their ability to reduce ideas to their essentials and implement them creatively. This workshop combines creativity with design expertise and supports the development of a personal visual language.

**Note:** For this workshop, participants will need a smartphone to transfer the results to their own device using a QR code.



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### Learning Content

- Media literacy in the use of digital design tools
- Self-efficacy through independent design processes
- Implementation of ideas in form and visual language
- Using design as an expression of identity and personality
- Analyzing visual stimuli and transferring them to new contexts
- Conceptual thinking and justifying design decisions



# Make it Move

## Your Drawing as a GIF

### Framework

**Topic:** Digital image animation

**Target group:** middle school, and high school (max. 25 people), adults (max. 20 people)

**Duration:** 180 min.

### Description

How do you make an image move? In this workshop, participants create short animations in the form of GIFs using the apps Procreate and Procreate Dreams. In the process, they learn the basics of digital animation: timing, looping, layer techniques, and visual rhythm.

Working with sequences promotes a new understanding of time and image design. The workshop offers an experimental approach to the world of moving images while strengthening digital literacy, concentration, and creative thinking.

**Note:** For this workshop, participants will need a smartphone to transfer the results to their own device using a QR code.



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### Learning Content

- Learn the basics of digital animation
- Innovative development of cultural references
- Storytelling and narrative techniques using animation
- Targeted use of digital media and animation apps
- Personal expression through animated content
- Strategy development in a group setting



# Tell Your Own Story – as a Film!

## Creative Storytelling

### Framework

**Topic:** Video production, multimodal storytelling, visual narratives

**Target group:** middle school, and high school (max. 25 people), adults (max. 20 people)

**Duration:** 180 min.

### Description

How do you tell a story with sound, images, and movement? In this workshop, participants develop their own short films – either as stop-motion clips or iMovie films. From storyboard to editing, they design all phases of production themselves.

The focus is on combining different forms of expression: language, images, music, and movement merge into a unique creative project. The workshop teaches the basics of digital storytelling and promotes teamwork, media literacy, and expressiveness.

**Note:** For this workshop, participants need a smartphone to transfer the results to their own device using a QR code.



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### Learning Content

- Structural and multimodal storytelling with video and text
- Visual and auditory design skills with digital media
- Independent idea development and storytelling
- Communication strategies in groups
- Critical reflection on media content and effects



# Change of Perspective with AI

## Co - Creation

### Framework

**Topic:** Targeted use of AI

**Target group:** middle school, and high school (max. 25 people), adults (max. 20 people)

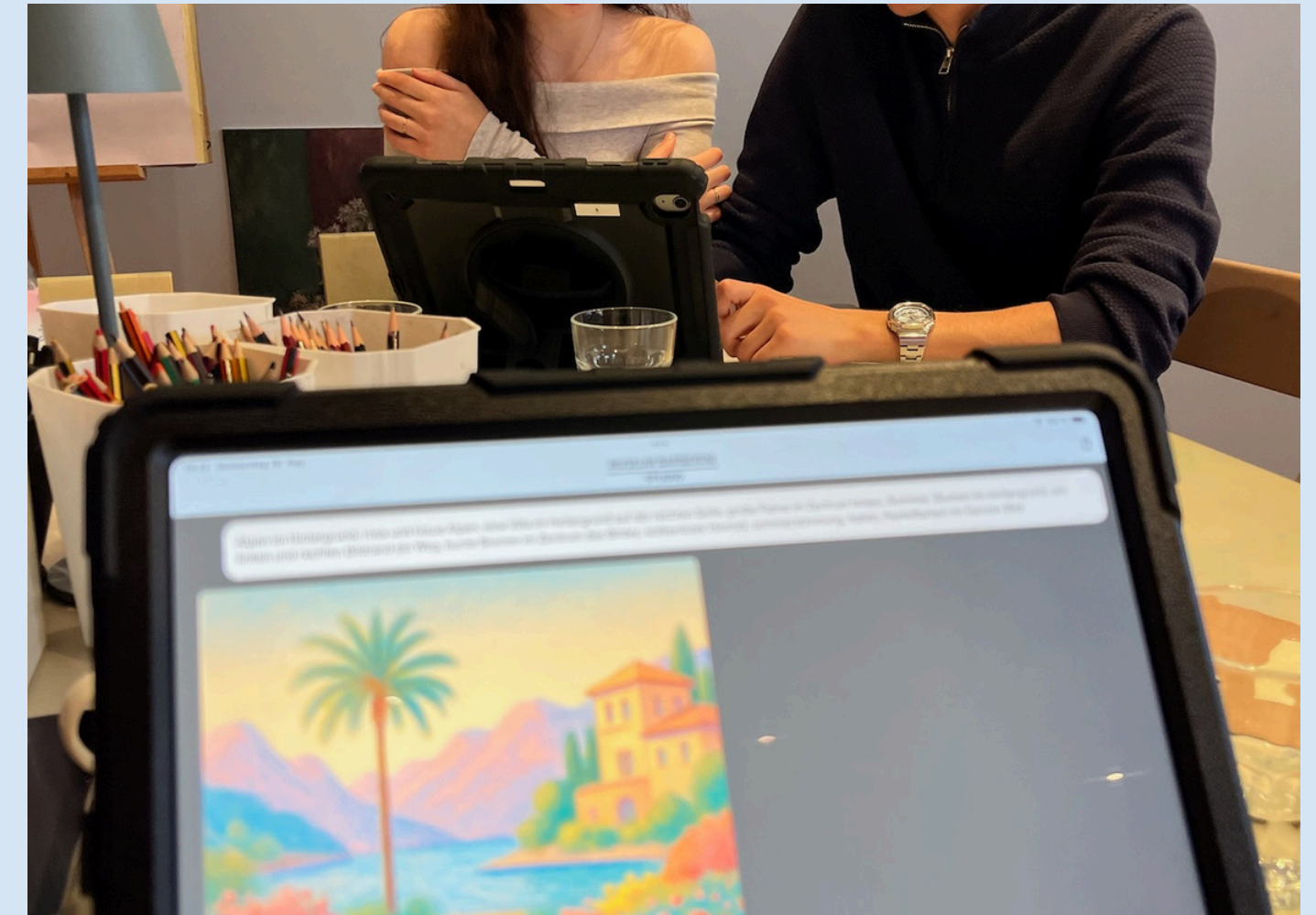
**Duration:** 180 min.

### Description

In this workshop, participants learn how to use AI as a creative tool to translate their own associations and emotions into new images based on the artworks in the Museum Barberini. They learn how visual impressions can be translated into a language that AI can understand, which deepens their understanding of art and at the same time gives them scope for creative experimentation.

In several playful steps, participants develop their ideas for visual representations and refine the targeted use of AI applications for both image-to-image and text-to-image transfers. This involves constant comparison with the original visions and emotions.

**Note:** For this workshop, participants need a smartphone to transfer the results to their own device using a QR code.



©Tilde Funk

### Learning Content

- Using AI as a targeted tool
- Critical approach to AI
- Understanding data and algorithmic thinking
- Communication strategies for technical steps
- Developing transferable skills in describing and prompting
- Linking art with your own ideas





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# We look forward to welcoming you!