Digital Sketchbooks
Five activities using tablets at a museum

Working with tablets

A tablet is an ideal tool for gathering information in a museum. It does not replace a traditional sketchbook, but it does offer features which are useful for pupils who have limited time in which to collect visual and textual information.

1. Research poster

_Brief:_ Find 12 portraits from the ancient Greek and Roman world for a project on classical portraiture.
_App used:_ Pic Collage - selecting, photographing, importing and cropping images from the collection
_Time for exercise:_ 30 - 45 minutes

2. Analyse a painting

_Brief:_ Select a painting and make notes on its colour, pattern and mood. This had to include photographed images, colour swatches and representations of pattern.
_App used:_ Brushes 3 - working on different layers to combine photos, drawings and annotation on the page
_Time for exercise:_ 45 - 60 minutes
3. Enhance and generate ideas

**Brief:** select a portrait from the Ashmolean’s 17th paintings and work into the face and background by drawing or importing photographs to transform the original image

**App used:** Brushes3 - desaturate or invert colours, flip the image or import other images from the camera roll or web

**Time for exercise:** 45 - 60 minutes

4. Generate a design in the gallery

**Brief:** Create a design advertising the Ashmolean’s Cast Gallery (focus on design skills rather than collecting information)

**App used:** Brushes 3 - utilising both photography and drawing tools. Large figure was photographed and then colouring tools were used to draw into it. The large head and Latin text were drawn freehand.

**Time for exercise:** 60 - 90 minutes

5. Enhance and generate ideas

**Brief:** produce a page looking closely at the colour and brushwork in Manet’s painting of Madame Claus.

**App used:** Brushes 3 - create the effects of a range of drawing and painting materials, select a swatch of colour from the painting to reproduce.

**Time for exercise:** 45 - 60 minutes