SCAFFOLD UP!
YOUTH TOWER
Scaffold Up! is not intended to feel like more school or busy work for our participants. The hope with this model is that those who are willing to learn from it will gain in invaluable skillset for life. Some of our specific incentives for following through with pins include:

- valuable leadership and art mastery skills that will help you in your personal and professional development
- priority placement in other Groundswell programs (notes: This means more art making and greater opportunities to have a direct impact in various communities and the world of public art).
- higher stipend (more money!!!)
- paid internship opportunities at $10/hour (fun alternative job opportunities. And a good opportunity for resume and skill building)
- paid art apprenticeships at $10/hour (a unique opportunity to work directly with a mentoring artist within a small group. A great way to build confidence in your art skills!)
- college access and guidance (The search for colleges and scholarships can be incredibly daunting on your own. Utilize Groundswell as a resource to you in your academic endeavors!)
The Journey Of Earning A Pin!

- Groundswell program artists and staff are ready to assist all youth in their journey up the Scaffold Up! Ladder. In order to complete a pin and learn a new skill set, one must go through the process of declaration, demonstration, recognition, and reflection. After a participant achieves platform 1 in its entirety you will be able to choose your own path in either—art mastery or leadership skills—depending on personal preference.
## PIN BREAKDOWN

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PLATFORM 1
(MANDATORY)

History of Public Art  Communication  Visual Literacy  Accountability
• **Visual Literacy**

• Symbols are all around you. Being able to identify and interpret symbols will help you navigate through life.

• The Visual Literacy Pin demonstrates knowledge in creating and identifying symbols in works of art.

• Think about how your message comes to life through imagery. Learn how to intertwine symbols and meaning to your art. How can you convey something to your audience without explicitly saying it in written words? (Note to Artists: incorporate points on how this affects their own mural.)
Ideas from Game Jams!!
Principles of game design

• Space
  • Where does that game take place?
  • Describe the space

• Mechanics
  • What are the actions you do in the game (eg: collecting, blasting enemies etc)

• Components
  • Characters
  • Enemies/Obstacles
  • Other things in the game

• Rules
  • Time limit?
  • Lives limit?
  • Energy limit?

• Goal(s)
  – How do you win the game?
Sign Builder
(Visual Literacy)

• **Story of the game:**
• The world is full of visual symbols, pictograms, and hieroglyphs.
• Manuals, instruction documents, packaging materials, brochures, and info boards all use visual communication that would be impossible without these images.
• Create 5 signs that relate to the topic/theme of your mural project.
• Series, overlays, and changes in scale are all formal approaches you can experiment with regardless of the content you choose.
**Space:** Where does the game take place?
- Participants would use a shape and color to create a sign as a template for the symbol game.
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- Participants would use a shape and color to create a sign as a template for the symbol game.
**Mechanics:** What are the actions you do in the game (e.g.: collecting, blasting enemies, etc.)

- Participants will collage, overlay, scale images from the **image bank** and “drag and drop” to create a symbol that relates to the topic/theme of their mural project.
Components: Characters, Enemies/Obstacles, other things
- “photoshop” tools
- Scale Tool
- Shape Selector
- Color Palette
- Comprehensive Image Bank of Signs and Symbols
**Rules:** Time limit? Lives limit? Energy limit?

-Symbol must relate to topic/theme of project.

Theme example: Liveable Streets
**Goals:** How do you win the game?

- Participants earn the Visual Literacy Pin by successfully creating 5 signs that relate to their mural topic/theme.
Found Object Game!!

- Each team will have a green bag full of items that will be used to create a game.
- Your game must be playable by 2 or more players
- 2. Someone must be able to win the game.
- 3. You must write out a FUN introduction to your game that includes:
  - The object of the game / how you win
  - The rules of the game
  - How to play the game
- 4. You must give your game a name, even if it’s silly!