



# unpacking agsa

Are your students learning about art and art elements in class?

Then let us introduce **Agsa** our cute, interactive blue creature, whose inquisitive nature will take students on an online adventure through the Art Gallery of South Australia. This **free educational game** aims to support middle years students (Years 3-7) to look and learn about works of art.

This new art resource will engage students to investigate and experiment with art elements. The **art elements** explored by Agsa include: **colour, shape, form, symmetry, perspective, line, texture, proportion and contrast.**

'Unpacking Agsa' will make connections to works of art in our permanent collection such as: Duane Hanson's *Woman with a laundry basket*, Clifford Possum's *Yuelamu honey ant dreaming*, Charles Conder's *Holiday at Mentone*, Dorrit Black's *The bridge*, Jeffrey Smart's *Control Tower* and many more key works.

As students work through each art element, they are able to create their own works of art to save and exhibit in their personal Student Exhibition Gallery.

This online game can be played with a teacher using smartboards or with students working at individual computers.

This Agsa online art game is perfect as a pre-visit activity learning or for country schools where travelling to the Art Gallery is a challenge.

Produced in a collaboration between Education Services and Tea Tree Gully TAFE Multimedia students, this educational resource won the award for **Best Student Developed Content category** at the **2008 Australian Multimedia Awards.**

'Unpacking Agsa' can be downloaded at:  
<http://www.artgallery.sa.gov.au/learning/unpackingagsa/>

