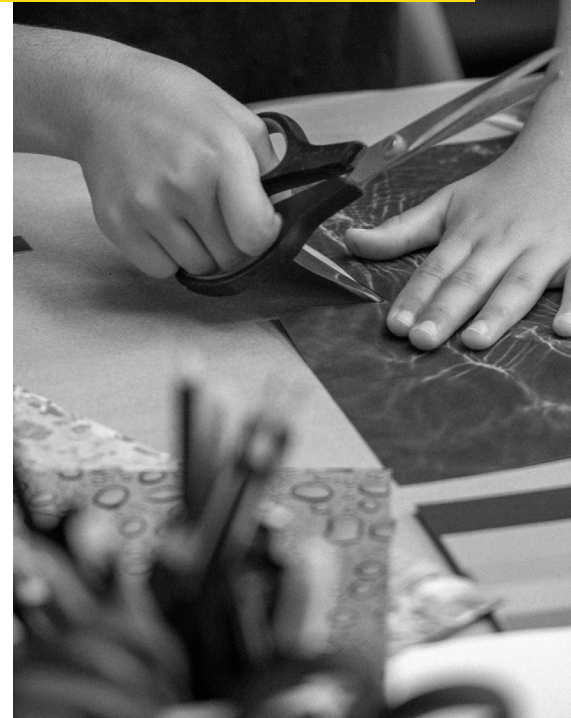
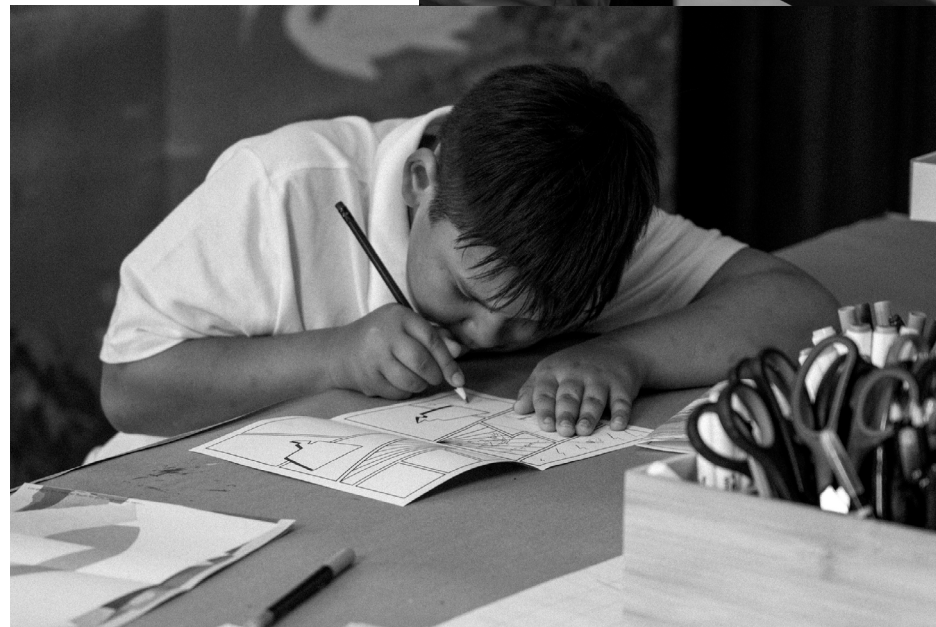
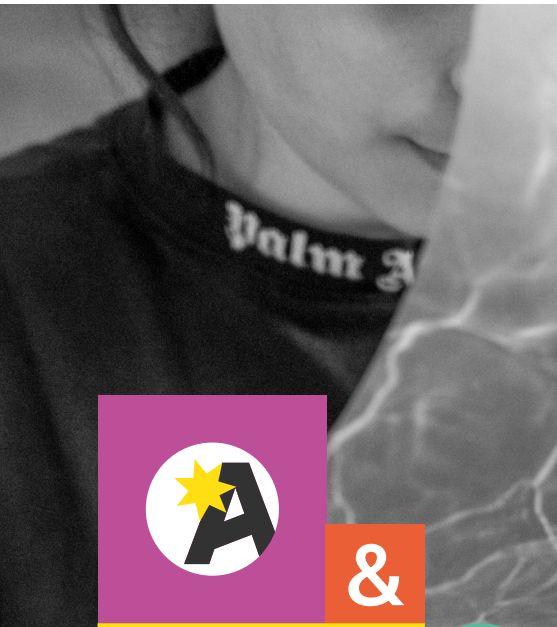




Fanzine Fun

teacher's guide

creative mini-magazine



Introduction

These learning activities were developed in collaboration with ARTIZIP as part of the Digital Museum of Learning's educational resources. They build on the art mediation program developed for school workshops at the Johann Jacobs Museum, which accompanied the exhibition "Making the Environment Matter".

By combining creative hands-on activities with digital learning, this guide offers educators an engaging way to involve students in artistic exploration, critical thinking, and visual storytelling. Get ready to inspire curiosity, creativity, and meaningful learning through art!

About ARTIZIP

ARTIZIP is a creative studio and network of arts and cultural professionals dedicated to initiating art education and mediation programs in collaboration with non-profits and cultural institutions. As a non-profit association, it organizes community arts events and programs that inspire new ways of thinking, foster connections, and encourage cultural participation.

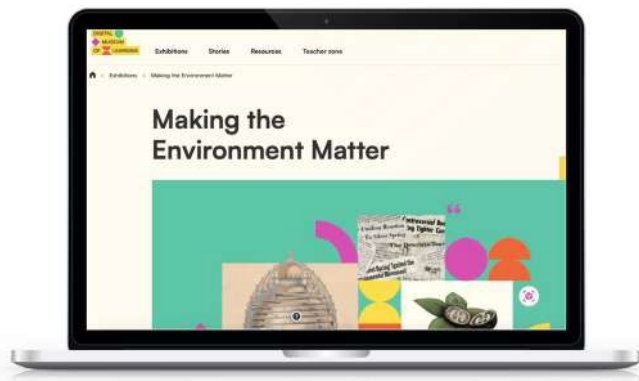
Digital Museum of Learning

The **Digital Museum of Learning** is a global online museum that offers free digital access to artifacts and artworks from museums and cultural heritage institutions worldwide, bringing them to life on screen. It collaborates with museums to digitize and spark interest in their content, telling child-friendly and interactive stories about the history and future of learning.

parents with engaging and free digital resources that encourage children to explore history in a fun and, insightful way. The Digital Museum of Learning is an initiative of the Swiss-based Jacobs Foundation.

➤ www.museumoflearning.org

➤ www.jacobsfoundation.org



Fanzine: a creative learning resource

The fanzine mini-magazine is a fun and, flexible tool designed to enhance learning through art and creativity. It is designed around four core pillars:

Creative & Visual Thinking



Observation



Imagination



Expression



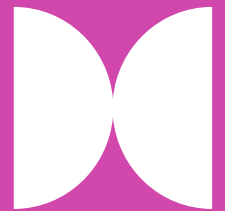
It invites students ages 7-12 and their educators to engage in **hands-on** and, **reflective learning**. Creative activities actively engage students, encouraging deeper understanding and retention of information. The process of designing and creating stimulates critical thinking, as students organize, analyze, and connect ideas. By making something personal and unique, learners form a stronger bond with the material, boosting motivation and ownership.

Research supports the value of integrating arts into education ↗. Studies show that drawing helps with memory retention by allowing students to visualize concepts and connect them to emotions, making them easier to recall later. Drawing also has cognitive and emotional benefits, such as improving focus, reducing stress, and promoting deeper understanding.

Connect & Collect

This pillar focuses on using drawing and visual thinking to gather, organize, and contextualize information in a fun and creative way. By recognizing patterns and building systems of understanding, students can connect ideas, see relationships, and spark new insights.

Visual mapping helps them organize their thoughts while fostering systems thinking, allowing students to understand how different parts contribute to a whole. —



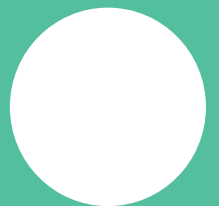
Creative & Visual Thinking

Give your thoughts shape, lines, and colors!

Look Closely & Inquire

This approach uses drawing and visual arts to develop **observational skills** and **spark curiosity**. By focusing on details, noticing patterns, and asking meaningful questions, students cultivate inquiry and critical thinking.

Through careful observation, they explore objects, ideas, and environments more closely, making connections that inspire deeper understanding and further exploration. —



Observation

See more, observe like an artist!

Envision & Explore

This building block encourages students to use visual arts, drawing, and creative practices to **fuel their imagination** and **explore new possibilities**.

Imaginative thinking helps them break barriers, approach challenges with curiosity, and discover innovative solutions. By connecting learning content with their unique ideas, students build critical skills through playful activities. —



Imagination

Think further, dream on!

Reflect & Express

This pillar encourages students to take time to reflect on what they've learned, **connect it to their personal thoughts** and opinions, and **express their unique viewpoints**.

By using visual arts as a tool, students can process and articulate ideas, retain key concepts, and share their insights with others in creative and meaningful ways. This process fosters deeper understanding, personal expression, and collaborative engagement with the learning material. —



Expression

Share your vision and ideas!

Research on the benefits of art in learning

Dooling, D. (n.d.). *What does doodling do.*
Wiley Applied Cognitive Psychology.

Retrieved from

↗ <https://onlinelibrary.wiley.com/doi/abs/10.1002/acp.1561>

Harvard Health Publishing.
(2016, December 15).
The "thinking" benefits of doodling.

Retrieved from

↗ <https://www.health.harvard.edu>

Sage Publishing. (2018). *The surprisingly
powerful influence of drawing on memory.*

Retrieved from

↗ <https://journals.sagepub.com>

Psychonomic Bulletin & Review. (2023).
*Drawing your way to an A: Long-lasting improvements
in classroom quiz performance following drawing.*

Retrieved from

↗ <https://link.springer.com>

International Journal of Science Education. (2021).
Making use of drawing in childhood education.

Retrieved from

↗ <https://www.tandfonline.com/doi/full/10.1080/09500693.2021.1953186>

Early Childhood Education Journal. (2015).
Arts integration and infusion framework.

Retrieved from

↗ <https://www.researchgate.net>

European Association for Learning & Instruction. (2021).
Drawing to improve metacomprehension accuracy.

Retrieved from

↗ <https://www.sciencedirect.com>

*These references represent a sample of research examining the effects
of art and visual arts in education.*

Teacher's guide

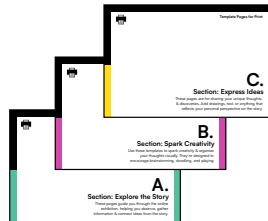
preparing for the activity

1

Print the Template Pages

Print **1 page** per student from each of the sections: **A.** & **B.** & **C.**

Set your printer to borderless printing & double-sided option to print two successive pages as recto-verso.



Print additional pages from the **D. section** if no old magazines or leftover paper scraps are available for use in collages.

Print **HOW-TO** pages on ideas about visual thinking & drawing.

2

Gather Supplier & Instruct Students



Show students the template pages and allow them to choose which ones they would like to use. 1 to 3 pages are a starting point for a folded fanzine. Guide the process and help with online resources as they explore the learning exhibition.

Gather drawing supplies as well as glue and scissors for collages.



3

Assist in Assembling the Fanzines



Help students fold the pages and assemble their fanzine mini-magazines using a long-arm stapler or a simple bookbinding method with string and needle. [See here for instructions](#) ↗

Fanzine Fun

teacher's guide

creative mini-magazine



Fanzine: Making the Environment Matter

2025 by ARTIZIP and Digital Museum of Learning. Licensed under CC BY-NC 4.0

