



# earth speakr

## in classrooms

Earth Speakr is an artwork started by Olafur Eliasson. It invites kids to speak up for the planet and adults to listen up.

Follow the QR code to download the app and take part in the artwork!

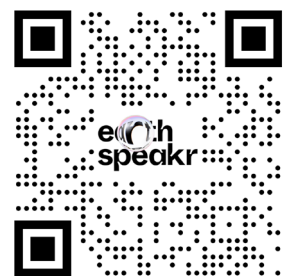
For more information, please visit: [www.earthspeakr.art/en](http://www.earthspeakr.art/en)

Schools are bringing Earth Speakr into their programming to amplify kids' voices.

Share your experience with

**#earthspeakr**

**#earthspeakrinclassrooms**



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## What is Earth Speakr?

*Earth Speakr is a collective artwork that invites kids to be artists. What Earth Speakr will become depends on the Earth Speakrs – their creativity and imagination. The artwork is made up of their thoughts and visions, concerns and hopes. What they create can be playful and whimsical, serious, or poetic. There is no right or wrong, and it is easy for everyone to take part. Earth Speakr invites kids to speak their hearts and minds and participate in shaping our world and the planet, today and in the future.*

*Life on Earth is a coexistence of people, animals, plants, and ecosystems. We must acknowledge this coexistence and then take the right actions to nurture it. In today's debates over climate policy, it is crucial that the voices of the next generation are heard loud and clear, since it is they who will live in the future that we are currently shaping. My artwork Earth Speakr invites kids to speak up for the climate, whether with concern or hope. With the Earth Speakr app, they can express themselves through anything of their choice in their local environments. The artwork brings together their voices and amplifies what they have to say. We – adults, decision-makers, and politicians – need to hear the kids' creative messages and take them seriously.*

– Olafur Eliasson, artist

Like many of Eliasson's artworks, Earth Speakr addresses how we experience the world. It invites kids to reflect on what they see and *how* they see – what they feel and think – and opens for shared experiences across physical and cultural borders.

## How can your class get involved?

Integrate Earth Speakr into your existing programming!

Use the Earth Speakr toolkits as guides to bring the artwork into your programming in fun, adaptable ways – indoors and outdoors! With Earth Speakr you can engage your local community in a dialogue about the future of our planet in a unique way across borders. Adding Earth Speakr to your events can complement discussions on art, the climate, environment, social action, and the UN Sustainable Development Goals, by giving kids a platform to create new content and share their ideas. Amplify kids' voices and learn from their unique perspectives.

We welcome your creative interpretations! Example activities from all toolkits can be combined or adapted as inspiration to fit your needs. Families can use the toolkits too.

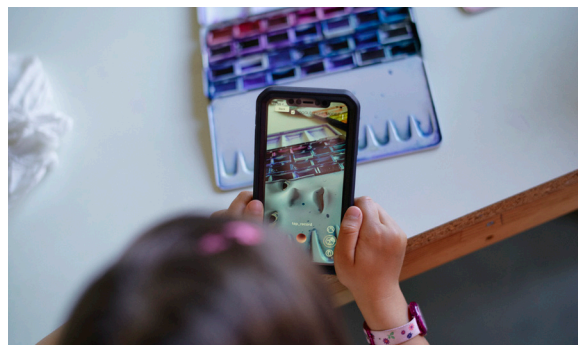
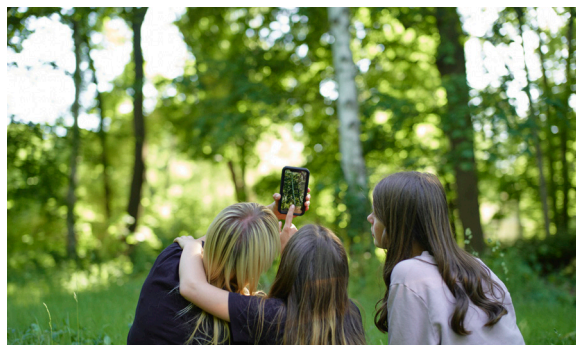


Photo: Lars Borges, 2020

Look out for the  symbol for activities well suited for online/at-home/distance learning.

Earth Speakr uses Augmented Reality (AR) and includes a free app – available on [App Store](#) and [Google Play](#) – and an interactive website in 25 languages. The toolkits – for classrooms, libraries, and museums – are free-for-download on the webpage's 'Get involved' section. Visit the webpage in your language for updates: [www.earthsspeakr.art/en/get-involved](http://www.earthsspeakr.art/en/get-involved)

## Who created this toolkit?

This toolkit has been created by Studio Olafur Eliasson in partnership with Goethe-Institut Milan, Italy as a resource to integrate the artwork Earth Speakr in a classroom setting, honouring the relationship kids develop with their classmates and educators.

As an extension of this toolkit, a detailed lesson plan is available (in German):

[www.earthspeakr.art/de/mitmachen](http://www.earthspeakr.art/de/mitmachen)



## Bring Earth Speakr into your classroom

### Explore the world with Earth Speakr

Start by exploring the Earth Speakr map to experience messages – so-called Speakrs – across borders. Pose questions that encourage kids to listen and formulate responses to what other kids have already shared. Educators can find messages in advance to match discussion topics.

#### GEOGRAPHY

Where are you currently, can you find it on the Earth Speakr map? Are there any messages around? Which cities in Europe (or in your country) have you visited? Can you find a message on the map in a place you've been? What does it say?

Explore different regions, looking for messages made in the mountains, near water, in rural communities, etc. Which parts of Europe deal with/will be dealing with what types of climate change? Will some people be harder hit than others?

#### SCIENCE, OR BIOLOGY

Explore messages by filtering for those on the webpage within specific Earth Speakr Communities – Animals, City, Recycle, Invent, Water, Plastic, Pollution, Plants. Try to find messages that have similar content to compare. Everyone can find a message with a tree or a light, etc. and share.

Make Speakrs in response. Pick an animal or plant you like. Try to take its perspective and imagine its ecosystem. What does its world look like? Collect facts to build into your message, so that others listening to your animal or plant speaking will learn about its world. Think about the fact that there isn't one world out there – yours, that of your country, that of humans – but many! Each animal has a world while sharing elements of other animals' worlds.

## FOREIGN LANGUAGE

Depending on the language being studied, visit a country that speaks that language and listen to the messages.

Can you understand what they are saying? Do the topics they raise differ from what you and your friends say? If yes, is that because they live in a different culture? What do you think the differences are for young people living in your country to young people living in the one you chose?

## COMPUTER SCIENCE

Look at the Earth Speakr app and website and discuss the technology used in creating the artwork.

If you were to make an app to do with the climate, what would be important for you? What would your app or website do? Do you have an idea for a way to empower kids' voices and ideas for the future through technology?

## POLITICAL SCIENCE, CIVICS, OR ETHICS

Explore the Earth Speakr messages while thinking about how societies (governments, etc.) listen to the voices of a community.

Who is represented? Bring up the topic of listening to everyone, to kids, to non-human perspectives too. How can we think of non-humans having a voice? Do we have the right hierarchy in place to take care of the Earth? Who gets to speak in a participatory democracy? Do you think you should be able to vote in most elections before you turn 18? Can we give the Earth a voice? Should the climate be at the discussion table? Who gets to shape the discussion that shapes society?



## Find your voice with Earth Speakr

Activities designed to build confidence to express kids' own ideas. How do you find your voice to say what you want to say? Role play and character-building encourage empathy and allow kids to explore other emotions and perspectives while removing the spotlight from their own actions. Kids can explore different personas and characters on the way to finding their own voice, and reflect on what it means to them.

City.  
Hattingen, Germany

Plants.  
Bonn, Germany



AGE 7-11

## Puppet role play

Use a puppet to create role-play dialogues: between children and a puppet, between two puppets, or between a puppet and an object. Instead of puppets any everyday object could be used (fruit, school items, images from a book, things found in the classroom).

Each puppet introduces itself, who it is, where it lives, what it likes, and what it does. Puppets are encouraged to speak, but also to listen and repeat what others have already said to show that it is actively listening. Pre-selected Earth Speakr messages can be used as prompts for the puppet dialogues. Encourage kids to expand the narrative.

AGE 12-17

## Reporter role play

Let kids be reporters, in pairs or small groups. One kid can choose an object they will speak for and another can play a journalist interviewing them about an age-appropriate topic like climate change, the future, or any themes from the current curricula. The reporter could also take on the role of a different animal or a plant or an object and ask questions from that perspective.

A journalist or reporter wants to learn more about someone else's world-view to share their stories with others. Kids in the role of reporter can then be asked to 'report' back to other kids. Encourage active listening to discuss how they hear differently as a rock, as a tree, etc.

Make Speakrs together. Your Speakrs could ask and answer questions.

## Share your voice with Earth Speakr

Activity suggestions to encourage kids to formulate their own messages individually or in groups.

INDIVIDUAL

### Creative expression

You can formulate your thoughts or ideas for the wellbeing of the planet through music, or through poetry or creative writing. Then you can record your voice singing your song or speaking your poem within the Earth Speakr app. Your own artwork could be the backdrop for your message. Share your Speakr by clicking the share button!

GROUP

### Fieldtrip with Earth Speakr

If you are going on a fieldtrip or an excursion in nature or in your city, take Earth Speakr with you and make messages at your destination. Afterwards, back in the classroom, you can zoom in on the map and see all the messages made near there.

Plan for the outing by researching in advance and consider the environmental issues that shape that space. What about the trip to get there? Can you imagine speaking as an element in this environment? Can you listen to the grass and sky and everything you see? What do they have to say? What do you see that you didn't expect to see? Place messages for others to find.



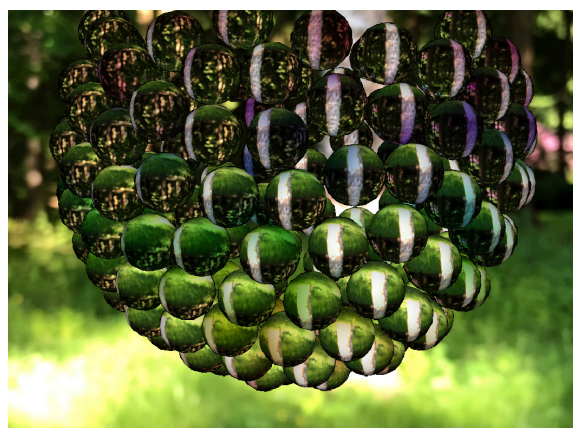


## Create your own classroom Loud Speakr


Loud Speakrs are collections of messages that are shared with the world on the Earth Speakr map. They are positioned at a specific geographical location to be experienced in Augmented Reality (AR) in real life. A Loud Speakr can be easily created on the Earth Speakr website to highlight Earth Speakr messages and encourage more people to listen too.

Kids and adults who have the app can see Loud Speakrs on their map and in AR. Loud Speakrs can also be viewed on the website, without traveling to their physical location. A local Loud Speakr can serve as inspiration to kids participating in the artwork for the first time.

Explore messages by filtering for those on the webpage within specific Earth Speakr Communities – Animals, City, Recycle, Invent, Water, Plastic, Pollution, Plants. Make a selection to form a Loud Speakr. Why choose these? Can you make a connection between the topic you choose and the location you choose to place your Loud Speakr? Does it give many perspectives on one topic? How can many perspectives co-exist within one group?



## Host your event or workshop online

Look out for the  symbol for activities particularly well suited for online/at-home/distance learning.

Kids can tune in (also with their families), and a workshop leader can introduce Earth Speakrs' many sides online. Activity leaders can encourage kids to explore and engage with environmental topics in their immediate environments – indoors and outdoors – placing messages on objects relating to packaging and recycling, water usage, or food items and waste, for example. By sharing Earth Speakr messages across platforms it's easy to get the discussion going. If kids want, they can download their own Speakrs and send original video files to an activity leader to compile together.

At the end of a workshop, kids can post and tag their messages with a combination of Community tags inspired by your event. Messages can then be found on the interactive map using the filter function and turned into a Loud Speakr that visually demonstrates group participation. Share your Loud Speakr with participants, friends, family, or even with politicians and decision-makers in your area!



## Create your own Earth Speakr activity

Be inventive! Feel free to incorporate Earth Speakr into your existing programming to highlight how kids can speak up for the planet. If you have a new idea, we'd love to hear about it!

Use the provided poster template to make a custom event poster to direct kids and families to your event and to download the app: [\[download here LINK\]](#)

To share your further ideas, email [getinvolved@earthspeakr.art](mailto:getinvolved@earthspeakr.art) with '#earthspeakrinclassrooms' in the subject line.



Photo: Lars Borges, 2020

## Join a growing network with #earthspeakrinclassrooms

We would love to hear and see Earth Speakr in action. Post pictures on social media with **#earthspeakrinclassrooms**.

To feature your Earth Speakr activity on the website's event calendar, please fill out a short form on the webpage's 'Get involved' section: [www.surveymonkey.de/r/EarthSpeakrEvent](http://www.surveymonkey.de/r/EarthSpeakrEvent)

## General guidelines for integrating Earth Speakr into your programming

### Keep Earth Speakr fun!

### Let kids lead!

Promote kid-led participation and let kids identify issues of concern themselves. Adults can work to facilitate rather than lead discussion. Fuel kids curiosity on the environment, support the discussion on sustainability, and encourage collaboration. There are no right or wrong answers!

### Age groups

Consider activities to match age. Activities can be formed for individual work/exploration or tailored to pairs or groups. For kids under 12, smaller groups (up to 10 children) work best.



## Technical set-up

Earth Speakr can be introduced ahead of an activity inviting kids to download the app at home and try it out with their family. Knowledge of what Earth Speakr is ahead of the activity could help in the experience, but discovering the artwork together is also fun.



Photo: Lars Borges, 2020

## Using shared equipment

To collectively experience the digital elements of the artwork you will need:

An interactive board, or a projected screen, or computer(s), tablet(s) *with internet access* to use the interactive website: [www.earthspeakr.art/en](http://www.earthspeakr.art/en)

To experience the app features, you will need:

At least one smartphone with the Earth Speakr app pre-installed. To determine which smartphones can be used, see compatibility specifications here: [www.earthspeakr.art/en/download-app/](http://www.earthspeakr.art/en/download-app/)

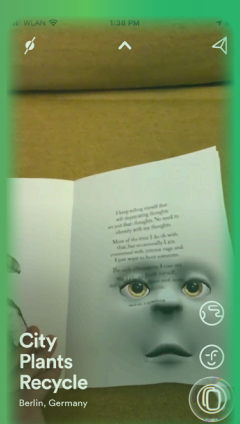
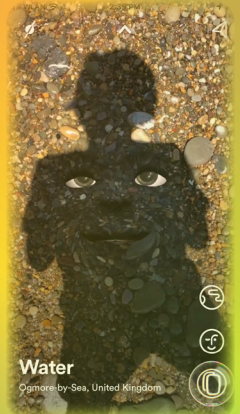
It is important to note that messages of children under age 16 cannot be published without **parental or guardian consent**, which is granted through the built-in features in the app the first time a message is finalised and published on the map. Those using a single device for multiple children are liable for any content made on that device's account and therefore must receive parental consent for all users in advance.

For this reason, the Earth Speakr app is best used when kids have their own account on an individual device. Kids will need to have their user email and password handy to sign in on another device. Without an account, kids can still participate by listening to Speakrs on the app and website and creating Loud Speakrs on the website.

Please observe appropriate COVID-19 precautions for your area. For shared equipment, please note that most smartphone and tablet products can be cleaned with a bleach or 70% percent isopropyl wipe. Check compatibility with device manufacturers.

## Using individual equipment

For students that might have their own smartphone, it is possible to hold activities where all participants use individual devices. Remind students to bring their own device with the Earth Speakr app already installed and parental consent given. Only kids who have received parental consent in advance will be able to publish messages.





## Is the Earth Speakr app/website accessible for people with disabilities?

Earth Speakr is at its heart participatory. If you have a disability, teaming up with someone can be a way to participate in all aspects of the artwork – recording and capturing messages, experiencing existing messages, and sharing these with others. The app is compatible with both iOS and android built-in accessibility features, and the website was developed according to the [W3C Web Accessibility Standards](#).

Please share any activities with us that you feel are particularly well suited to increase accessibility. We'd love to feature them in updates of this toolkit.

## How are kids protected when using the app?

Earth Speakr has been designed to welcome kids' unique creativity while concealing any identifying traits to protect their identity and privacy. When creating a message, the app collects an audio file and a video that is made up of animated eye and mouth movements; it does not record any information on a kid's physical appearance. A message is only made public on the website and app if it is confirmed as finished. Any kid who makes a message retains ownership of their artwork. They are co-creating the artwork.

The artwork is fully compliant with GDPR. Read the full legal policies in place [here](#).

The [Community Guidelines](#) also outline that no identifying information be shared. If a message does not follow the Community Guidelines it can be reported by anyone for removal.

For other FAQs and How-to guides about the artwork, please see: [www.earthsspeakr.art/en/faqs](http://www.earthsspeakr.art/en/faqs)



Photo: Lars Borges, 2020

### Plastic. Recycle.

Valion-Pont-d'Arc, France



### Plastic.

Aakirkeby, Denmark



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Earth Speakr, 2020

Earth Speakr is created by Olafur Eliasson with his studio, kids, creative partners, and a group of researchers and experts, and is funded by the Federal Foreign Office on the occasion of the German Presidency of the Council of the European Union 2020 and realised in cooperation with the Goethe-Institut.

Olafur Eliasson (b. 1967) is a visual artist working with sculpture, painting, photography, film, installation, and digital media. His studio is based in Berlin.

[www.olafureliasson.net](http://www.olafureliasson.net)  
[soe.tv](http://soe.tv)

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