

Starting from Scratch

early experiences from the Lajedos Site Museum

the museum as a development hub

- . forms part of a network of development projects
- . located in district of Porto Novo, Santo Antão, Cape Verde
- . initiated and coordinated by Atelier Mar (local NGO)
- . work in progress





research and develop sustainable design solutions

- . identify & respond to community needs
- . build capacity and opportunities
- . disseminate findings



valorize and promote local knowledge

- . collect and record
- . experiment, adapt and extend
- . apply for sustainable benefit



build new knowledge

- . community school
- . workshops and informal learning activities with children
- . workshops and experimental activities with local farmers



... and introducing digital technologies (with scratchboards)

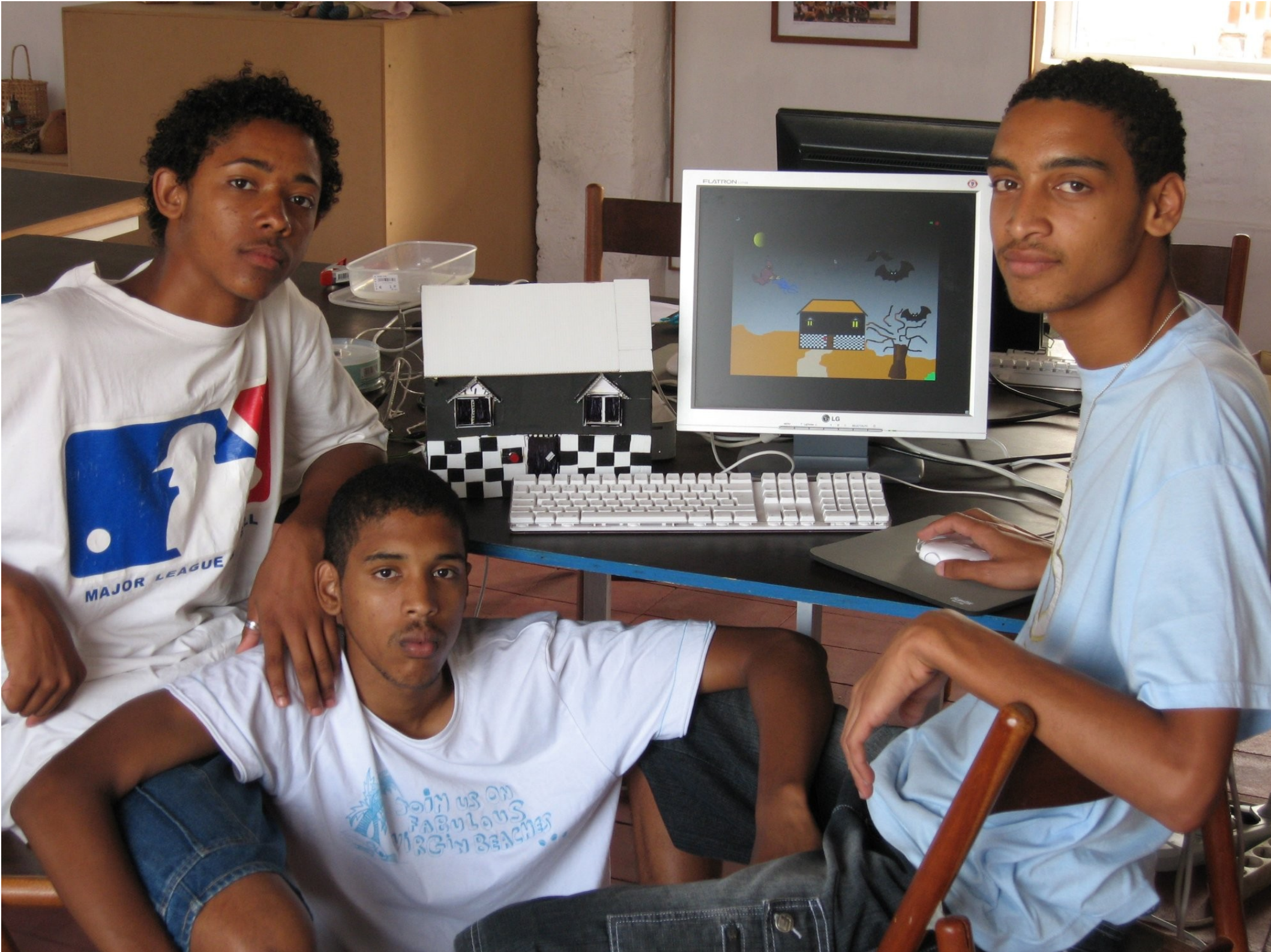


- . reanimate and extend local toy making tradition
- . establish initial presence of a constructivist workspace

workshop

- . serve as formal starting point to self-lead learning process
- . marks introduction of computers & internet to community
- . using scratchboards & toolbox of traditional craft tools
- . two groups (morning and afternoon) over 10 days
- . run during school holidays – voluntary attendance
- . ages 16-21 (meant to have been 12-18!)
- . youth from various communities of the region
- . introduction to scratch & boards followed by personal projects
- . project choice open to individual or group







and one year on ...

- . did not grow as expected
- . comfort with the 'old' does not translate to comfort with the 'new'
- . need for local 'driver' to lead process
- . usage must be actively built and nurtured
- . certain tools take root quicker than others
- . organic and less structured approach seems better
- . link between 'new' and 'old' technologies not apparent
- . establish local usage before expanding to other communities



next steps

- . learn from current informal learning practice in the community
- . allow traditional toy making facility to grow and take root first
- . grow digital component from traditional component
- . offer range of fun activities and make space more social