

Overview

Society is typically defined as a group of people living together in the same geographical and social territory. Historically, the word society comes from the Latin word *societas*, which means friend or ally. This connection suggests many societies were formed for protection and strength (Retrieved January 2016, <https://en.wikipedia.org/wiki/Society>). In Canada, we pride ourselves in creating a multicultural society built through immigration (Retrieved January 2016, https://en.wikipedia.org/wiki/Category:Canadian_society).

In our globalized world, society is becoming an increasingly complex system. We often refer to complexity within a society as being a social fabric that is woven together by different social structures (i.e. clubs, groups, etc.) and social components including points of view, age, gender, race, culture, religion, activities, dress, etc. Given the complexity within our society, many times symbols (<https://en.wikipedia.org/wiki/Symbol>) become representations of our society. These symbols can appear on many items including artist trading cards (https://en.wikipedia.org/wiki/Artist_trading_cards).

Design Rationale

Often students may feel like our Canadian society is run primarily by adults. One example: *2020 vision: What will downtown Edmonton look like at the end of the decade?* (Retrieved February 2016, <http://www.edmontonjournal.com/business/commercial-real-estate/2020+vision+What+will+downtown+Edmonton+look+like+decade/10198815/story.html>).

“Students may struggle to find their place. Within our schools, there are clubs, groups, and other social structures that may be organized by educators or students. As students gain understanding of which social structures and social components constitute a society within their schools, they may more easily find their places, and begin to work towards becoming productive members of society. Alternatively, older students might mentor younger students and build relationships across multiple schools,” (one example of mentorship programs—Retrieved January 2016, <http://albertamentors.ca/>).

Problem Scenario

As part of the older student population in our school, your group has been selected to develop a set of 12 artist trading cards (3 artist trading cards per group member). Your artist trading cards will be used as models for the rest of the school as everyone participates in *Artist Trading Cards Trading Week*. During the week, all the students in our school will be invited to make their own set of cards to trade. Your group’s set of 12 cards needs to illustrate a social structure or social component within the school that represents Canadian Society in 2020. If you have friends who are reluctant to draw their own card, you might introduce them to Zentangles—an inclusive start to making personal marks on small paper.

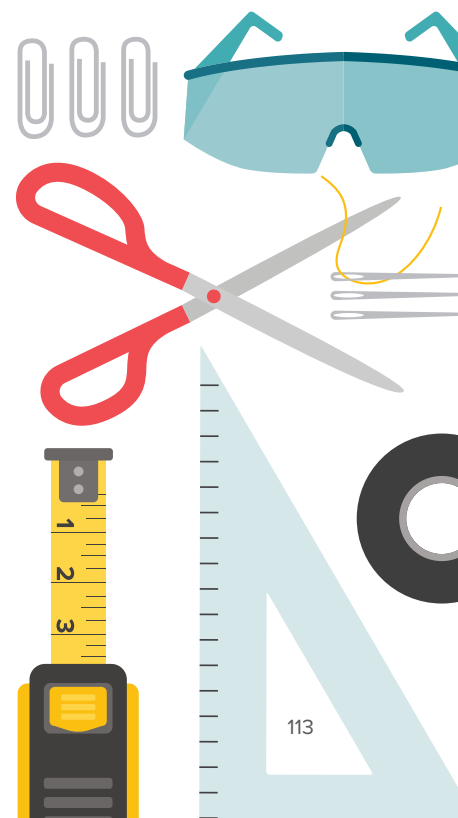


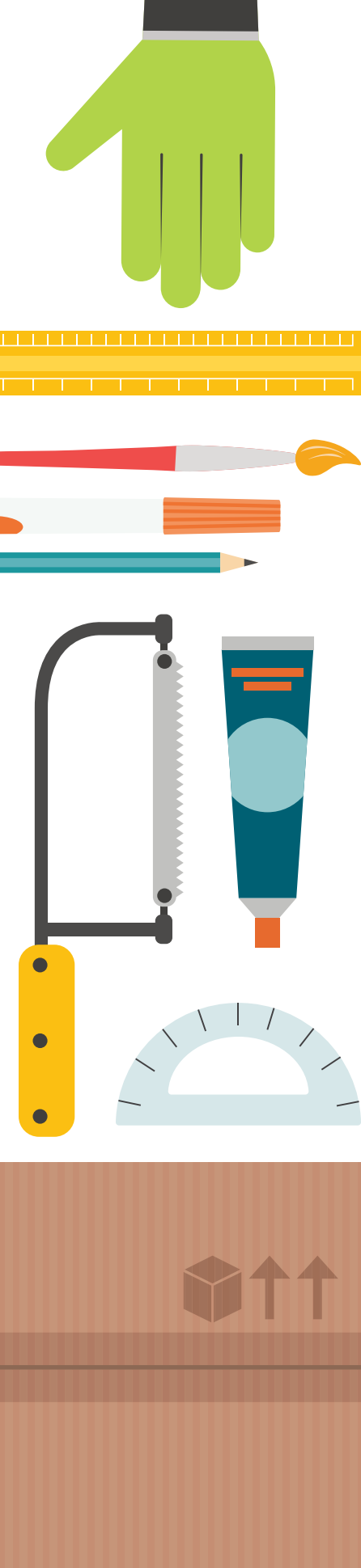
Suggested Grade Level

- Elementary through to secondary school
- Used as school community building activity

Suggested Subject Area

- Citizenship—wherever school culture and social community are discussed





The set of cards must satisfy the following:

- Illustrate one social structure or social component within the school
- Be reflective of one social structure or social component presented in Canadian Society in 2020
- One side of the card is your representation; the other side of the card clearly labels what you are representing

Success Determinants

Success will be determined by:

- ☐ Alignment to design motto: “Make it smaller, stronger, do more, be easier to use, be cheaper, be clean, be greener.”
- ☐ Artist trading cards can be created in any medium available from the shared pantry of resources
- ☐ Artist trading cards should be colourful and carefully created
- ☐ At least one of the group’s artist trading cards reflects a unique aspect of Canadian society in 2020 and that aspect is clearly labeled
- ☐ Each artist card is 2 ½" x 3 ½" card and can be in either portrait or landscape orientation
- ☐ Each member of the group makes 3 unique cards

Parameters

- ☐ You must complete a display panel including your design thinking sketches, sample artist trading cards, your design notes, and your reflections on the activity which will illustrate the artist trading cards you are illustrating.
- ☐ You must use some of all the consumable items in participant group kit in some way in the production of your cards.

Resources

Artist Trading Cards https://en.wikipedia.org/wiki/Artist_trading_cards

Zentangle <https://www.zentangle.com/>

ReadWriteThink <http://www.readwritethink.org/classroom-resources/student-interactives/trading-card-creator-30056.html>