

## Creative Workshop seminar

Organised by the Creativity and Emergent Educational-futures Network (CEEN).

Graduate School of Education, University of Exeter.

### Thinking-with whimsy as generative acts.

**Dr Helen Clarke and Dr Sharon Witt**

*Helen and Sharon are primary teachers and teacher educators working within subject disciplines of science and geography. They currently work in interdisciplinary ways as @Attention2Place, researching place attention and responsiveness with children, teachers, students, and local communities. They explore posthumanist, new materialist, common worlds perspectives through creative, playful, critical, material encounters with the world.*



**‘Whimsy describes the capricious, playful and fanciful, and designates something irrational or without an immediately obvious reason to exist. I argue that this frivolity and illogicality are precisely what can make whimsy a significant, if fleeting, ground for micro-political change...’ (Mann,2015:65)**

The session aims to provide opportunities to explore themes of emergence, creativity, whimsical attention, playing-with place, diffraction, and collective experimentation. During this interactive workshop we will think-with whimsy to play-with new ideas and do things differently. We will consider what whimsy might be, the paradoxes of whimsical practices, offer participants time to engage-with whimsy, and to muse on possibilities for their own context.

If you would like to attend, please RSVP to [Sharon.Witt@btinternet.com](mailto:Sharon.Witt@btinternet.com)

- **Before the seminar**, participants are invited to read: Mann, J. (2015) Towards a politics of whimsy: yarn bombing the city. *Area*, 47 (1), 65-72
- **The seminar: March 22<sup>nd</sup> 1 – 2pm, via Zoom**

#### Join Zoom Meeting

<https://Universityofexeter.zoom.us/j/91754101809?pwd=QmNIUXdUZm1kbXNXNXZNMWZ5b2tVQT09>

Meeting ID: 917 5410 1809

Password: 732139

**To participate fully it would be useful to have the following available during the workshop:**  
a camera/phone, a character/ mascot, a short walking route.