



VANCOUVER SCULPTURE PERFORMANCE NEW MEDIA IN PUBLIC SPACES BIENNALE →

FOR IMMEDIATE RELEASE

On Tuesday April 13, 2010, King George Secondary School launches the innovative “Prometheus Project” with a Great Race around the sculptures of the Vancouver Biennale. By merging the benefits of physical and mental activity, the sculptures will be used as a departure point of discovery, where multi-disciplinary challenges will be presented to students within a framework that encourages them to learn the tools they need to face the inevitable challenges of adolescence and beyond.

The Vancouver Biennale, as a community partner on the “Prometheus Project, announces the Great Race taking place on Tuesday April 13, 2010. Students from King George Secondary will participate, along with students from elementary school partners Elsie Roy and Lord Roberts.

Using the sculptures of the Vancouver Biennale, student teams navigate through a series of challenges that apply to real world issues ranging from relationships, to sustainability and multiculturalism. Each team will benefit from mindfulness training, a tool that helps students manage emotions and stay centered while being challenged throughout the race. Students will learn how to participate in diverse groups, where they will work with differences like gender, culture, age, and rank.

The Great Race promotes the benefits of physical and mental activity, both of which combined lead to a happy and healthy life. It focuses on “being” rather than “doing” and favours “process” over “results”. The Great Race is not a race with traditional goals, but one open to student inquiry, experiential learning, and mental and physical well-being.

The Great Race is one of several educational projects this year that help fulfill on the Vancouver Biennale's commitment to developing a legacy of learning through art. A series of public art walking tours geared to summer camp and after school programs is currently under development, for families and instructors to download. The Biennale eLearning curriculum, which began in 2005, will also be expanded to include a “Where’s Waldo meets Clue” type online game for children ages 6 through 12.

About the Vancouver Biennale

The Vancouver Biennale is a non-profit organization that mounts bi-annual exhibitions of international contemporary art in public spaces including parks, beaches and urban plazas, turning the city into an open-air museum. Each exhibition includes a diverse mix of world renowned artists and rising super stars in sculpture, new media and performance works. The Vancouver Biennale is committed to leaving a legacy of public art in the city, as well as creating educational materials, professional symposiums, public lectures and publications. Visit www.vancouverbiennale.com for more information.

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