



EXPLORING
THE
BOOK
OF
KELLS

Pupil Resources



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1.1 THE BIG QUIZ

View the Prezi: *Exploring the Book of Kells* and answer the questions.

Can you answer all five Ws about the Book of Kells?

1 Who made the Book of Kells?



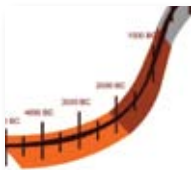
2 Where was the Book of Kells made?

- Kells
- Iona
- Dublin



3 When was the Book of Kells made?

- 100 BC
- AD 400
- AD 800



4 What is the Book of Kells about?



5 Why might the book have been made?



6 What does the word 'calligraphy' mean?

7 Name and draw a design or pattern that you could find in the Book of Kells.

Some ideas...

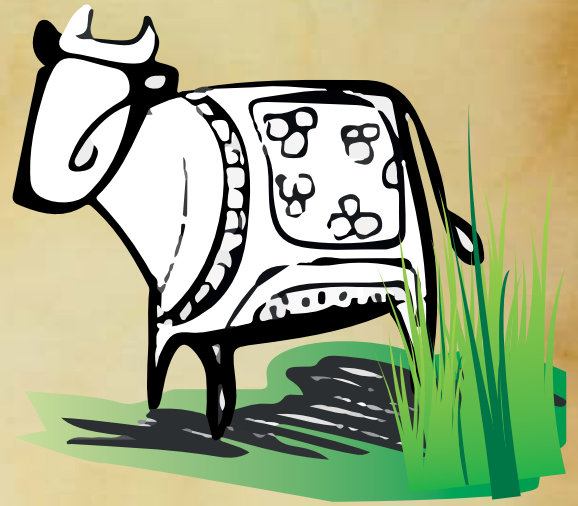
- Knots
- Spirals
- People
- Creatures/Animals
- Crosses
- Vines
- Serpents
- Woven Designs
- Decorative Letters



8 Animals decorate the writing and represent different Bible stories in the Book of Kells. Name two animals found in the book.

1. _____
2. _____

9 Why were paintings of people used in the Book of Kells?



10 Fill in the missing words below.

At the time the Book of Kells was made, people lived and _____ in communities along _____ and waterways.

11 Why was the book moved from Iona (off Scotland's coast) to Kells (in inland Ireland)?

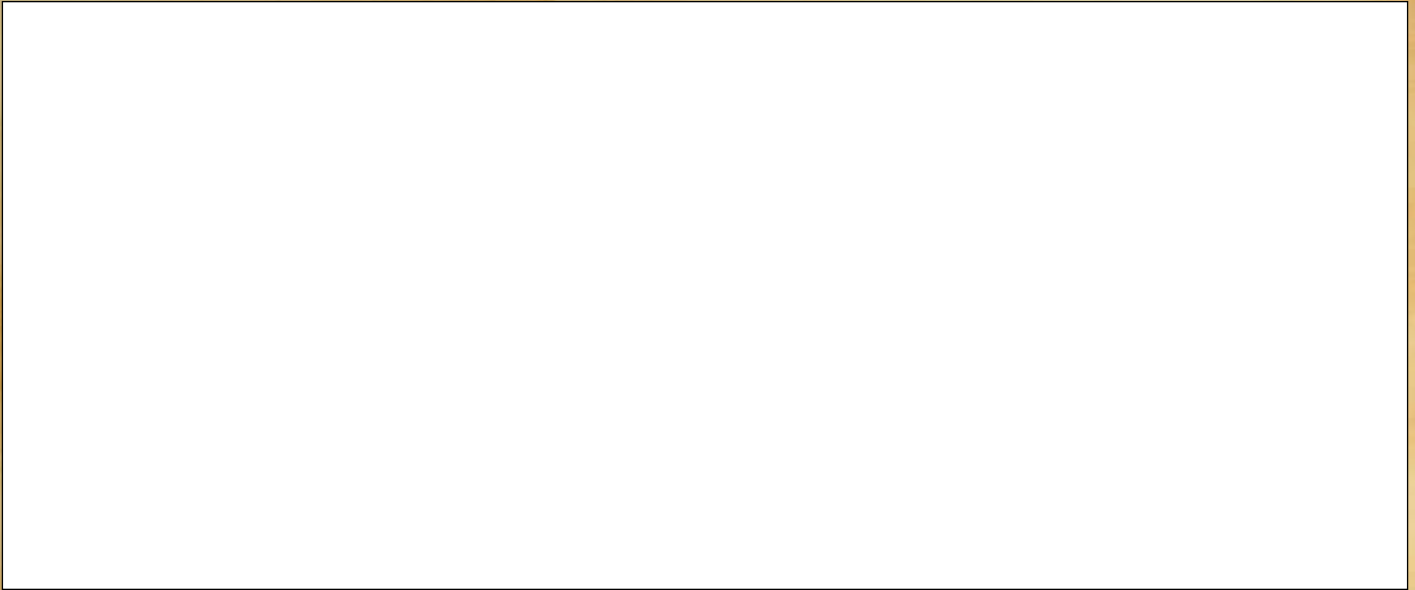
- To keep it safe from Viking raids
- Because the monks wanted a change of scene
- To protect it from the weather

12 What happened to the Book of Kells in AD 1006?



2.1 CREATE CLASS CELTIC LETTERING

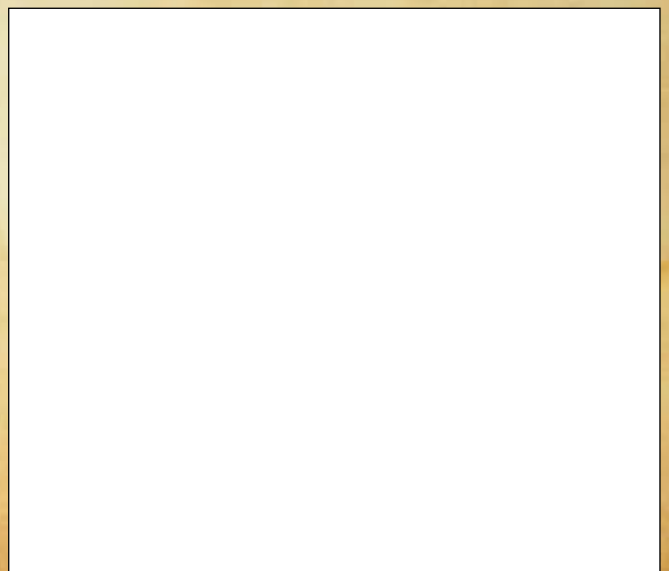
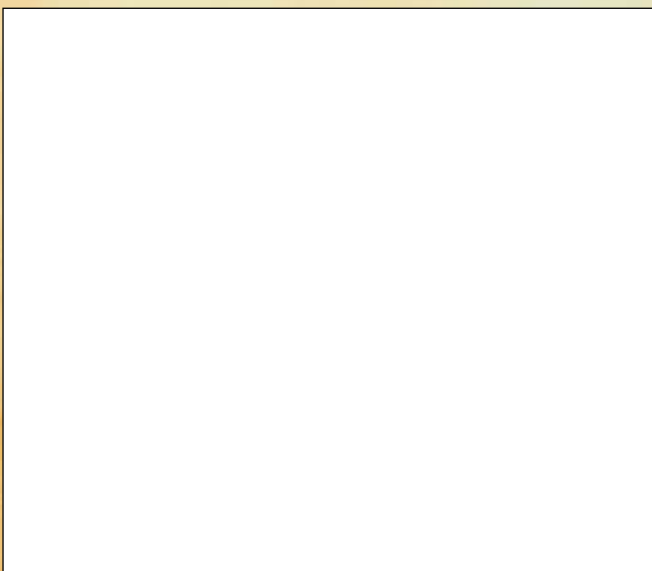
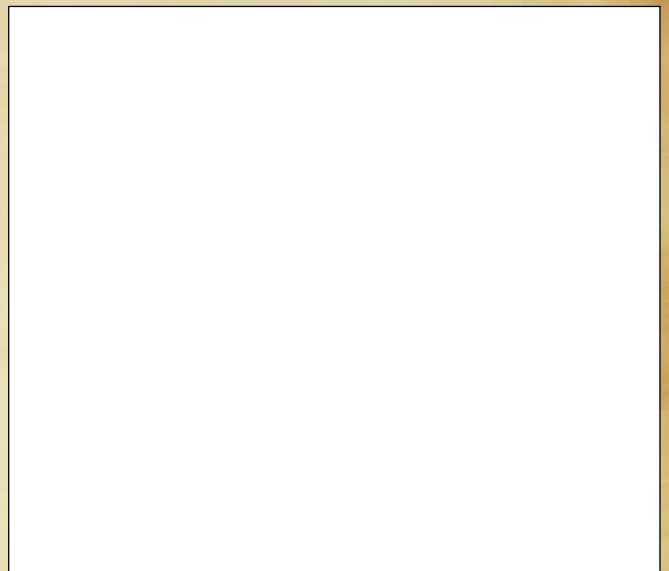
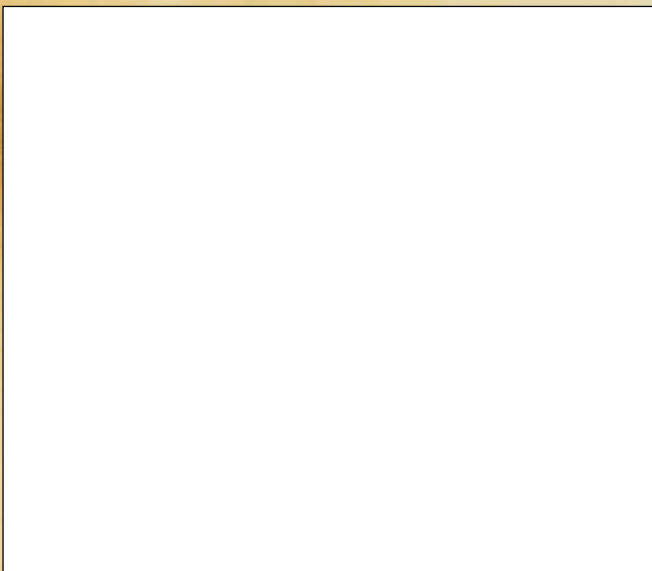
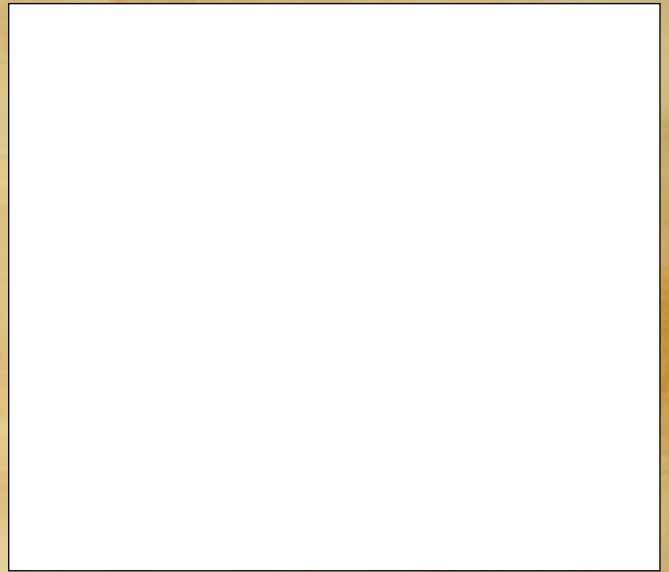
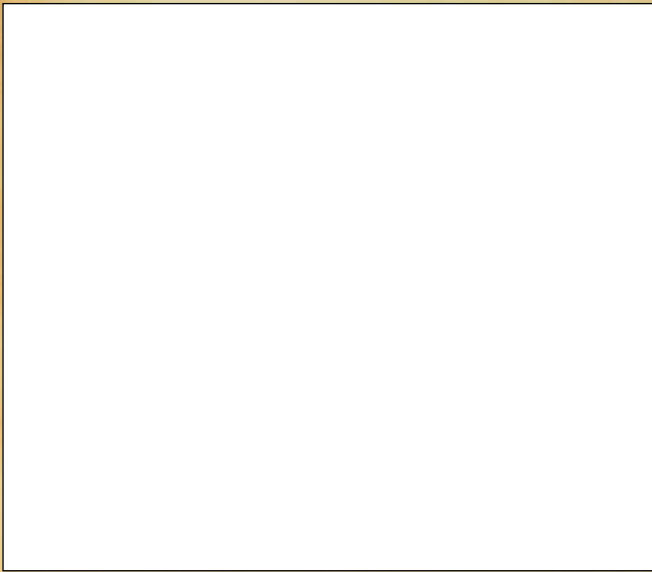
List what inspired the Celtic letters that appear in the Book of Kells.



Sketch your ideas for Celtic letters.



Sketch your letter designs here.



2.2 CREATE A POWERPOINT PRESENTATION

Your task is to make a multimedia presentation about the **Book of Kells**, using computer software like *PowerPoint* or *Slideshow*.

This sheet will help you to plan out each slide.



Your presentation must have at least **10 slides**, including:

Title Slide

The first slide should have the **title of your presentation** and **your own name(s)** on it.

Facts about the Book of Kells

Each slide should tell us **something different** about the Book of Kells and the beautiful art in it. What facts will you tell us in your presentation? Will we learn all about Celtic art and letters? What will we learn about the book itself?

Pictures

Each slide should have at least one **picture** to illustrate the text. Your pictures may be provided by your teacher, downloaded from the internet or a camera, or drawn and scanned into the computer.

Things to think about:

Text and Format

Make a plan to sequence the information in your presentation. You might want to format the text size, font and colour.

Images

You could use different tools like crop, adjust contrast/brightness and recolour to edit your images. You could also add relevant hyperlinks and embed video files.

Timing, Transitions and Animations

You may want to animate your slides using custom animation and applying transitions. You could even use a timed loop for your show.

Now use the Presentation Planning Sheet to help you plan your presentation.

Presentation Planning Sheet

What have you learned about the topic?

Title (Slide 1)

My Presentation

By

To plan your presentation, think about the information you have learned about the Book of Kells.

Use the boxes to plan the text and image(s) you will put in your presentation.

Slide 2

Slide 3

Slide 4

Slide 5

Slide 6

Slide 7

Slide 8

Slide 9

Slide 10

If you need more space, use another sheet.

2.3 CREATE AN ANIMATED CELTIC ALPHABET

Work in a group to create your own animation.

1

First, you will need to **plan**:

- What letters or objects will you include?
- What could the letters or objects represent?
- How will you make moving your letters or objects look interesting?
- What background will you create for your animation?

You can use the **storyboard** to help with planning.



2

Next, work together to take **photographs** for the animation. Make sure you move your letters or objects slowly! Use tiny movements between photographs.

Take turns to be a camera person, a director and an animator.

3

Now import your photographs into your animation **software**, for example *Movie Maker* or *iMovie*. Add them onto the timeline or project panel.

Preview your animation, and delete any photos you don't want to use (for example if you can see the animator's fingers!).

Put a title slide at the beginning, with your names and the name of your animation. You can also add credits at the end.

4

Finally, with some help, export your animation as a movie, and show the rest of the class your work. Explain to them how you made your animation and what you think about the finished piece.



Storyboard

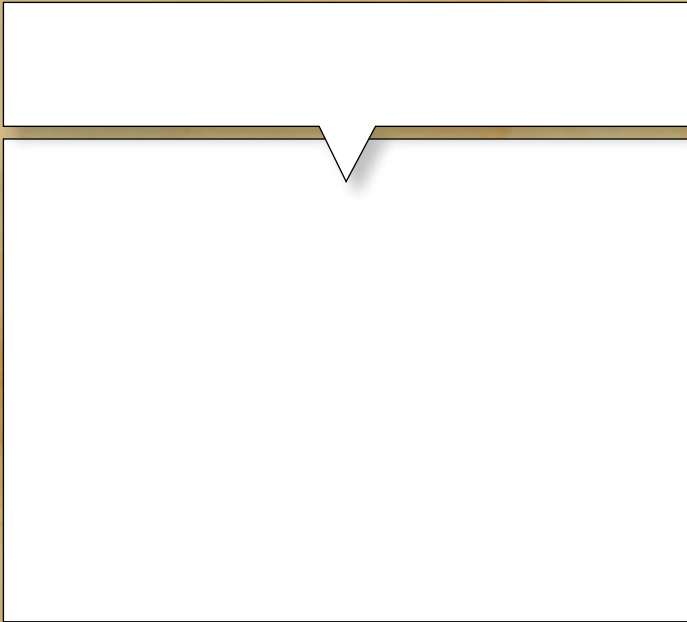
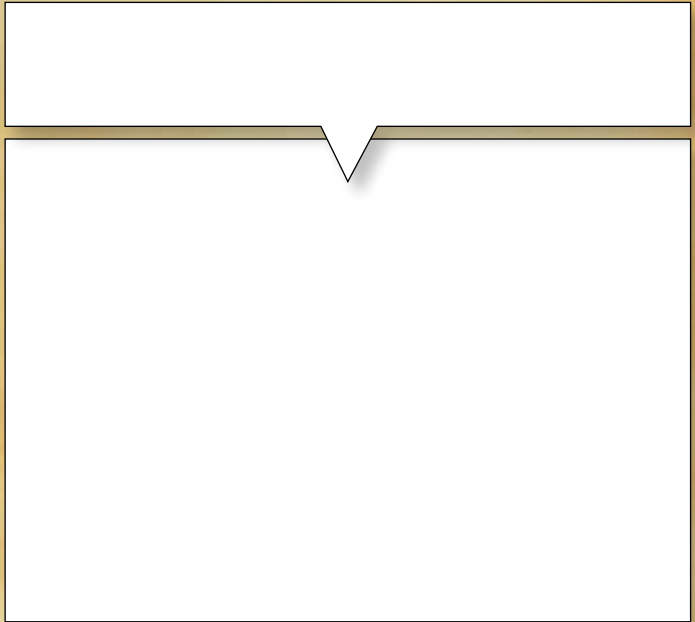
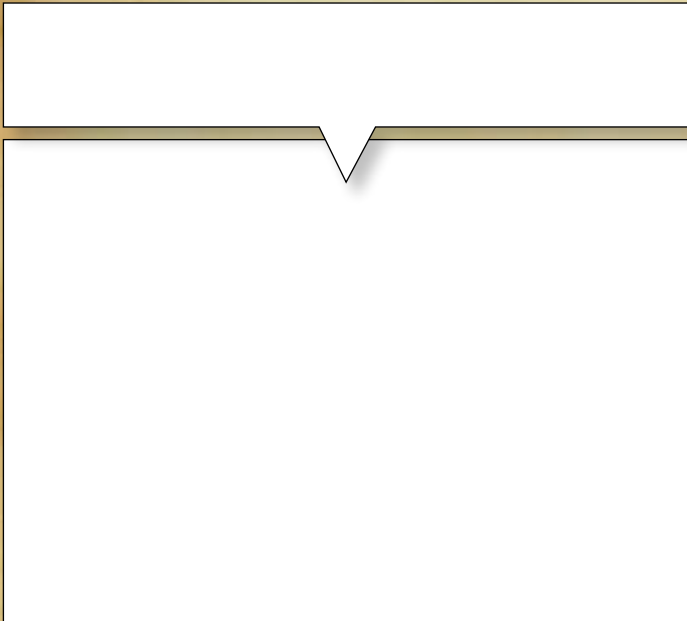
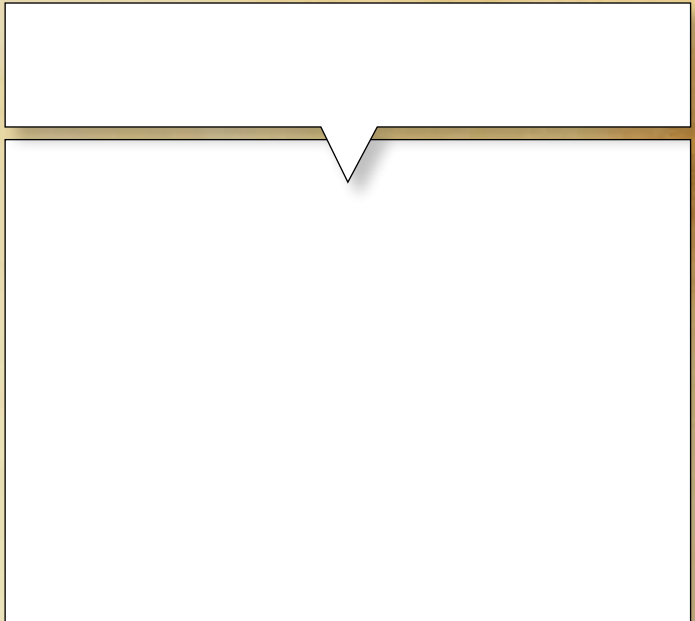
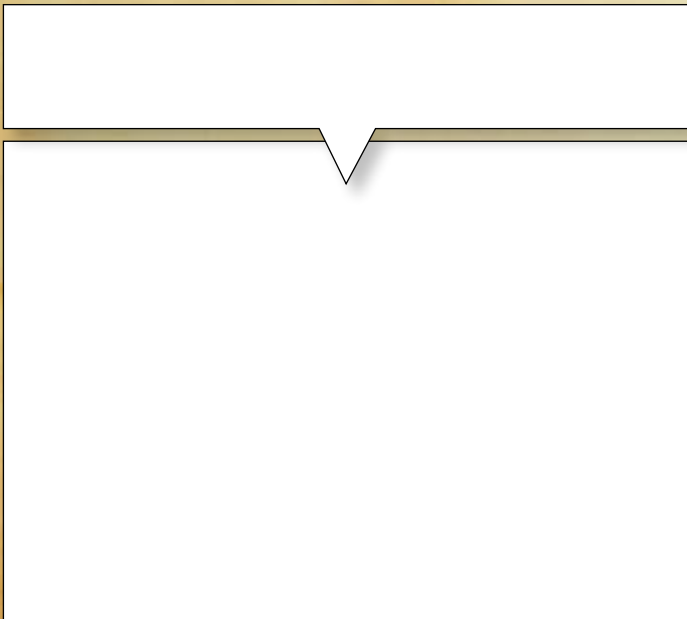
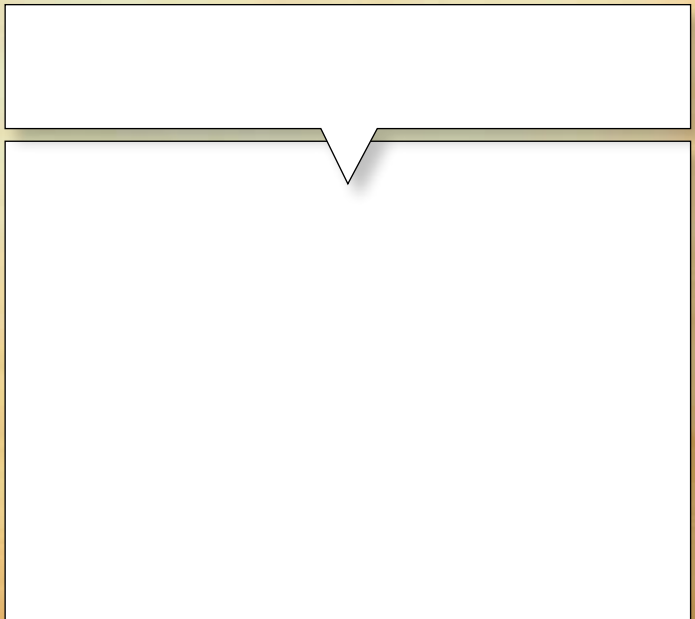
Name(s):

A storyboard is a way of planning your animation. It can look a bit like a comic book. Use the large boxes to draw pictures of the main shots in your animation. Use the speech boxes to write down your ideas about any sounds and narration you might want to add.

Ideas for name of animation:

<div data-bbox="89 689 775 815"><p>Speech box</p></div> <div data-bbox="89 815 775 1400"><p>Image box</p></div>	<div data-bbox="815 689 1511 815"><p>Speech box</p></div> <div data-bbox="815 815 1511 1400"><p>Image box</p></div>
<div data-bbox="89 1422 775 1547"><p>Speech box</p></div> <div data-bbox="89 1547 775 2128"><p>Image box</p></div>	<div data-bbox="815 1422 1511 1547"><p>Speech box</p></div> <div data-bbox="815 1547 1511 2128"><p>Image box</p></div>

Storyboard

2.4 DESIGN A POSTER OR COMIC

Work in a group to design a poster or comic, using the computer, that will tell your audience about the **Book of Kells**.

1

Think about the following:

- What **title** will your poster or comic have?
- What other **important information** should you include?
- Will you use **graphics** and **digital photographs** or **scanned text** and **images**? (For example, you could use your own scanned letters or designs.)



2

Decide how you will arrange your information on the page and what styles and effects you want to use. For example, think about:

- the **layout**;
- sizing and style of **fonts**;
- using **borders**, **text boxes** or **backgrounds**; and
- sizing and style of **graphics**.

Position and, if you need to, resize your graphics and text to make your poster or comic as attractive as possible. Make sure your message is as clear as it can be.



3

Talk to your teacher about any changes you made to your first design, and explain why you made them.

Show your poster or comic to the class, and discuss how you could make more improvements if you need to.

Make any changes to your poster. Remember to add your names and save it.

Book of Kells Vocabulary

Binding	Illuminated Manuscript	Raid
Calligraphy	Illustrators	Represent
Carpet Page	Initials	Saint Columbia
Celtic Art	Inks	Scribes
Chi Rho Page	Intricate	Scriptorium
Christianity	Knotwork	Serpents
Creature	Latin	Spirals
Decorate	Monastery	Vikings
Design	Monks	Vines
Folio	Pattern	Woven
Four Evangelists	Pigments	
Four Gospels	Printing Press	

New Words You Have Learned

A large empty rectangular box for writing.

Developed by the Nerve Centre for the *Digital Book of Kells* project. This creative educational programme provided primary school pupils in Derry~Londonderry with the opportunity to take part in the creation of a new 'Digital Book of Kells' for the 21st century. Additionally, teachers across the city were trained and supported in delivering creative digital projects within the curriculum.

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