





# ENDLESSLY NURTURING CREATIVITY SINCE 1999



In **1994**, due to his poor family background, while still in college, Mahair Goh started off his career as a part-time art teacher in teaching art to younger children in a music school. A year after his graduation in **1997**, he then experienced his first breakthrough in establishing his first art center, then known as Global Study House. His effective teaching style soon made him popular amongst his students and parents. However, this soon led him to experience a teaching issue when there appeared an overwhelming demand from parents for his sole teaching expertise. It was this arising problem that brought about a realization to train his teachers to be as qualified as him in passing on the globalart learning methodology so that his learners can continue to experience a systematic, independent and creative way of thinking and learning through art. In **1999**, the globalart program

and its official logo were developed,



and the first globalart center was established in Malaysia. In **2000**

the program then expanded with **60 franchisees** and **8,000** students, and the globalart logo  was rebranded with the introduction of Globbie as its Mascot. It was in **2002**, when the globalart learning methodology first begun outside Malaysia with the establishment of **globalart Brunei**. In **2003**, the globalart program then continued to be accepted internationally with centers being opened in Singapore. It was also in the same year that globalart introduced its first International Art Competition in Bukit Jalil, Malaysia which saw a participation of **1,400** students worldwide. By **2004**, centers continued to open in **Australia, China, India, Thailand, Indonesia & Vietnam** and the program was recognized as the **Largest Chain of Art Centers ( 225 centers )** by the Malaysia Book of Records. It was a celebratory **2005** when **9 Countries** reached **100,000** students. By **2006**, the program had reached **Sri Lanka** and **Jordan**.

In **2007**, the globalart logo was created . In **2008** a center opened in **Phillipines** and by **2009**, the program had branched out to **USA** and **Cambodia**. In **2013** centers opened in **Hong Kong** and **Myanmar** and in **2014**, globalart celebrated its 15th Anniversary. By **2017**, the globalart program was expanding at a rapid rate with centers being opened in **Canada** and **Laos** and in that same year globalart celebrated its global **600th** center achievement. In **2018**, a center opened in **Saudi Arabia** and globalart won the **International Franchisor of The Year, Franchisor of The Year** and **Franchise of The Year** Awards by the Malaysian Franchise Association ( MFA ). In **2019**, globalart's journey continues with a center opening in **Morocco**.

# WHY? globalart



## How does Global Art WORK?

Beyond school learning to become  
a life-long learner

- Comprehensive pedagogy
- Multilevel (level placement)
- Individual workbooks/projects
- Professionally trained teachers
- Low student-teacher ratio (maximum 8:1)
- Facilitative learning environment
- Customized instructional materials
- Continuous assessment & evaluation
- Nurture & cultivate lifelong learning skills
- Inspirational & conducive learning centers



# More than "600" centers worldwide Since 1999





globa/art  
Think Creative

More than  
"170" Centers  
Nationwide  
Malaysia Branches





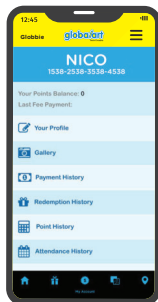
# Parents e-Account

All transactions at your fingertips



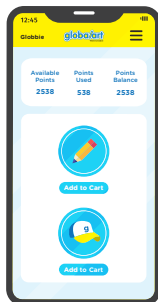
## Member Card / e-Card

- Attendance
- International Retailers



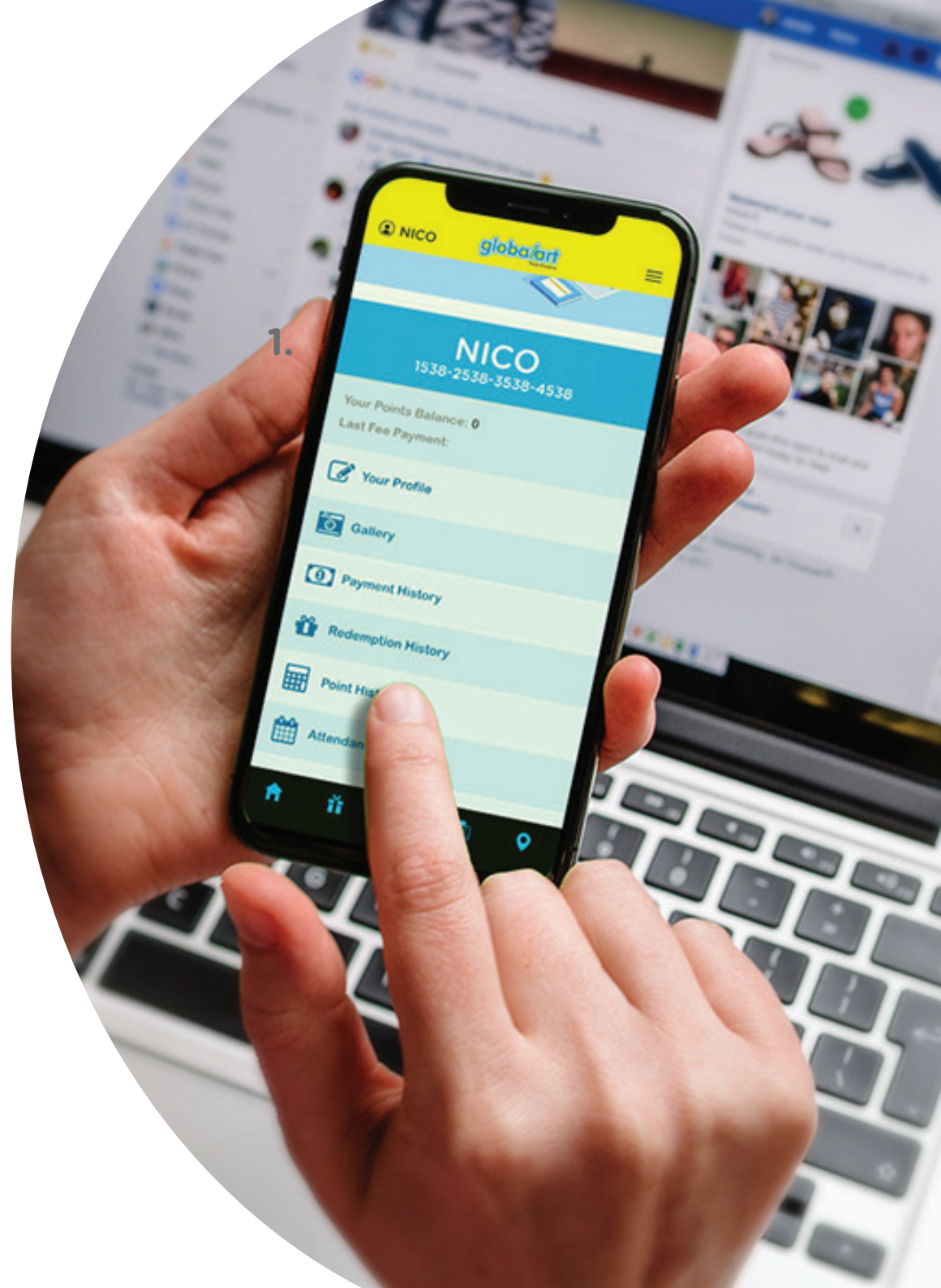
## Records

- e-Receipt
- Transaction History
- Learning Progress
- Point Balance
- Attendance Record



## Privileges

- Instant Redemption
- Members Sales Promotion
- Birthday Reward



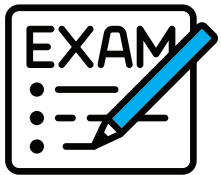


# Annual Event & Schemes



## Art Competition

- National level
- International level



## Grading Examination

- April & October
- Certificate & Result Slip



## Certificate Of Attendance

- Completion of each level



## Student Transfer

- National
- International





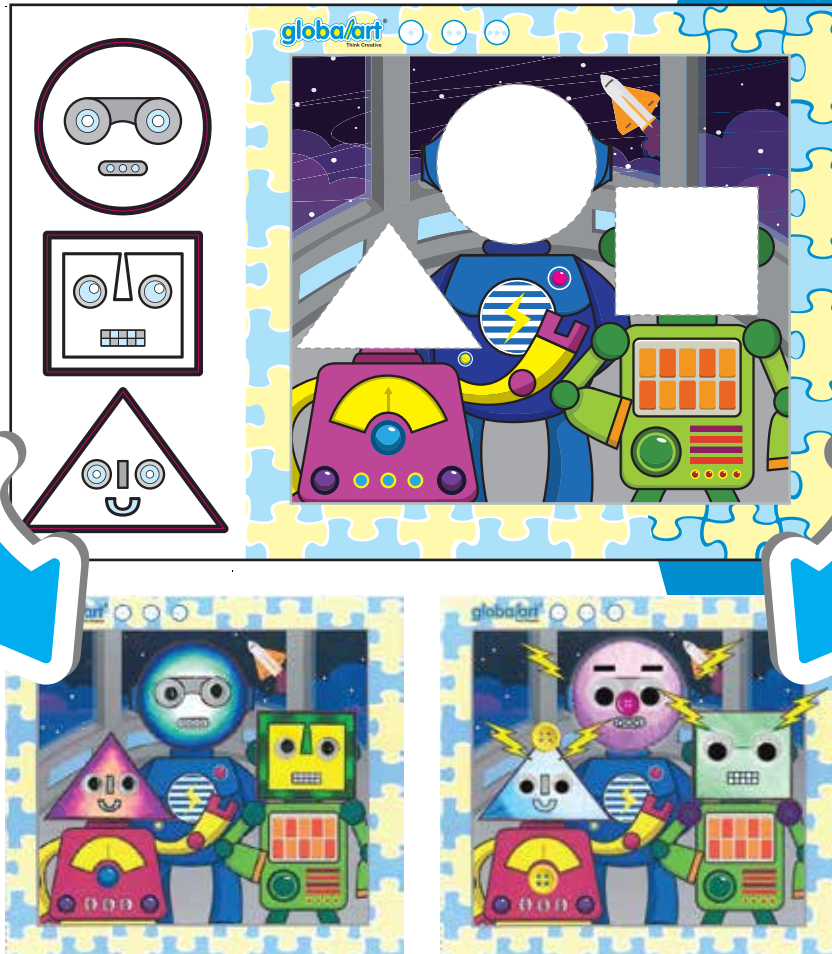


# CORE PROGRAM



# JuNiOR

AGE 3 & 4



With art & craft activities.

## DESCRIPTION

A combination of art & craft projects complete with storytelling, singing, games & puzzles.

## MATERIALS, TOOLS & COLORING MEDIUM

Variety based on projects with craft accessories & gel pastels

## LEARNING OUTCOMES

Develops disposition for learning, cooperation, confidence, commitment, enthusiasm, imagination, creativity & the application of simple art & craft techniques to complete an illustration/craft project. creativity.

## DURATION

3 months per-level

## DRAWING

### Connecting dotted lines

- Drawing and hand skills
- Linear & curvy lines
- Basic geometrical shapes

## COLORING

### Linear, curvy & circular strokes

- Coloring discipline
- Contrast (flat/multiple tones)
- Identify/match colors

## CREATIVITY

### Relate, combine & create

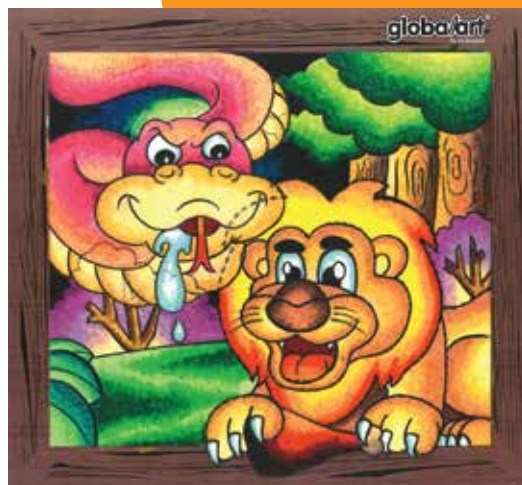
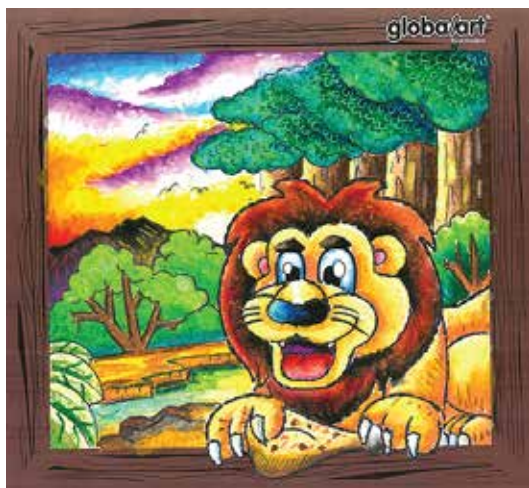
- Geometric shapes as objects
- Modification & improvement
- Theme & expression
- Additional craft accessories





# FOUNDATION

AGE 5 & 6



With art & craft activities.

## DESCRIPTION

Making selections, connections & associations through a series of fun drawing, coloring, cut/paste techniques to complete an illustration.

## DRAWING & COLORING MEDIUM

General drawing tools and color pencils/oil pastels (techniques)

## LEARNING OUTCOMES

Develops a range of skills and processes such as simple problem solving using \*guided drawing & coloring techniques (\*dotted lines/mixed media techniques).

## DURATION

3 months per-level

## DRAWING

### Connecting dotted lines

- Drawing and hand skills
- Linear & curvy lines
- Foreground & background

## COLORING

### Linear, curvy & circular strokes

- Coloring discipline
- Color codes & combination
- Color schemes & contrast
- Color special effects

## CREATIVITY

### Relate, combine & create

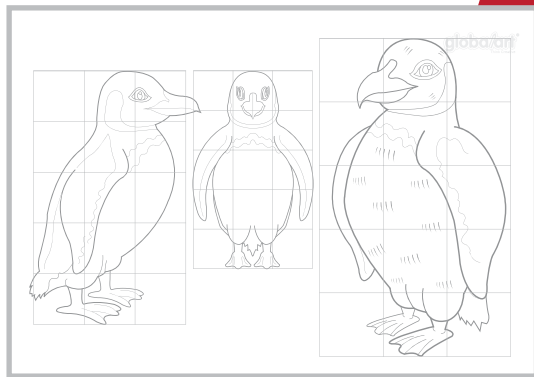
- Additional objects (drawing)
- Modification & improvement
- 3D cut & paste features (collage concept)





# Pre BASIC

AGE 7 & Above



## DESCRIPTION

Elementary drawing techniques using lines, shapes, forms, references & grids through a series of objects, animals, people & illustration subjects.

## DRAWING & COLORING MEDIUM

General drawing & composition tools with oil pastels (techniques).

## LEARNING OUTCOMES

Develops basic drawing knowledge, steps and techniques using lines, shapes, forms, foreground/background & grid drawing.

## DURATION

3 months per-level



## DRAWING

### Technical & practical

- Observational drawing
- Grid drawing
- Sketching (lines & shapes)
- Reflective drawing
- Trace drawing
- Trace drawing
- Compositional drawing
- Outline & detail drawing
- Drawing and hand skills
- Foreground & background

## COLORING

### Linear, curvy & circular strokes

- Coloring discipline
- Color codes & combination
- Color schemes & contrast
- Color special effects

## CREATIVITY

### Relate, combine & create

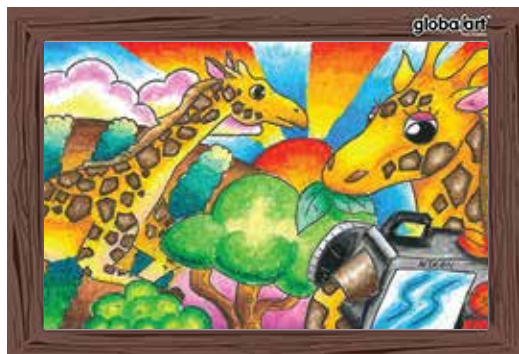
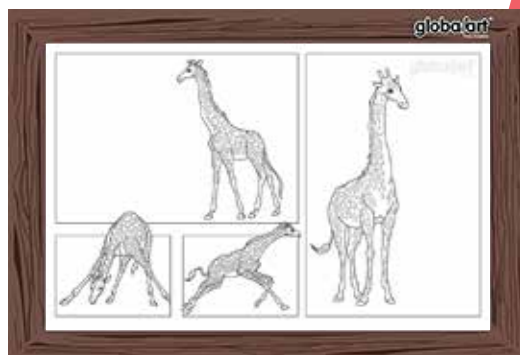
- Composition checklist
- Additional objects (drawing)
- Modification & improvement of idea

With art & craft activities.



# BASIC

AGE 7 & 9



*With art & craft activities.*

## DESCRIPTION

Expansion & organization of ideas, composition, layering system, observational drawing, coloring techniques & application through a series of story/people based illustration.

## DRAWING & COLORING MEDIUM

General drawing tools with oil pastels (techniques)

## LEARNING OUTCOMES

Develops analytical & critical thinking skills, expansion of ideas, subject composition, technical & practical drawing, mixed media coloring techniques & applications (skills).

## DURATION

3 months per-level



## IDEATION

- Think, analyze & expand
- Idea recording (idea sheet)

## DRAWING

- Observational drawing
- Technical & practical
- Drawing and hand skills
- Foreground & background

## CREATIVITY

### **Relate, combine & create**

- Fruits, animals & human characters/features
- Modification & improvement
- Theme, expression & interesting stories

## COMPOSITION

- Layering system (1-2-3 formula)
- Composition checklist

## COLORING

- Coloring discipline
- Color codes & combination
- Color schemes & contrast
- Color special effects



# INTERMEDIATE

AGE 10 & 12

## DESCRIPTION

Expansion and organization of ideas, composition, layering system, observational drawing, coloring techniques & applications through a series of story based illustration.

## DRAWING & COLORING MEDIUM

General drawing tools with oil pastels & poster colors (round/flat brushes)

## LEARNING OUTCOMES

Develops analytical & critical thinking skills, expansion of ideas, subject composition, technical & practical drawing, mixed media coloring techniques & applications (skills).

## DURATION

3 months per-level



## IDEATION

- Think, analyze & expand
- Idea recording (idea sheet)

## COMPOSITION

- Composition checklist
- Layering system (1-2-3 formula)

## DRAWING

- Observational drawing
- Technical & practical
- Drawing and hand skills
- Foreground & background

## COLORING

- Coloring discipline
- Color codes & combination
- Color schemes & contrast
- Color special effects

## CREATIVITY

### **Relate, combine & create**

- People features/characters/related activities
- Modification & improvement
- Theme & expression

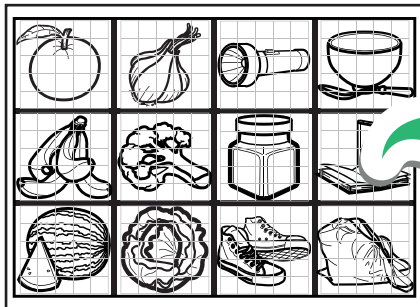


*With art & craft activities.*



# ADVANCED

AGE 13 & Above



With art & craft activities.

## DESCRIPTION

- Adv 1 - Composition, sketching, drawing & shading.
- Adv 2 - Painting techniques & applications
- Adv 3 - Theme based life and poster illustrations techniques

## DRAWING, COLORING MEDIUM & TOOLS

- Adv 1 - General drawing tools, hb & 2b pencils
- Adv 2 - Poster & Water Colors, round & flat brushes
- Adv 3 - All the above

## LEARNING OUTCOMES

- Adv 1 - Drawing & visualization skills through sketching, drawing, composition, shading.
- Adv 2 - Painting knowledge & skills through the application of poster & water coloring techniques & applications.
- Adv 3 - Composition, drawing, shading & painting skills through life/poster illustration techniques & applications.

## DURATION

4 - 5 months per-level



## IDEATION

- Think, analyze & expand
- Idea recording (idea sheet)
- Color studies

## DRAWING

- Observational drawing
- Sketch & draw (hand skills)
- Basic lines, shapes & forms
- 5 tones shading concept
- Lines & strokes (shading)
- Style & details

## CREATIVITY

- Relate, combine & create
- Theme & expression
- Modification & improvement

## COMPOSITION

- Still life & landscapes
- Perspective
- Layering system/checklist
- Title/text design & development
- Poster & life illustration

## COLORING

- Poster & water color techniques
- Coloring discipline
- Coloring direction & strokes
- Flat & multiple tones
- Color schemes
- Highlight & shadow
- Style & details



# ENHANCEMENT PROGRAM





## **DESCRIPTION**

Cartoon characters, background, story & comic development through a series of objects, animals, humans and superhero elements.

## **MATERIALS AND TOOLS**

General drawing/comic tools, marker pen, and basic watercolor application.

## **LEARNING OUTCOMES**

Develops knowledge and skills through the creation of cartoon characters, creation of comic strips using a variety of cartooning/comic materials & tools.

# CARTOONS & COMICS

**AGE 7 & ABOVE**



*With art & craft activities.*





## DESCRIPTION

Application of acrylic painting through three (3) different techniques using brushes and palette knives in exploring still life, landscape, townscape, portrait & abstract illustration subjects.

## MATERIALS & TOOLS

Canvas, acrylic paints, round/flat/stencil brushes & palette knife set.

## LEARNING OUTCOMES

Develops painting knowledge & skills through the application of canvas acrylic painting using a variety of painting tools, techniques & applications.



# ACRYLIC PAINTING

AGE 7 & ABOVE





# G-Clay

AGE 4 & ABOVE

## DESCRIPTION

Sculpting and Molding Clay Models

## MATERIALS & TOOLS

G-Clay (soft & colorful clay), modeling & sculpting tools, craft & clay accessories.

*Variety based on projects*

## LEARNING OUTCOMES

Develop fine motoring skills through clay modeling, handcrafting knowledge applications & techniques, and the creation of 3D clay & handcrafted projects into usable/decorative objects.





# CREATIVE CRAFTS

AGE 4 & ABOVE

## HANDICRAFTS & CANVAS PAINTING

Exploring the creation of various decorative & usable crafts, and the world of canvas acrylic painting.

## MATERIALS & TOOLS

### **Crafts:**

A variety of handcrafting materials and tools based on the craft ideas/projects.

### **Painting:**

Canvas Board, Flat, Round Brush & Acrylic Paints.

## LEARNING OUTCOMES

Develops art and fine motoring skills through a variety of handcrafting projects, and the introduction of art history through a variety of painting subjects and styles.





# CULTURAL ART

AGE 4 & ABOVE

## DESCRIPTION

Exploring world cultures through the study of people, animals, food, costumes, customs & traditions of different countries.

## MATERIALS & TOOLS

G-Clay, sculpting & modeling tools, illustration templates, framed canvas, oil pastels, poster & acrylic colors (round and flat brushes).

## LEARNING OUTCOMES

Enhances learner's knowledge, insights & world views through a series of cultural art & craft projects using G-clay modeling, coloring & painting techniques.





# DECO ART WORKSHOP

AGE 4 & ABOVE

## DESCRIPTION

A series of handcrafting, drawing (transfer), coloring/painting stenciling, assembling & clay modeling projects.

## MATERIALS & TOOLS

Variety of materials/crafts, tools & paints based on projects (acrylic/glass paints, etc.)

## LEARNING OUTCOMES

Understanding various types of handicrafts, design & development processes through a series of art & craft projects in creating decorative & usable crafts/objects. Improving artistic & creative expressions, & developing fine motor skills.





## DESCRIPTION

### **Handicrafts, G-Clay 3D Painting/Modeling & Canvas Painting**

A combination of multiple courses designed to enhance and to reinforce artistic, crafting and painting skills.

## MATERIALS & TOOLS

### **Crafts:**

A variety of handcrafting/clay modeling & painting materials and tools based on the craft ideas/projects.

### **Painting:**

Canvas, Flat, Round Brush and Acrylic Paints

## LEARNING OUTCOMES

Through multiple solutions and applications, learners will encounter and work with a wide variety of projects, materials and tools before turning the crafts into usable and decorative objects/paintings.

# HOLIDAY PROGRAM

AGE 4 & ABOVE

