

My Creativity- Art and Design

	Art and Design
Learning Intentions	<p>When considering the individual learning outcomes for art and design reference should be made to 'Fine Motor' section of My Physical & My Communication as many aspects are based upon manipulative skills and choice making i.e. making a collage may involve choosing colour shape and form, cutting, arranging and positioning and then attaching- visual and perceptual/spatial skills are also involved in this process. An ethos of process and not end product is essential in allowing pupils to explore, investigate and engage. The 'process' theory will enable pupils to develop problem solving; follow models and routines; listen to and understand supported verbal instruction and direction; develop preferences; relax and support emotional well being; enjoy; develop a leisure pursuit for adulthood.</p> <p>The context of 'creating' can happen within many scenarios providing both indoor and outdoor learning opportunities. Key materials and techniques to include throughout annual planning cycles should include opportunities for 2D and 3D projects. They should incorporate a combination of sensory natural and manmade resources.</p> <p>2D: crayons; paint- poster, acrylic, UV reactive, glow in the dark, metallic, puffy paints; pastels; charcoal; felt tips; pencils; assorted colour, texture, pattern and reflective surfaces paper, card & fabrics; sand/glitter/sequins; easels; whiteboards & chalkboards; acrylic boards & washable surfaces i.e. windows, walls. Painting/mark making using tools, utensils and body parts.</p> <p>3D: mobiles; sculpture- static and moving; models; construction; junk box modelling; clay; wire; Modroc/plaster; papier mache; cardboard structures; weaving- frames, fabric, fences, willow; wood, plastics and tools.</p>
Suggested Teaching & Learning Activities [small group 1:1] and Tool Kits	<p>Tell Me a Story- Classroom display based upon chosen literacy focus i.e. Traditional Tales, The Gingerbread Man.</p> <p>3D: Fun with cookie cutters and Gingerbread people; ginger scented playdough; salt dough to make gingerbread men models to decorate and glaze and hang as mobiles; clay to model and make gingerbread people shapes; junk box modelling to support display work, make an oven for the wall to put Gingerbread man in; concertina chain link gingerbread people to make garlands or display border- cutting and shaping skills; outdoor art, garden fence weaving with blue fabric strips for the river and add laminated characters to suspend in sequence.; make gingerbread man themed tactile sensory zip/lock bags adding sequins, glitter etc.</p> <p>2D: Giant Gingerbread man for display board and add features- texture paint by adding and exploring with different materials i.e. sand, sawdust, glitter. Add paint with big household paint rollers and paste brushes. Background for display board- cellophane and shiny paper collage for river, fabrics and textured paper collage for fox and grass etc. Mark making in ginger scented and coloured foam and gloop.</p> <p>Create book marks and book covers with paint effects/mark making- stencils, marbling, Brusho/water washes, stampers.</p>