

Burton Hathow Ducklings

Newly hatched ducklings are the inspiration for a collection of paintings by Years 2 and 3 at Burton Hathow Preparatory School. Head of Art, Rachel Burch shares the activity.

The Wildflower Meadow

Rachel Burch, Head of Art at Burton Hathow Preparatory School and her pupils explore simple drawing, collaging and painting techniques to create beautiful artworks inspired by a summer meadow.

Clay 'Portrait' Miniatures

This two stage clay and painting resource by artist/educator Sharon Gale is very versatile because essentially the miniatures are blank canvasses. In this particular workshop, the subject matter had to link with KS2 Geography and the topic of rivers. Students were asked to research their favourite creature or plant, that made the British riverside its home. They made their miniatures from clay and painted their chosen wildlife onto them.

Composing Digital Music to Enhance Visuals

AccessArt Young Artist Alex Tunstall shares his passion for composing digital music.

David Parr House – “What’s Your Space?”

In celebration of the opening of David Parr House in Cambridge, this resource aims to inspire children aged 8 to 12 to explore design.

Painting A Rainbow Forest

Rachel Burch, Head of Art at Burton Hathow Preparatory School and her pupils paint their own large scale, colourful forest inspired by AccessArt’s resource ‘Painting A Bluebell Forest’. Rachel shares her process in this resource.

Exploring Black & White Film Photography

AccessArt Young Artist Mitch shares his passion and process in analogue photography.

Inspire 2020: Teachers

This post is based on CPD (Continued Professional Development) sessions in February and March 2019, hosted and delivered by the Fitzwilliam Museum, Cambridge in collaboration with AccessArt, for Cambridgeshire teachers participating in Inspire 2020 Project.

Graffiti

In this class teenagers work with Melissa Pierce Murray and take inspiration from the motivations and methods of Graffiti artists.

Tall Skinny

Teenagers working with Melissa Pierce Murray used thin wire to make works with a strong presence. They began by looking at

examples of works by two contemporary women artists including Phyllida Barlow and Rebecca Warren.

Layers

Teenagers draw on layers of acetate to make a palimpsest with Melissa Pierce Murray.

The Making of: “Being Creative Builds Your Sense of Self”: A Simple Building Block Animation

Be inspired to make a simple stop motion animation using building bricks!

‘Meet and Make’ Teacher CPD Event and Resource Share

See how teachers, museum educators, the local scrap store and arts organisations were brought together for a making session inspired by Brilliant Makers at Arbury Primary School,

Cambridge with year three teacher Eilis Hanson.

Simple Animation: Making a Flick Book

Flick books are a great way to make simple animations.

Animation Software

Simple advice to help you chose and use accessible animation software and hardware. No experience needed!

The Making of: “Everyone Else is Better Than Me!”

Simple animation technique using a vegetable, but a great example of how a clear message and thoughtful animation can communicate emotion.

Nursery Night Time Collage

Inspired by the AccessArt Village, artist Rachel Thompson works with pre-school aged children in St Matthew's Nursery School, Cambridge to make their very own night time scenes with collage and wax-resist.

Making the Gift of Home this Winter

The AccessArt Village in the Ruskin Gallery, Cambridge and how to celebrate community, creativity and home.

Santa comes in all Shapes and Sizes: Yr 3 Make Bouncing Santas!

A fun end of term project that would also be perfect to do at home – making model Santas with character! Jan Miller share a process to make 3D model Santas using simple materials and processes. This activity can be used with children aged 7 to 14 (any KS, 2, 3 children).

Simple Casting Techniques – by Melissa Pierce Murray

Artist Melissa Pierce Murray led a series of workshops for teenagers exploring a variety of casting techniques.