

# Dizzy Tins

By [Tobi Meuwissen](#)

*In this activity, inspired by the pastel animations of artist [Guma Ranks](#), year 6 from Sheffield Girls' School created a series of observational drawings of tins to create a stop-motion animation.*

*Learners explored [form](#), considering how lines can be used to represent convex shapes, and developed their observational drawings into moving image, working between both tactile and digital techniques.*

*This two-part activity will take 2 hours to complete, with the first session focusing on drawing, followed by a second session dedicated to animating. I recommend trialling the activity before facilitating it, to ensure you fully understand the process and can confidently support learners with each step.*

*This activity is suitable for learners aged 11 and upwards.*

*Thank you to the Year 6 class at Sheffield Girls' School for participating in this workshop.*

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## What We Like About This Resource...

*"I really like how Yu-Ching's process combines hand-drawing and painting, before moving across to digital. Combining those processes ensures that the illustrations retain a very warm, tactile look to them, but the digital element refines the imagery. We really like what Yu-Ching says about the benefits of silent books being universally understood and feel that the benefits and challenges of not using words means that the imagery has to be really clear, which encourages lots of exciting creative problem-solving." – Tobi, AccessArt*

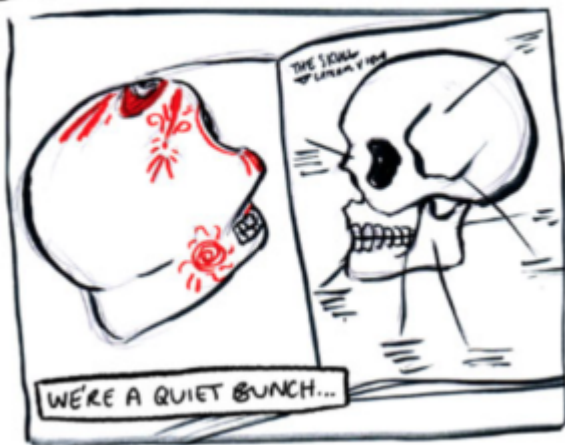
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## Illustrating The Jabberwocky

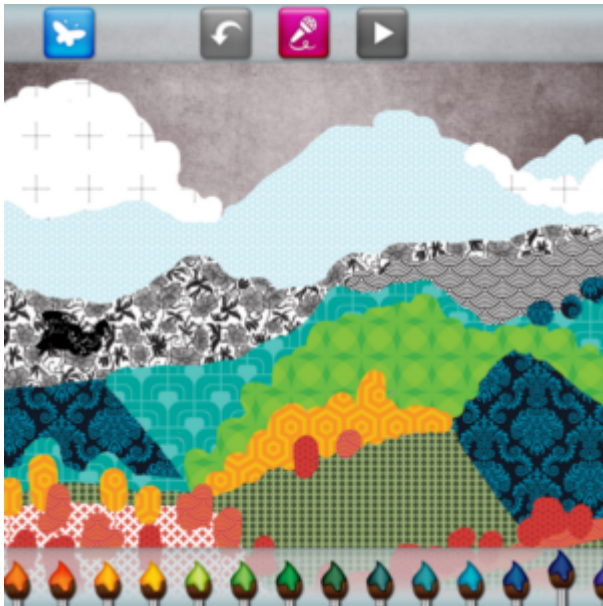


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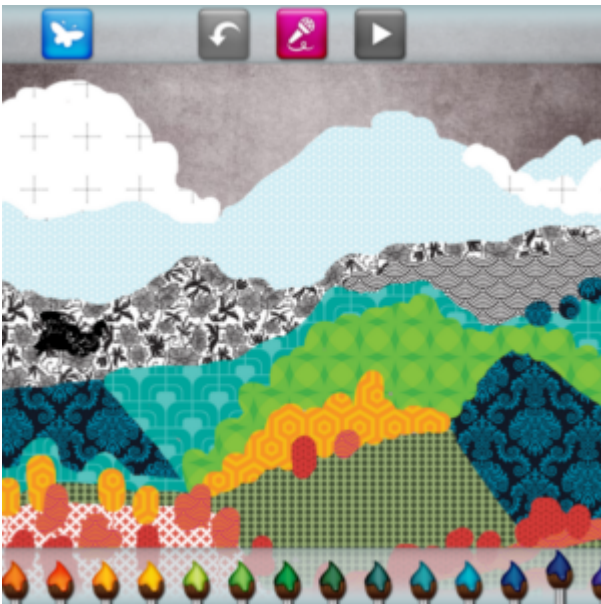
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# Digital Collage and Image Manipulation

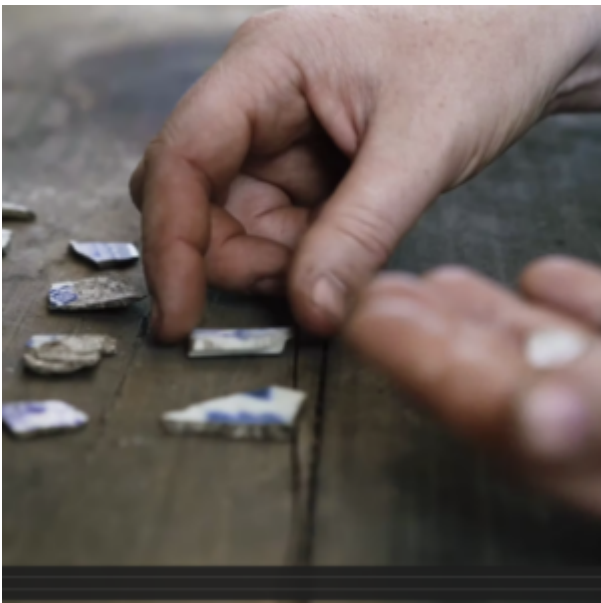
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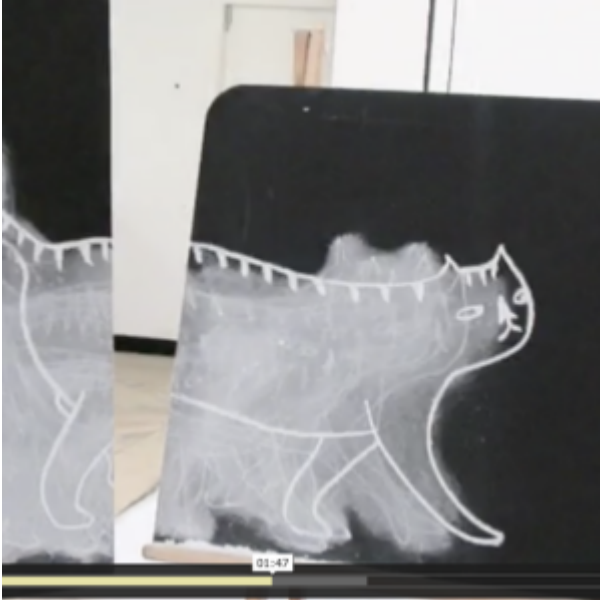
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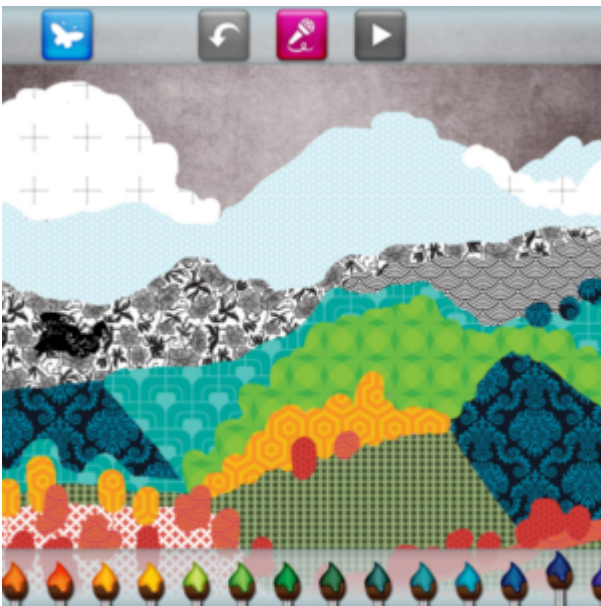


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**Exploring Scale with Green Screen**



**painting on a screen**



# Which Artists: We are out of office

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## Unesco: Celebrating the Power of Making!

Inspired by Paula's recent rousing film, 'It's in Our Hands', artist Jan Miller pulled images together from her own teaching to illustrate the things the children in her classroom do with their hands

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## Making A Creative Response – Physical to Aural

As part of the teenage #BeACreativeProducer

Project, we have been exploring how we can trust and use “instinct” in relation to finding starting points to generate ideas and enable creativity. In this post, AccessArt Young Artist Alex Tunstall shares what happened when he received a “box” of physical stimuli to inspire an aural response.

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## **Animating Hands!**

Using image frames from video to create quirky animations of hands moving!

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## **The Making of: “Being Creative Helps You Tackle Challenges in All Areas of Life”**

Meet Bob! A cloth character with a bendy wire armature to animate in front of a green screen.

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# The Making of: Hand Coloured Photoshop Animation Frames

This post shares how one of the #BeACreativeProducer team members, Alex, developed his digital skills by working across iMovie and Photoshop to extract single frames from a movie, hand colour them in Photoshop, and then import them back into iMovie to complete the animated scene.

We used the technique as a visual to an aural backdrop of the teenagers working collaboratively on their musical composition.

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## Magnets and Forces

Secondary school students are likely to study properties of magnets in their science classes, but in this workshop, artist Melissa Pierce

Murray, encourages teenagers to explore playful and aesthetic responses to magnets, rather than analytic and quantifiable ones. Using artistic and scientific approaches together aid in developing curiosity and imagination.

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## **Using Mobile Phones to Make Animated Films**

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## **Ten Top Tips to Take Superb Pictures on Your Camera Phone by Ruth Purdy**

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**Lights | Camera |  
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**Playing with tape,  
projectors, Wicky  
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more!**

Accessible approaches for collaborative drawing  
with visually impaired students with Sara Dudman  
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# **Astronaut Paper Body Casts by Gillian Adair McFarland**

**A non messy, big impact project in a day on the  
theme of space exploration to fit with Tim Peake  
going to the International Space Station.**