

Curtis Holder: Art & Education

Many thanks to artist, teacher & winner of the Sky Arts Portrait Artist of the Year 2020, Series 7, Curtis Holder, for talking with AccessArt about the importance of art and art education.

This is a sample of a resource created by UK Charity AccessArt. We have over 1500 resources to help develop and inspire your creative thinking, practice and teaching.

AccessArt welcomes artists, educators, teachers and parents both in the UK and overseas.

We believe everyone has the right to be creative and by working together and sharing ideas we can enable everyone to reach their creative potential.

Scaffolding Projects

**Thoughts About the Art &
Design Curriculum by Paul
Carney**

**Taking Stock: What a Game of
Snakes & Ladders Made Me
Think About Art Education**

Be Consistent

Be Mindful Of Hidden

Assessment

Make Assessment Inclusive

Attainment And Progress Are Two Very Different Things

Make Assessment a Classroom Tool For Improvement

Assess a Broad Range of Art Abilities Over Time, Linked To Your Curriculum

Know Your Pupils' Starting Points

Identify What It Is You Want To Assess

**A Sketchbook Pathway Step 5:
Keep The Sketchbook Handy**

**A Sketchbook Pathway Step 4:
Celebrate Individual Journey
& Personal Discovery**

A Sketchbook Pathway 3: Let Go Of Expectations & Let Things Collide

A Sketchbook Pathway Step 1: Open Out & Give Permission

Pupil Led Arts Council At Gomersal Primary School

What Shape is Progression

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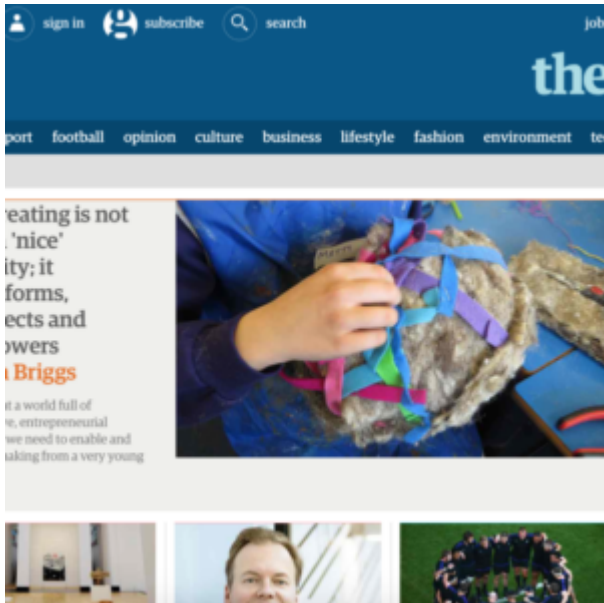
Assessment & Progression



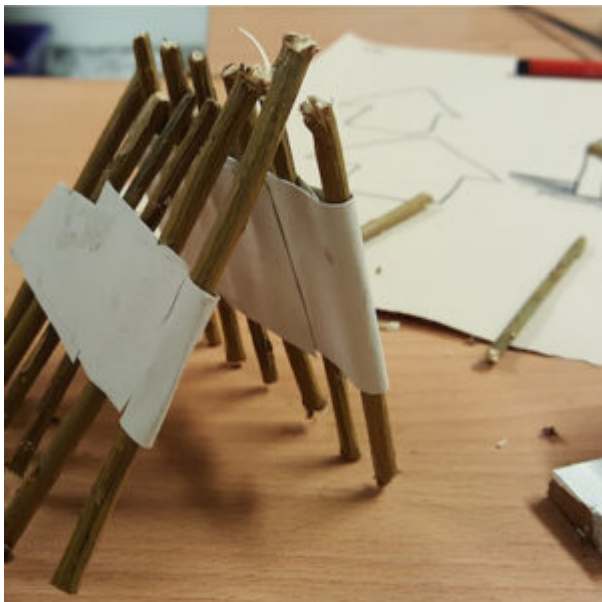
Knowledge Organisers for Art in Primary Schools

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Permission to Make



What did my child make this week?



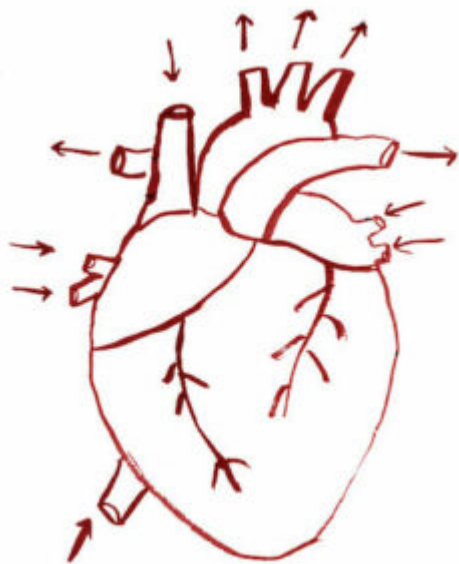
Visual Arts Planning: Light and Dark



Offering to Teachers to ages 4-11



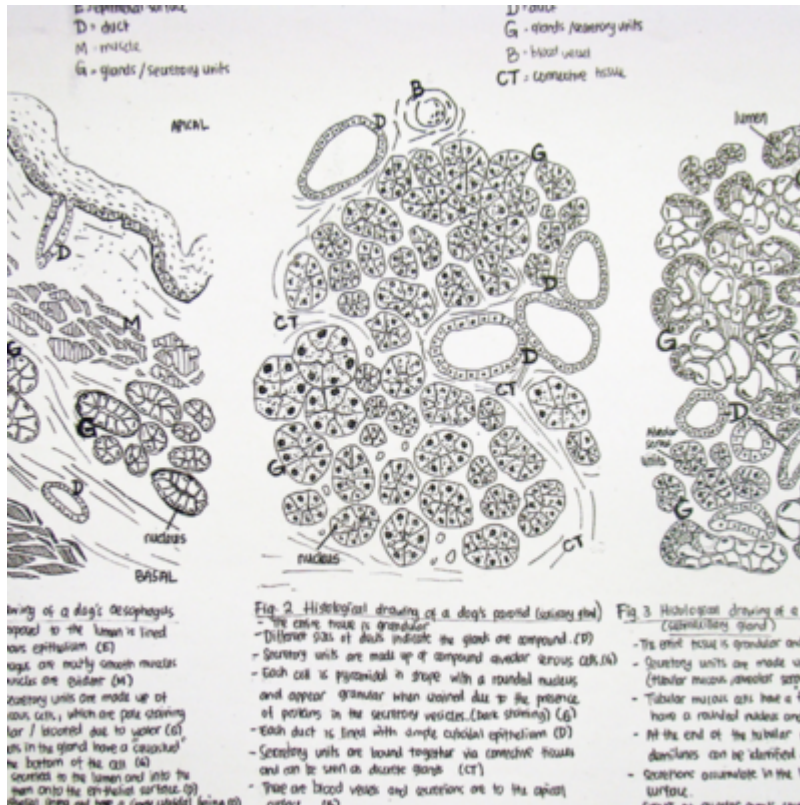
Pedagogy in 250 words



**Drawing for Learning in
Anatomy, by Dr Fay Penrose**

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[Fay shares her working process in using drawings as a means of building understanding](#)

Drawing for Science, Invention and Discovery



A collection of resources which explore methodical and chance drawing processes, together with visualisation, adaptation and memory drawing activities.