

# INSPIRE 2020

AccessArt has been delighted to have worked with [Kate Noble](#), Miranda Stern, Alison Ayres, Sarah Villis and Holly Morrison, from the [Fitzwilliam Museum Learning Team](#), to inspire primary school teachers, in and around Cambridgeshire, to use the Museum Collection to support their pupils' learning and creative development.

The aim of this series is to give teachers the confidence to work in museum spaces, responding to objects and sharing ideas.

The focus of this workshop is on painting '*The Story of Cupid and Psyche*' by Jacopo del Sellaio, an Italian painter working in Florence, Italy in the 1400s. However, the resources below can be adapted to any painting in your local gallery or museum.

Below you will find a series of activities used to explore the painting, starting with CPD for teachers run by AccessArt and the Fitzgerald Gallery in Cambridge, followed by a series of resources exploring the impact of the project in schools.

The collection of resources below was used by teachers during the Inspire 2020 Programme,

running throughout 2019. Find out how this ambitious project affected schools across Cambridge. Read more about the impact of Inspire 2020 [here](#).



## Inspire 2020 Programme Goals

### ▪ CONFIDENCE

Teachers and pupils will develop confidence working in the museum spaces, responding to museum objects and sharing their ideas.

Teachers will develop their confidence teaching and advocating for art and design within their school.

### ▪ KNOWLEDGE

Teachers and pupils will develop knowledge of museum objects, art forms and art skills through inspiring interactions with museum objects.

Teachers and pupils will develop knowledge of how to plan and deliver cross-curricular projects.

Teachers and pupils will develop a better understanding of how to promote child led enquiry based learning within their setting.

Teachers will develop their knowledge of how to plan and deliver high quality art experiences for their pupils.

## • CREATIVE THINKING

Teachers and pupils will respond creatively to the collection in a variety of different ways, e.g. talking, drawing, mark making, modelling, moving, writing.

Teachers and pupils will use imaginative, inquisitive, persistent, collaborative and reflective approaches when responding to the museum objects, collections and spaces.

# Inspire: Teachers

## Talking Points: The Story of Cupid and Psyche by Jacopo del Sellaio



Start by exploring the narrative behind the painting 'The Story of Cupid and Psyche' in this

**[“Talking Points”](#)** written by Kate Noble.

## **Introduction for Participating Teachers and Educators**



Find out how teachers used drawing, collage and making to explore Jacopo del Sellaio's Cupid and Psyche at the Fitzwilliam Museum, Cambridge. [Find out more here.](#)

## **Introduction for Participating Teachers and Educators**



This post shares how teachers interpreted the processes involved in using egg tempura, a medium used during the Italian Renaissance, as part of the CPD programme for Inspire 2020. [Explore Egg Tempura here.](#)

## Inspired: Students

Inspired! Psyche's Resilience by The Fitzy Peters





Natalie shares the pupils' Inspire journey and their response to the Renaissance painting of Cupid and Psyche by Jacopo Del Sellaio at the Fitzwilliam Museum, Cambridge. [Explore here](#).

## **INSPIRED! 'THE TREE' BY YEAR ONE AND TWO AT HAUXTON PRIMARY SCHOOL**



[This post](#) shares pupils' Inspire journey and all that they learned in response to looking at the Renaissance painting at the Fitzwilliam Museum, Cambridge, and where Science and Art can meet.

## **Inspired! Re-Creating Cupid and Psyche in Mixed Media by Year Fives at Linton Heights**



**This post shares the pupils' Inspire journey and how they worked together exploring mixed-media on a large scale making a creative response to the Renaissance painting at the Fitzwilliam Museum, Cambridge. [Read more](#).**

## **Inspired! Making at Linton Heights Junior School**



**See how Anna Campbell integrated this project**

across different subjects to progress pupils' making skills throughout the year groups. [Find out how.](#)

## Resources on AccessArt

### AccessArt Drawing Prompt Cards



### Drawing in the National Curriculum





# Feeling Through Drawing



## Ten Minutes, Five Times a Week



## Tools: Introducing Sketchbooks and Self-Directed Learning

## Sketchbooks in Primary Schools



## **Developing Your Sketchbook Approach**



## **Making Sketchbooks at the Fitzwilliam Museum, Cambridge**



**Tools: Introducing Themes and Storyboards**

**AccessArt Collection: Resources which Support Literacy**



**Drawing Storyboards with Children by Paula Briggs**



## Illustrating Stories: Creating a Storyboard and First Dummy Book



## Illustrating 'The Jabberwocky'



## Page to Panel – How to Make Manga



**Tools: Colour**

**Colour Wheel for Infants and Juniors**





## **EXPLORING PRIMARY COLOURS AND PROGRESSING WITH PAINT**



## **Exploring Watercolour at the Fitzwilliam Museum Cambridge with AccessArt**



## **How to Make Beautiful, Liquid Drawings Inspired by Degas**



**Tools: The Figure**

**AccessArt Collection: Drawing from a Live Model**



## **Self Portraiture Photography by Anna Linch**



## **Spotting Potential and Nurturing a Young Talent**



**Tools: Nature and Landscape**

**Layers in the Landscape by Emma Davies**



**Wax Resist Autumn Leaves by Rosie James**





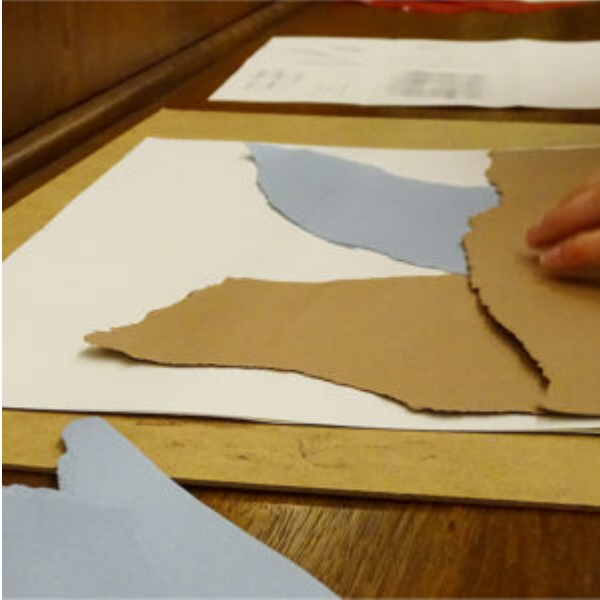
## **AccessArt Collection: Trees, Forest and Landscape**



### **Tools: Collage**

**Gathering Marks and Tearing Paper to Appreciate Prints by Goya, Turner and Cornelius at the Fitzwilliam Museum, Cambridge**





## **From Drawing to Collage to Casting by Louise Shenstone**

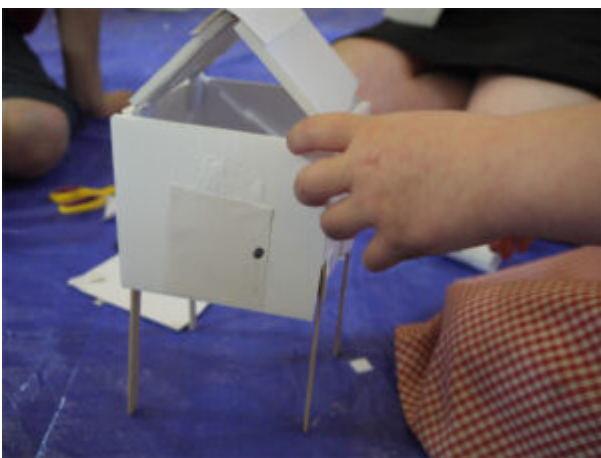


## **Jo Allen and Rachael Causer at Ridgefield Primary School**



**Tools: Materials led Exploration**

**AccessArt Collection: Houses, Homes and Architecture**



**MAKING SCULPTURAL INTERPRETATIONS OF 18TH CENTURY PORTRAITS AT THE FITZWILLIAM MUSEUM**



## **Making a Lyre Inspired by the Ancient Greeks**



## **Conclusions**



**Inspire 2020 is not about static endings but about discovery, open experimentation and play.**

The end point might just be a snap shot of a long process and not a final conclusion.

We hope that Inspire 2020 will give schools plenty of time and scope to play and find new avenues to explore, led by the children's and teachers', inspirations, fed by great art and hands-on creative processes.

We hope that along the way new skills and ideas will be cemented and creativity will be embedded as a resource to draw from for life.

## Find Out More About Take One Picture



Inspired by the National Gallery's  
Take One Picture programme

The  
Fitzwilliam  
Museum  
CAMBRIDGE



UNIVERSITY OF CAMBRIDGE  
**MUSEUMS**  
& BOTANIC GARDEN



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