

# É Com As Nossas Mãos Que...

AccessArt and the #BeACreativeProducer Project are proud to support the 2019 UNESCO International Arts Education Week, supported by the World Alliance for Arts Education and InSEA through the “It Is Through Our Hands” video. #Making\_InSEA

Sharing “It Is Through Our Hands” and Using it to Inspire Creativity...

We hope you will show “It Is Through Our Hands” to your pupils and audiences in classrooms, workshops and assemblies. Perhaps you might then like to celebrate the creativity of your audiences/pupils through the activities below.

## Workshop Session Ideas

### Primary



[Drawing like a caveman.](#)

**All Ages**



**Making simple continuous line drawings of cupped hands.**

**Secondary Upwards**



**Making casts of hands**

**Secondary Upwards**



## Life Drawing Hands

**All ages**



## Non Dominant Hand Drawing Exercise

**Secondary Upwards**



## [Animating Hands](#)

**You Might Also Like...**



[What Did My Child Make With Their Hands This Week? \(and why it is important\)](#)



## With Thanks To...

Many thanks to all involved in making “It Is Through Our Hands”

[#BeACreativeProducer Project](#)

Soundtrack: [Rise by Alex Tunstall](#)

Maisie, Lauren, Emily, Owen, Oliver and from [Durham Sixth Form Centre](#)

Words & Editing by [Paula Briggs](#)

[InSEA](#) and [Susan Coles](#)

## Do You Believe Creativity Has The Power To Transform Lives?

AccessArt is a UK Charity and our income comes from membership fees, which in turn help us commission new resources for the benefit of our members.

Please consider [joining AccessArt](#) and becoming a part of a dynamic, creative community.

To pay for an annual membership in Euros (non-recurring) please click on the link below:

[AccessArt Annual Membership in Euros](#)

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# A Kezünk Által

Az AccessArt és a #BeACreativeProducer Project büszkén támogatja a 2019-es UNESCO Nemzetközi Művészet Oktatás Hetét, amit a World Alliance for Arts Education és InSEA az “It Is Through Our Hands”/ A két kezünk által videón keresztül támogat. #Making\_InSEA

Oszd meg az “It Is Through Our Hands”/ A két kezünk által videót és használd a kreativitás inspirálására...

Reméljük, megmutatod az “It Is Through Our Hands”/ A két kezünk által videót a tanteremben diákjaidnak és vendégeidnek is, workshopokon és rendezvényeken. Az itt következő feladatokkal próbára teheted diákjaid kreativitását.

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### You Might Also Like...





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### You Might Also Like...





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## **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.

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## **Exploring Black & White Film Photography**

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

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## **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.

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# AccessArt & #BeACreativeProducer Digital Wellbeing Week

In response to the need to help teenagers navigate their use of digital media and increase their sense of wellbeing, AccessArt has launched a Digital Wellbeing Week.

Digital Wellbeing Week provides an opportunity for schools to encourage pupils to become more aware of their use of digital media, and how they can balance a more mindful and creative use of digital media with an exploration of creativity in the physical world.

The resources used in the Digital Wellbeing Week were created in collaboration with teenagers during the [#BeACreativeProducer](#) project. The resources have been designed to be shown in classrooms, assembly, or at home.

**You can find all the resources you need below.**

**There are no set dates for the Digital Wellbeing Week – instead a school can choose a time which is convenient to them. The resources are suitable for Years 6 to 11 (UK schools) or ages 10 to 16.**

**The #BeACreativeProducer Project has 3 core values:**

**The project has 3 main core values:**

- .We need to help teenagers balance digital and physical, and to enable them to use digital in a mindful way**
- .We need to help teenagers value their creativity**
- .We can help teenagers find inspiration through friendship & collaboration**

**Monday**

**Meet the #BeACreativeProducer Team,  
and Then Try A quick quiz to help  
you think about how use use digital  
media**

**Follow-On Discussion Points:**

**How do you spend your time online?**

**How does it make you feel?**

**Is there anything you would like to change about  
the way you use digital media?**

**Tuesday**

**Be Creative! Why is Being Creative  
Important?**

**Follow-On Discussion Points:**

**What kinds of creative things do you do? In school  
and out of school? In the physical world, and in  
the digital world?**

**How do they make you feel?**

**Wednesday**



# How Can We Become More Creative?

## Follow-On Discussion Points:

There are different stages to being creative. Sometimes you need to “take in” to get inspiration. Sometimes you need to make “space” to have ideas. Sometimes being creative feels good, but sometimes being creative is hard work.

Do you recognise any of these stages? How do you feel, in the different stages?

Can you think how you can help yourself, or help your friends, in the different stages?

## Thursday

### What Kinds of Things Can Hold Us Back?

## Follow-On Discussion Points:

Do you recognise any of the “Ogres” that can hold us back?

How do you get round these thoughts?

## Friday

# Go For It! Tips & Tricks To Help You Be Creative

## Follow-On Discussion Points:

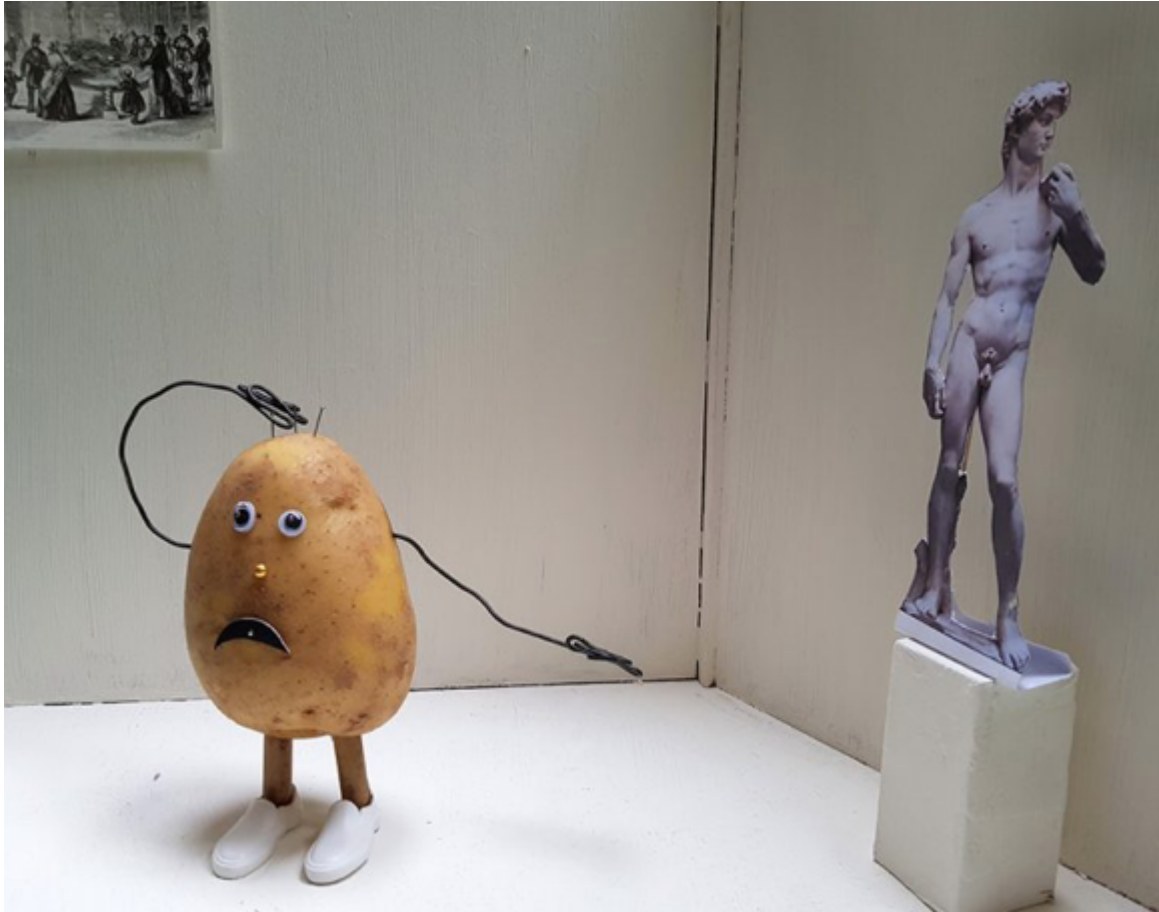
Think about the things you like to look at online (music, fashion, art, dancing, film, games...).

Think about your own skills...

If you could have a dream, what would YOU like to produce/create?

Start small, or think big! It's up to you!

## What Next?!



**Make your own films & animations!**

We have [lots of resources](#) which share how we combined our skills to make our films and animations. Be inspired and make your own! You might use these resource in the classroom, at home, or even start a #BeACreativeProducer club.

More resources are added each month.



Proud to be shortlisted for  
**DIGITAL & FILM**

**NATIONAL AWARDS 2018/19**

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The Creative Learning Guild

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## **Graffiti**

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

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# 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.

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## Layers

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

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## #BeACreativeProducer Parts 1 & 2

[<< Back to the main #BeACreativeProducer Project pages <<](#)

Sit back and enjoy the entire #BeACreativeProducer film, made by teenagers as part of the #BeACreativeProducer project. [You can also watch the film in its smaller scenes here.](#)

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# #BeACreativeProducer Credits

[<< Back to the main #BeACreativeProducer Project pages <<](#)

It has been such a wonderful pleasure and privilege to work on the #BeACreativeProducer Project.

Very many thank to all those who supported the project in so many ways!

The biggest thank you goes to the original team of five teenagers who have been so open in their exploration and who committed so much of their free time to the project. Thank you to [Amelia Baker, Rowan Briggs Smith, Lluís Borrell, Imogen Ransome & Alex Tunstall](#) – it's been wonderful working with you all.

Thank you to the parents of the teenagers who supported the project and their children so enthusiastically.

We would like to say a special thank you to:

- Pete Sayer from [Gruffdog Theatre Company](#) for kick starting our



interviews.

- Lynne Simpkin and the BA students we interviewed at [NUA](#), on our first #BeACreativeProducer Project trip.
- The people of Cambridge for allowing the team to interview them, as they appear in Scene 4.
- All the many arts and education professionals who sent us their video clip messages to the team.
- Susan Coles, Sharon Hodgson and Sophie Leach for inviting the #BeACreativeProducer team to the Houses of Parliament to present at the [APPG for Art, Craft & Design Education](#).
- Arts Picture House Cambridge for welcoming us into their cinema!
- [Snask, Stockholm](#), for allowing us to interview your enthusiastic staff.
- Lfteris Herekis for his words to camera which we used in Scene 2.
- Anna MacDonald for her words to camera which we use in Scene 5.

[Cambridge Junction](#), for hosting a wonderful opening night.

## Crowdfunder Supporters

Holly Burton

Morag Thomson Merriman

Andrea Butler

Stephen Taylor

Alex McNiven

Irina Richards

Susan Coles

Jane Reynard (who sponsored the ScolaQuip Prize)

Reg Den Hartog

Margaret Den Hartog

Jean Smith

Sarah Heydinger

Sarah Cannell (who sponsored the Henrys Odyssey Prize)

Clare Tunstall

3 x anonymous donors

Please join us on the next leg of the #BeACreativeProducer Project, and help enable new audiences of teenagers value and develop their creativity. Thank you.

Paula Briggs, Co-Director and Co-Founder,  
AccessArt

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# The #BeACreativeProducer Animations!

[<< Back to the main #BeACreativeProducer Project pages <<](#)

## How You Might Use our Animations

The teenage [#BeACreativeProducer](#) team have made over 25 minutes of film & animations to inspire creativity in ages 10 to 16. The scenes are split below for ease of viewing, or you can [watch the film in its entirety here \(26 minutes\)](#).

The animations introduce concepts about teenage creativity. You may wish to use them to stimulate conversation and discussion, to help teenagers assimilate the ideas before they go on to explore their own creativity.

We hope that throughout the animations, we demonstrate how teenage creative skills can be used collaboratively to create inspirational content.

Once you have watched the animations, take a look at our [animation resources](#) which share animation techniques and ideas (including “the making of” certain scenes below).

## Part One

### Introduction

## Part One

### Are You A Consumer or a Producer?

Take our friendly quiz to help you think about your attitude to digital media!

5 minutes

## Part 2 Scene 1

### Be Creative

Intro: 1 minute 30 seconds

## Part 2 Scene 2

### Why is Being Creative Important?

5 Reasons why being creative is important!

Being creative can help build sense of self, help us create a safe space, help us tackle challenges in all areas of life, it's fun AND everything in

**our world has been designed or made.**

**2 minutes 56 seconds**

## **Part 2 Scene 3**

### **So How Can We Become More Creative**

**This scene explores how we can allow our creativity to flourish.**

**5 minutes**

## **Part 2 Scene 4**

### **What Stops Us From Being Creative?**

**We all experience the same doubts: we think what we do won't be good enough, or worry what other people will think, or we put things off until tomorrow (which never comes!). Explore the 7 "Ogres" which can hold us back from being creative!**

**4 minutes 14 seconds**

## **Part 2 Scene 5**

### **Creativity Hacks: Tips for Helping Creative Juices Flow!**

**Lots of things can help you on our creative**

journey. Work in collaboration with others, use social media to inspire and most of all, focus on the things you like doing...

5 minutes 10 seconds

**Credits**

**Watch the Big Band!**

50 seconds

[Full Acknowledgments](#)

**Watch the Film in its  
Entirety (26 Minutes)**

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**Inspiring Creativity in  
Teenagers...**

**#BeACreativeProducer**



**The #BeACreativeProducer  
Project Aims to Inspire &  
Enable Teenager Creativity  
Through Film & Animation.  
Start Your  
#BeACreativeProducer Journey  
Here!**

## **1. Watch our Animations**

**Animations to Inspire**

**Made by the #BeACreativeProducer team, we  
have over [25 minutes of film and  
animation](#) to inspire your teenagers.**

**The animations are the result of over 9  
months work by 5 young people from  
Cambridgeshire, with all the artwork,**

sound, and animation created by the teenagers themselves.



## 2. Explore Resources

### Resources to Enable

We have created a whole [range of resources](#) which share how we made our animations, so that you can make yours! Learn to make stop motion animations

using characters (bought and made), green screen, flick books, photoshop editing, whiteboards, and cut out lettering.



Meet the Original  
#BeACreativeProducer Team



# Background to the Project

The #BeACreativeProducer Project started in June 2018 when 5 teenagers (Alex, Amelia, Immy, Lluís and Rowan) led by Paula Briggs from AccessArt, began on a journey to make animations designed to inspire creativity in other teenagers.



The legacy of the project – the [Final Animations](#), and [Resources](#), are an inclusive way to widen the benefits of the project to audiences of young people in the UK and overseas.

The #BeACreativeProducer project encourages teenagers to work collaboratively, or alone, to create film and animations about the things they

care about, and so helps young people develop their voice.

The project also helps teenagers balance their experience of the digital and physical world to feed their creativity.

## Why Animation?

Exploring animation and film is an amazing way to inspire and enable teenage creativity.

The original [#BeACreativeProducer](#) Project demonstrates that an exploration of film and animation can offer teenagers a unique opportunity to develop their own creative interests, whatever they might be. Better still, by contributing those interests to a [collaborative project they could then see the results valued by others](#).

The project encouraged teenagers to value their passions and skills, including woodwork, craft, printmaking, painting, drawing, calligraphy, drama, playing instruments, composing music (physically and digitally), and photo and film editing. All these skills have been brought together to make the final [films and animations](#).

Teenagers can work alone or in small groups to make their animations. Whilst some teenagers will prefer to work alone and [bring a variety of skills](#) into their project, others will prefer to work

collaboratively, sharing skills and inspiring each other.

Finally, making animations and films about things young people care about is the perfect way to help [teenagers find and share their voice.](#)

## Who Might Enjoy Taking Part?

The #BeACreativeProducer project is suitable for ages 10 to 16.

Teachers might like to use [the animations](#) in assemblies, classrooms and after school clubs to promote discussion amongst pupils about why we should value and develop our creativity, and to inspire their own #BeACreativeProducer journey.

Workshop leaders or facilitators might also like to [use the resources](#) in galleries, museums and community centres with youth groups and workshop audiences.

Parents and home educators might like to help facilitate the #BeACreativeProducer journey with their families.

# Next Steps...



# Watch our Animations

[Watch All The Animations](#)

## See our Resources



[See The Animation Resources](#)

## Organise a Digital Wellbeing



# Week



[Find Out How You Can Use Our Films To Explore Digital Wellbeing](#)

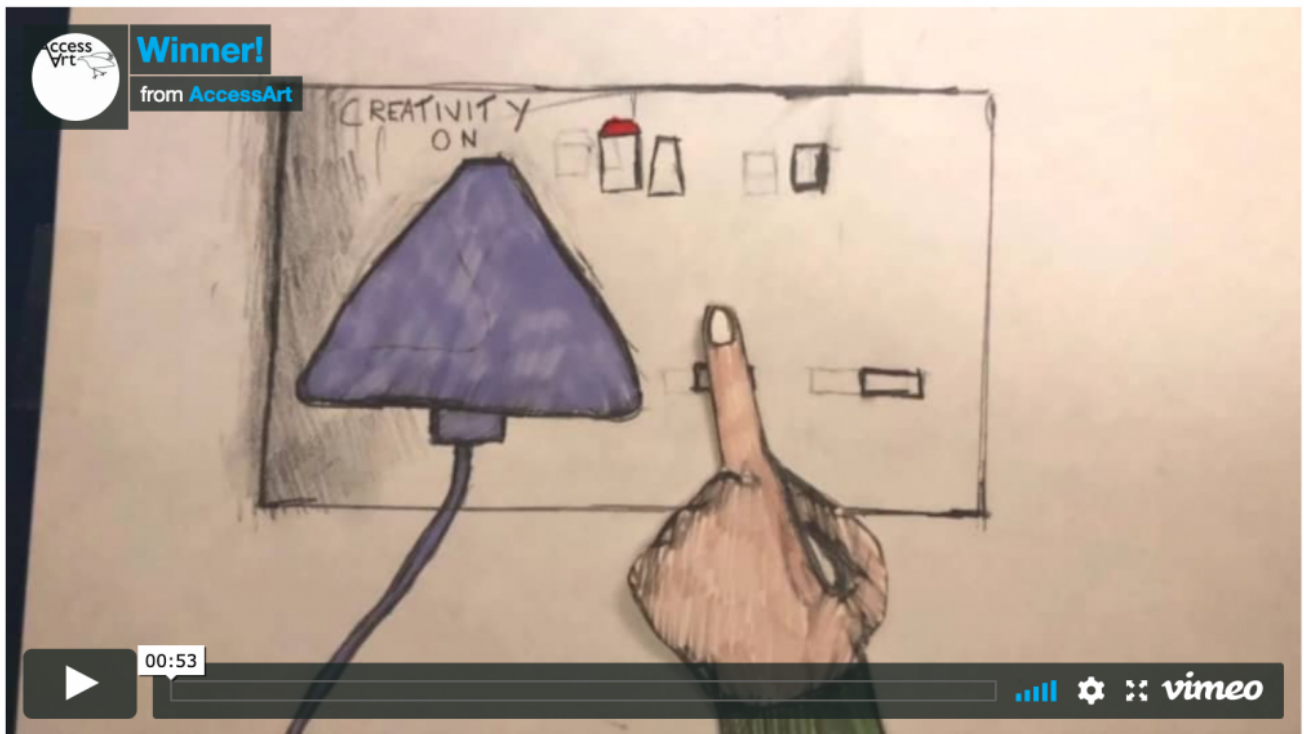
**See How The Resources Are Being Used With Pupils**





[See how others have used the resources and be inspired...](#)

**See the Winners of our Last Call**



[See all Winners!](#)

**See the #BeACreativeProducer  
Project Show Reel**

**See Our Bloopers!**

**See the Original Team Present  
at the Houses of Parliament!**



## [Read Their Presentation](#)

# #BEACREATIVEPRODUCER

Giving Teenagers Their Voice

## Giving Teenagers Their Voice Through Film & Animation

*“Imogen has really enjoyed being part of the team for the CP project. Although she was a*



creative individual before the project (participating in lots of dance classes and playing/composing classical music) Imogen has been introduced to many more creative avenues and now has a much broader view of creativity.

She particularly liked the group discussions that the team had at various stages, learning how to work as part of a small team, picking up new skills associated with stop motion animation, helping to run workshops, interviewing others and filming. Imogen is excited about the idea that the project might encourage other teenagers to become more creative in the future.

Overall her confidence has visibly improved as a result of this opportunity and she understands much more about how digital technology can be used to great effect in creative situations."

Parent of #BeACreativeProducer teenager

"As part of the #BeACreativeProducer team Amelia has worked on an exciting animation project from initial concept all the way through to a fabulous finished product. With constant encouragement from Paula, ample opportunity to try things out, to reflect on and overcome false starts, and plenty of hard work later, Amelia is really proud of the results that the team has achieved.

*An unexpected side-effect is that she has also gained great confidence in public speaking through canvassing members of the public for contributions to the project, leading workshops for (even) young(er) people and being part of the team that presented the project to the All Party Parliamentary Group for Art, Craft and Design in Education.” Parent of #BeACreativeProducer teenager*

*“The #BeACreativeProducer project ‘can do’ approach teaches teenagers to pick themselves up when they are down, demonstrates how collaboration and communication encourage creative thinking, provides stimulation, inspiration and constant feedback so that they never feel alone in their creative bubble.*

*Alex has grown in maturity and confidence as a member of the #BeACreativeProducer team. He has shown a level of commitment and tenacity beyond his years and far in excess of that we could expect a year ago; composing music for the project has given him a focus and reason for his creative exploration. He really understands that effort = output, has a real sense of pride in his work and values the importance of the team members and their network of mutual support.” Parent of #BeACreativeProducer teenager*

**Read, See & Hear the #BeACreativeLaunch**

# Night



[Read, See & Hear More About the #BeACreativeLaunch Night](#)

## Get in Touch

Email us at [info@accessart.org.uk](mailto:info@accessart.org.uk)

## Credits



Thank you all those who supported the  
[original #BeACreativeProducer Project](#)



Proud to be shortlisted for  
**DIGITAL & FILM**

**NATIONAL AWARDS 2018/19**

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The Creative Learning Guild

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# 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!

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# The World Needs Your

# Creativity: Winners!

It's been amazing to see the animations entered for the [#BeACreativeProducer Animation Competition!](#) The teenage [#BeACreativeProducer team](#) of Alex, Amelia, Immy, Lluís and Rowan can be very proud of all the creativity they have inspired!

We had a very difficult but hugely enjoyable time watching the animations and thinking carefully about how to choose the winners. We had 32 entries: the standard was very high and the outcomes very varied.

*"All the entries we received were really very impressive. The ways everyone interpreted the brief were engaging and interesting but all completely unique – some of them made us laugh and others made us cry! The range of topics made them quite difficult to judge as they were all such high quality! Well done to everyone who took part for entering such incredible animations – and especially to those who won prizes and were shortlisted."* [Immy, #BeACreativeProducer Team Member](#)

In the end, after judging against our criteria (did the animation answer the brief? was it innovative? did it communicate its message?) the team decided we had to have more prize winners! Using money raised in their Crowdfunder as prize money, the teenage team very generously decided themselves to award the following prizes!

Congratulations to all who entered – its was such a hard choice and we loved receiving your work. All the entries below will be shown at the [Opening Night of the #BeACreativeProducer Project at Cambridge Junction](#) on the 28th February 2019.

Watch this space for the next competition.

## **Winner – Ben Heiss**

### **The Henry's Odyssey Prize Wins £100 Voucher**

The #BeACreativeProducer team of judges loved the very clear message behind this animation which answered the brief of “The World Needs Your Creativity” so brilliantly. They also thought the music worked well with the visuals. Great story telling and great pace! Well done Ben.

The Henry's Odyssey Prize is sponsored by [Sarah Cannell in aid of Henry's Odyssey](#)

## **Second Prize – Zuzanna, Mariam, Malaikah**

# **The Scolaquip Prize – Wins £75 Voucher**

The judges thought this was a very powerful animation and very much echoed the messages behind the larger #BeACreativeProducer project. Created by 3 girls from Dixons City Academy in Bradford, the judges loved it because it was graphically very strong.

The ScolaQuip Prize is sponsored by [Scola](#)

## **Runner Up – Finlay Wins £50 Voucher**

This judges loved this animation by Finlay for its quirky humour and use of objects and technology as props for the animation. Thank you Finlay for making us laugh, and a great message too!

**Leo, Jack, Sara, Megan & Dora  
Each Entry Wins £20 Voucher**

It was SO hard deciding who should win, and the following animations came very close. We decided we had to give them a special mention. Varying so much in style and outcome, please enjoy watching the four animations included in the next showreel, by Leo, Jack, Sara, and Megan & Dora...

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## 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**

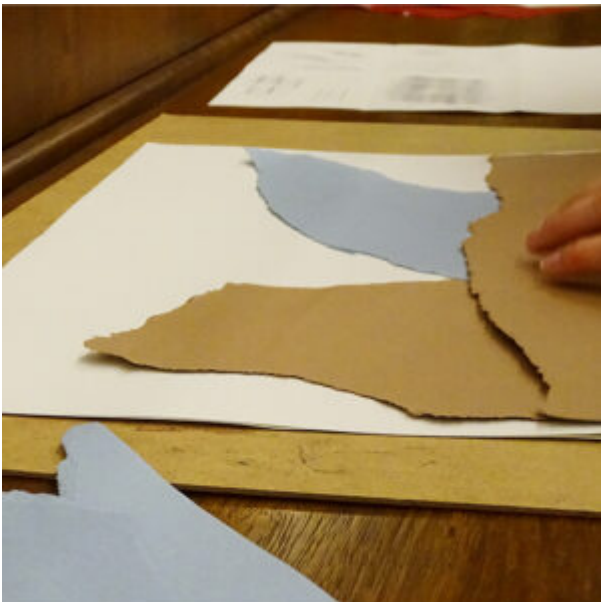


**AccessArt Collection: Trees, Forest and Landscape**



**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**

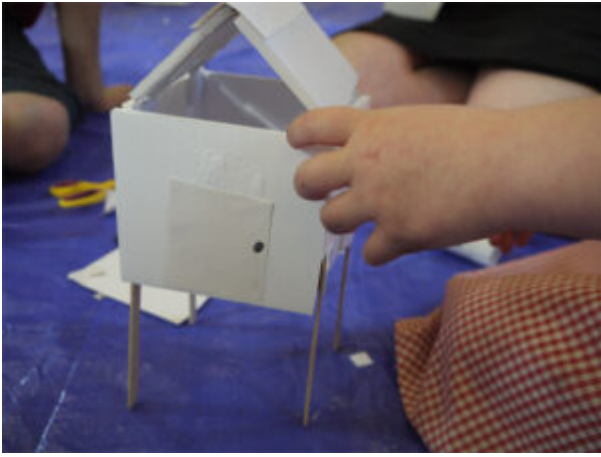


**Jo Allen and Rachael Causer at Ridgefield Primary School**



**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



Supported using public funding by  
**ARTS COUNCIL  
ENGLAND**



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## ‘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.

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# **Simple Animation: Making a Flick Book**

Flick books are a great way to make simple animations.

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## **Animation Software**

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