

AccessArt Enrichment Pathways: The Seven Capabilities Pathway

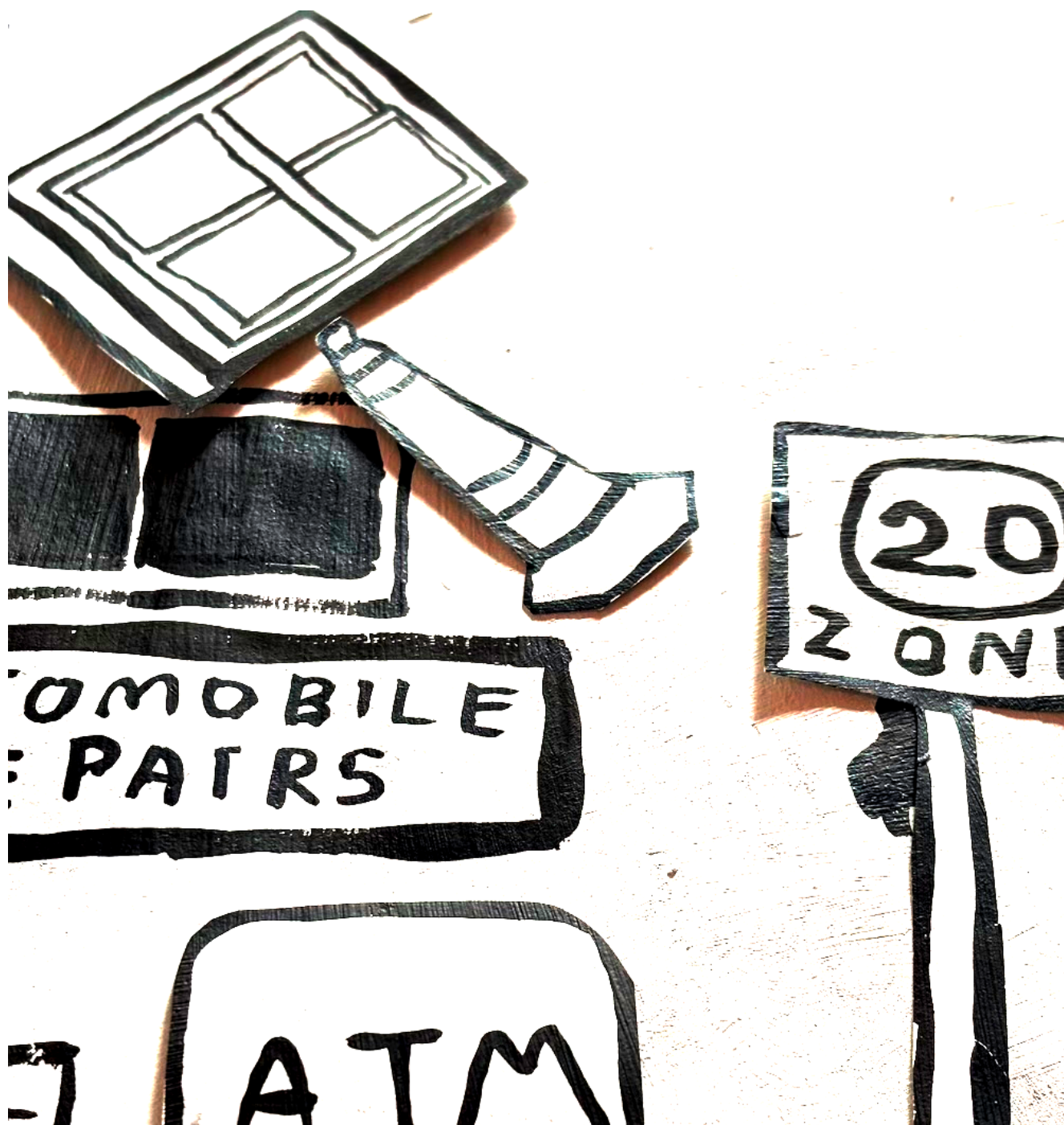
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AccessArt Enrichment Pathway The Seven Capabilities Pathway

The following AccessArt Enrichment Pathway has been created as an opportunity to provide activities and experiences which value and nurture the Seven Capabilities identified in the [CLA Capabilities Framework](#) (agency, wellbeing, communication, empathy, collaboration, creativity and Interpretation). For pupils to learn in a more tacit, holistic way, free from pressure of assessment, and for teachers to broaden what we value and how we measure it, so that we encompass and embrace less “measurable” skills and capabilities such as enjoyment, ownership and joy.

Explore the Seven Capabilities identified by the CLA Capabilities Framework [here](#).



[Helping Schools Meet the DfE Enrichment Benchmarks](#)

[The AccessArt Enrichment Offer](#)

Teachers Notes

This pathway has been designed to help pupils reflect on the way they see the world before exploring how other people may experience and

interpret it differently. It encourages pupils to look outwards, considering community, values, needs and aspirations, and gives them the opportunity to imagine and build the kind of community they would like to see in the future.

This pathway aims to support teachers who, through the [DfE Enrichment Framework](#), want to provide a strategic enrichment offer that supports their pupils' personal development and wellbeing.

The Seven Capabilities Pathway

The resource below has been chosen because it encourages pupils to explore empathy by interpreting what they see through their own lens. Through drawing, pupils discover that everyone has their own perspective, and that one person's way of seeing the world may differ from another's.



Playing with Perspective

This exercise helps pupils become present in and connected to their environment. Through drawing, pupils will explore their surroundings, looking carefully and capturing what they can see below, in front and above their eye line.

This activity demonstrates that we all see the world differently and that drawing can be a powerful way to communicate our personal perspective and interpretation of our surroundings.

Total time:

This activity could take between 20 and 40 minutes depending on the materials used and class engagement/energy levels.

Materials:

Sketchbooks, drawing tools

This resource builds on 'Playing with Perspective' by introducing a local environment and encouraging learners to interpret familiar spaces in new ways. Pupils move beyond sharing their own perspective to creating imagined ones through drawing and storytelling.



Sequence and Storybuilding

Inspired by the local area, this activity uses observational and sequential drawing to help pupils explore storytelling and develop a stronger sense of place.

Through storytelling and character development, pupils can use their imagination to express their

experiences, ideas and values.

Total time:

This activity can be completed in one longer 1.5 hour session, or split across three shorter 30 minute sessions. It can be extended by adding further sequences to the storyline, or can be used for an in depth material exploration. You could also build upon visual communication skills by asking pupils to interpret one another's stories.

Materials:

Cartridge paper, drawing materials, reference images, toys/objects

This resource has been selected to help pupils build on their understanding of how they and others experience the world differently, while encouraging them to work collaboratively and use their imaginations and values to shape a better future for their community.



Buildings and Billboards (Coming August 2026)

Drawing inspiration from local buildings and the details of their everyday environment, pupils will work collaboratively to construct cardboard buildings and design a billboard to share their vision for their community.

Total time:

This activity takes approximately 3 hours and can be split into shorter sessions over several weeks. It can be simplified by asking pupils to work directly on cardboard boxes, skipping the construction stage, or extended by giving them more time to create additional elements or spaces for their community.

Materials:

Cardboard boxes, paper (sugar, brown, cartridge), white paint, ink, magazines, glue

This resource has been chosen to help pupils see their reimagined town come together and reflect on how people could live and thrive within it. It invites them to imagine and build a shared world, reinforcing the idea that we all have the power to shape communities that work for everyone.



[Taking Photos of 3D Artwork](#)

Pupils will work collaboratively, combining their buildings to create a dream community before coming together to photograph their model town.

Total time:

This activity can take up to 1 hour if pupils are simply arranging and photographing their work.

It can be extended and enriched through discussions about shared community values. Pupils could also explore town planning by forming groups to represent different parts of the community and their needs.

For emphasis on digital technology, pupils could use photo editing software to edit together an image of the whole street or create puppets to animate in the spaces. It can also be extended by [adding a green screen](#).

Materials:

Tablet/camera

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