

Making 2d & 3d Fashion Designs with Painted and Decorated Paper

This resource shares how to create patterned papers which can be transformed into 2d and 3d fashion designs. Choose the 2d method if you can't source 3d mannequins, time is short or children are less experienced.



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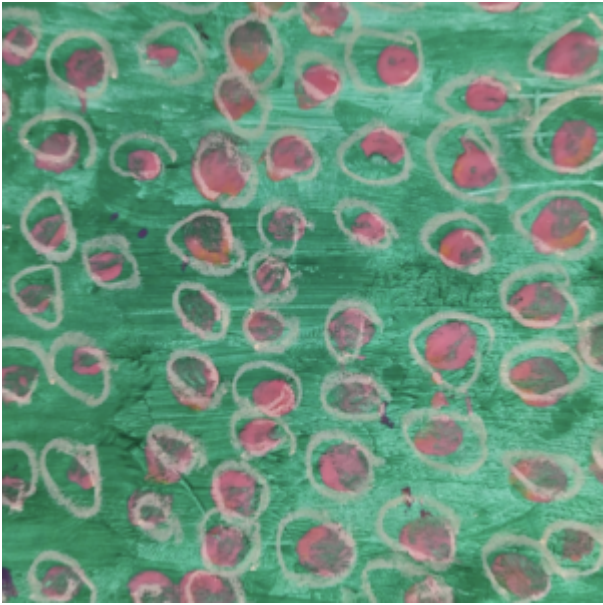
AccessArt is a UK Charity and we believe everyone has the right to be creative. AccessArt provides inspiration to help us all reach our creative potential.

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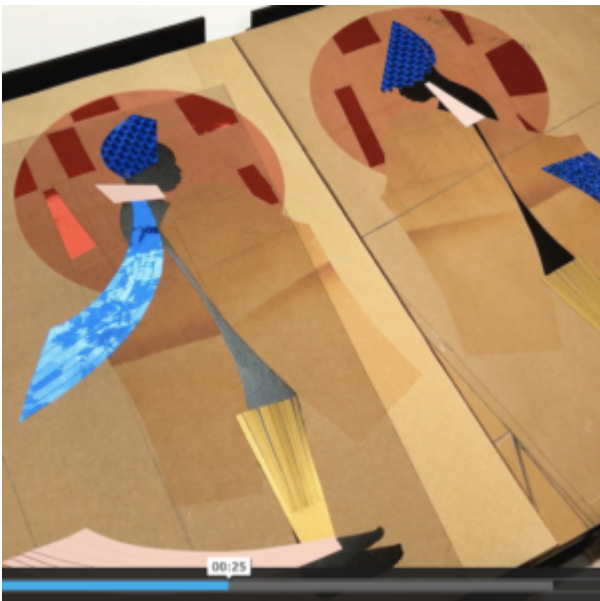
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Pathway: Fashion Design

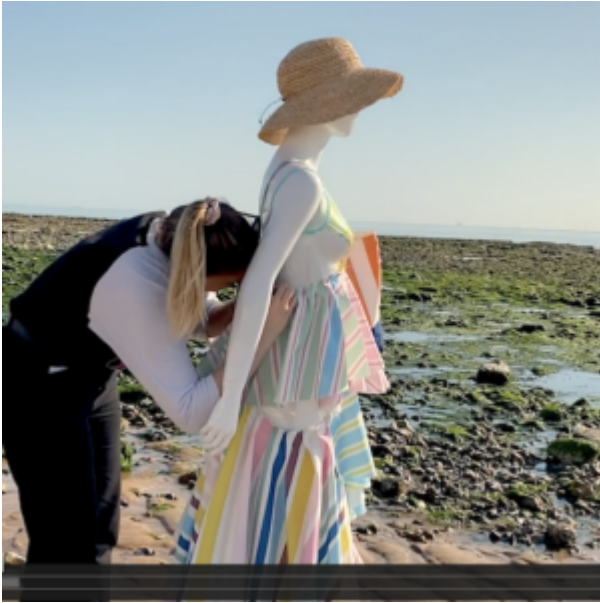


[This is featured in the 'Fashion Design' pathway](#)

Talking Points: Hormazd Narielwalla



Talking Points: Alice Fox



Talking Points: Tatyana Antoun



Talking Points: Rahul Mishra



Talking Points: Pyer Moss



Which Artists: Tatyana Antoun

What We Like About This Resource...

“The research phase of a creative project can be presented in many different ways, and can even be an art form in itself. Here, Tatyana demonstrates how her sketchbooks became a medium through which she expressed her thoughts, refined her ideas and explored materials. We believe sketchbooks to be a powerful tool for children to take ownership of their ideas and travel on their own creative journey, without necessarily knowing the destination. Take a look at our [sketchbook journey](#) for more sketchbook inspiration” – Rachel, AccessArt.

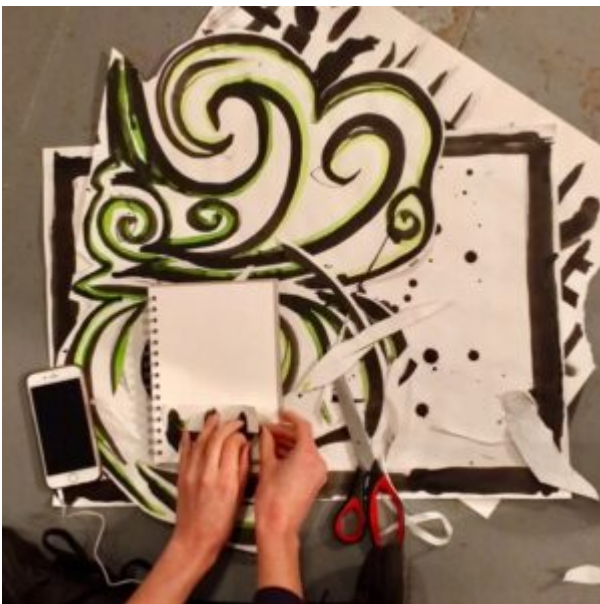
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[Sketchbooks and Thinking Skills](#)



Sketchbooks for Designers – an Introduction for Children



Using Sketchbooks to Take Ownership of Ideas

Making A Banner At Woking College

What We Like About This Resource...

Working collaboratively towards a shared aim provides an alternative experience to working on individual projects. Creating together encourages listening, peer feedback and creative problem solving – all of which are hugely valuable in all areas of education” – *Rachel, AccessArt*

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[Animal Habitat Mural](#)



Collaborative Public Mural



Mural and Workshop Project

Which Artists: Claire Harrup

What We Like About This Resource...

“We really enjoyed reading about the process of creating art work according to a design brief and how the experience of this differs to when an artist begins with their own idea or concept. That’s not to say an artist can’t approach a brief with their own individual style and ideas, but what this post shows us is that there can be a balance between the two. This would be a great resource to show older KS pupils who may be beginning to consider their options beyond Primary School”. – *Rachel, AccessArt*

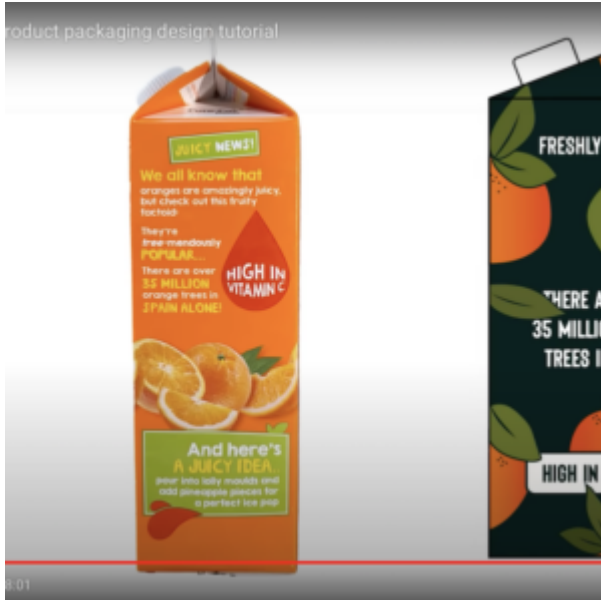
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Pathway: 2D Drawing to 3D Making



This is featured in the '2D Drawing to 3D Making' pathway

Talking Points: Packaging Design



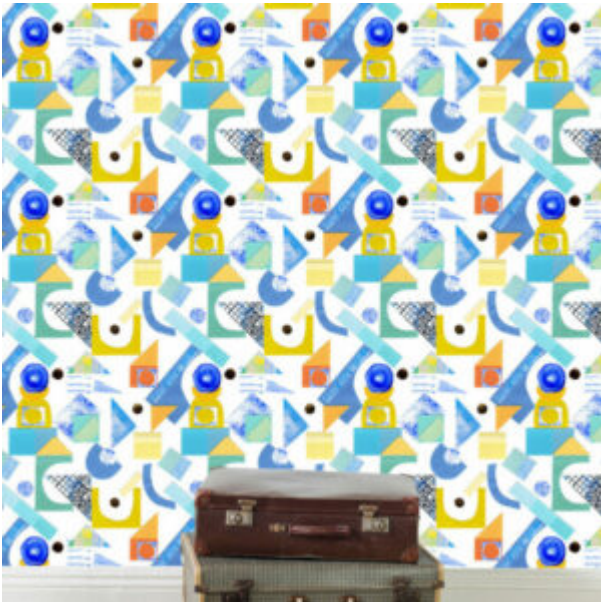
What is Typography



Which Artist: Rachel Parker



Repeating Patterns



Block Printing Repeat Patterns



Which Artists: 2B or Not 2B

Which Artists: Rachel Parker

What We Like About This Resource

“It’s really interesting to see the combination of hand and digital work in Rachel’s work, and particularly how her hand stitched embroidery is scanned before being used to create patterned products. We love that lots of Rachel’s work

begins in sketchbooks and how this really underpins her creative process. For children in school, learning to utilise a sketchbook and discover their potential through drawing and mapping ideas is invaluable. We have a whole Sketchbook Journey section on the AccessArt website (linked below) which explores this in more detail". – *Rachel, AccessArt.*

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Pathway: Exploring pattern

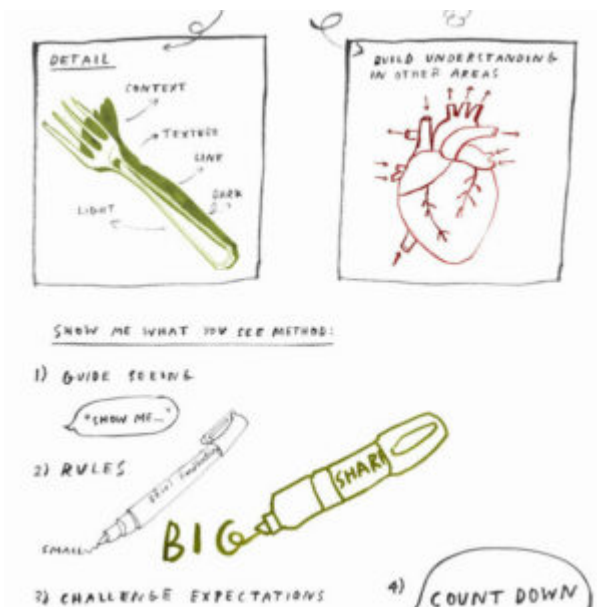


[This is featured in the 'Exploring Pattern' pathway](#)

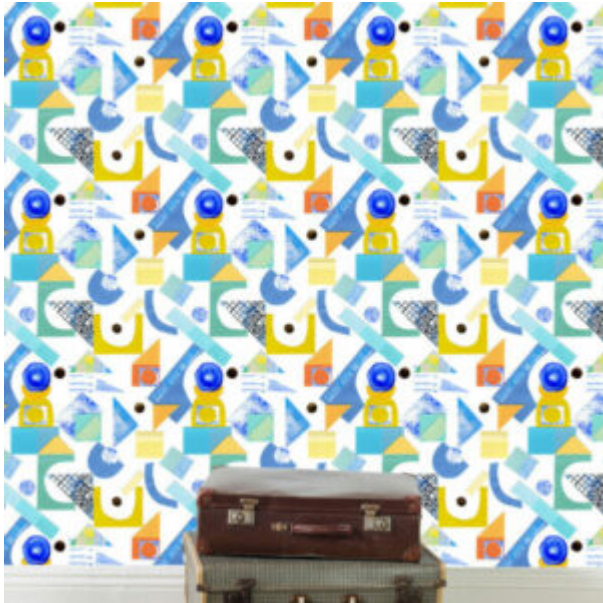
using sketchbooks to make visual notes



Show me what you see



Inspired by Rachel Parker



Sewn Treasure Box



Felt and Embroidery Sets



Natsko Seki: Making Broadway Market

What We Like About This Resource...

“This resource shows pupils how the experience, background and passions of an illustrator all feed into his or her work.

We like the way Natsko shares how her experience over time informs her work. For example, her background as a “visitor” or person living in cultures which she isn’t initially familiar with, enable her to see that culture through fresh eyes.

She takes these observations in through her sketchbooks, and then these inform her work at various points going forward. This is an important concept when facilitating art and developing pupils' own creativity – and [sketchbooks](#) provide the perfect tool for building this experience.”
Paula, AccessArt

You Might Also Like...



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Illustrating the Jaberwocky

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Home: The Little House on West Street LockDown Project

Drawing for Science, Invention & Discovery Even If You Can't Draw by Paul Carney

Visualisation Drawing

Year 3 & 4 Making Club:

Animal Parade – Week Three

This was the third and final session in a series of 'Animal Parade' workshops for children at Making Club at Milton Road Primary School where children painted their finished masks

Year 3 & 4 Making Club: Animal Parade – Week Two

This was the second session in a series of three 'Animal Parade' workshops, where children at Making Club at Milton Road Primary School, made 3D animal masks.

After having chosen their animals and created unique designs based on their Carnival Mask Templates in week one, children now attempted to cut and staple their creations to make them three dimensional.

Design Lab: Phoebe Cummings at the V&A

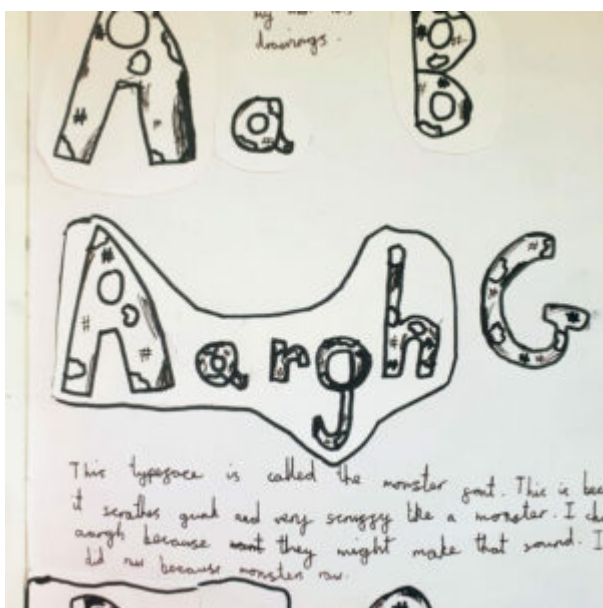
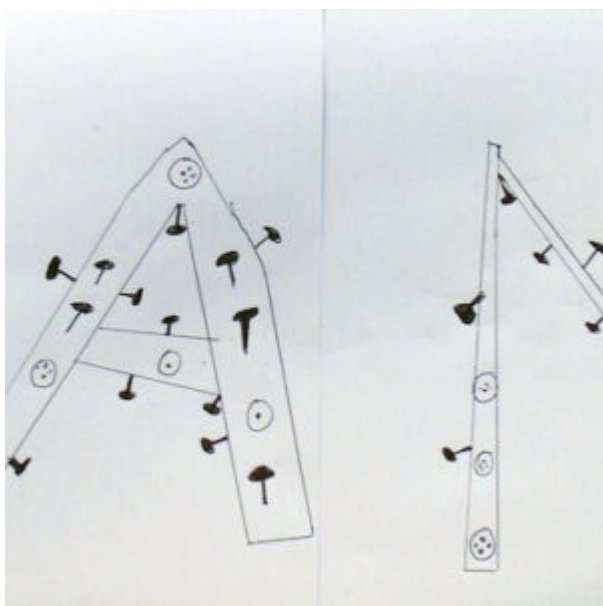
Students, from the DesignLab at the V&A, London, worked with artist Phoebe Cummings over a three month period to create a site-specific, group piece, from unfired clay which was inspired by the historical 2D designs found on 19th century British tableware in the collection.

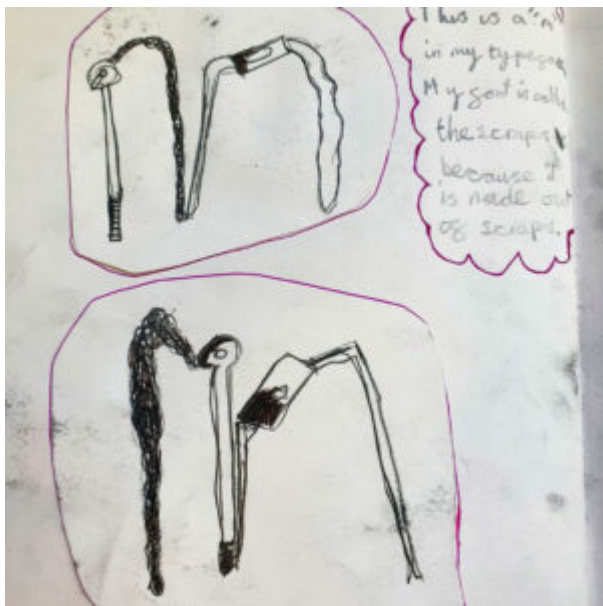
Making a Monogram

Typography for Children

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Pathway: Typography and Maps

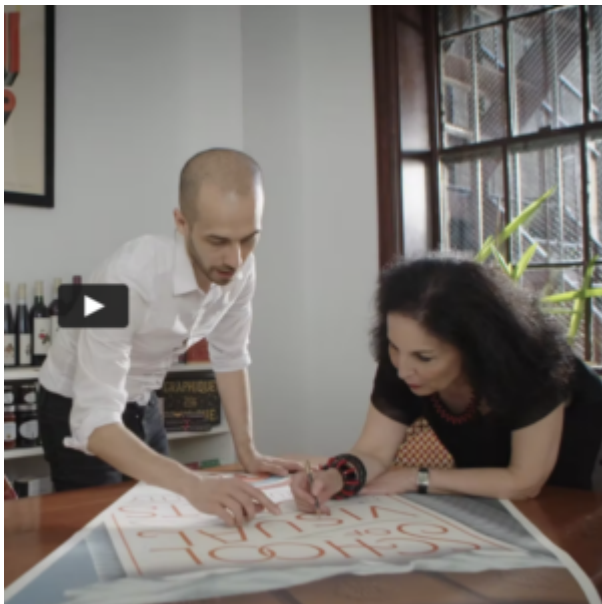


[This is featured in the 'Typography and Maps' pathway](#)

Talking Points: What is typography?



Talking Points: Louise Fili



How to Make Charm Bracelets

Making Paper Bowls with Lisa Smith

Making paper bowls from coiled newspaper – easy and very effective – ideal for children and families. [Full AccessArt Members Only](#)

Tool Box: Making Games (DT Project)

Tool Box is a series of digital resources which promote and enable Design through Making, and support Design & technology in schools. Aimed at primary or secondary aged children, Tool Box comprises of a series of videos/teachers notes and digital modules which together provide a short course to encourage children to take an active part in designing and making fairground games/sideshowes which can be used at school fetes/community fairs as a fundraiser.

Tool Box – Notes for Teachers

Tool Box will give children the chance to become more confident, dexterous and articulate in the way they translate their thinking into action, through a series of stages from research through to design and marketing.