

# Session Outline

## KS1 & 2: Art in the Park

This outline is a general guide for what to expect during your session with us. Activities and session structure may vary depending on weather conditions and other circumstances.

<b>National Curriculum links:</b> KS1 & 2 programmes of study – Art & Design: evaluate and analyse creative works using the language of art, craft and design.		
Learning Objectives	Session outline	Evaluation of Learners progress
<ul style="list-style-type: none"> <li>• Explore the language of sculpture in art.</li> <li>• Use descriptive processes to suggest names for art pieces.</li> <li>• Experience concepts of art through play and team work.</li> <li>• Experiment with sketching 3D sculpture.</li> <li>• Discover natural textures and how they can be used in art and design.</li> </ul>	<p><b>Introduction</b> The class will have a brief welcome and introduction to the day. We will discuss what art is present in Campbell Park and how the artists have designed their sculptures based on different concepts.</p> <p><b>Activities</b> The group will be split into two, each taking a different route around Campbell Park and discovering different sculptures.</p> <p>During the walk we will create our own sketches, smaller natural art pieces and play games to reinforce the subjects of the sculptures.</p>	<p>To include: Discussion with children before, during and after the visit. Rubbings, sketches and quiz activity (for one group). Photographs which you may take for post visit discussions, displays and activities.</p>
Pre Visit activities	Post Visit activities	Relevant activity risk assessments
<p>Visit The Parks Trust’s website to see which sculptures you might find at Campbell Park on your visit.</p> <p>Discuss the use of different materials in sculpture, and practice with some of the more child-friendly options such as clay and wood.</p> <p>Introduce the idea of conceptualism and using imagination in art.</p>	<p>Pair students up with someone who was on the other team – ask them to share information about the sculptures that they saw on the trip, show each other sketches and generally start conversation about their day.</p> <p>Ask students to think back to their favourite piece, asking them to recreate this in either 2D or 3D for a display or perhaps miniature model of Campbell Park.</p> <p>Challenge the students to create a model of a totem which represents the class.</p> <p>Create rubbings of different textures around the school.</p>	<ul style="list-style-type: none"> <li>• Guided walks for schools.</li> </ul>