

Session Outline

KS3 & 4: 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.

National Curriculum links:		
KS3 - Analyse and evaluate the work of others, in order to strengthen the visual impact or applications of their work. Learn about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day. KS4 - Actively engage in the creative process of art, craft and design in order to develop as effective and independent learners, and as critical and reflective thinkers with enquiring minds.		
Learning Objectives	Session outline	Evaluation of Learners progress
<ul style="list-style-type: none"> • Explore the work of others. • Use descriptive language and artistic vocabulary to describe the pieces and suggest names for art pieces. • Explore concepts of art through games and team work. • Experiment with sketching 3D sculpture. • Discover natural textures and how they can be used in art and design. 	<p>Introduction 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>Activities The group will be split into two, each taking a different route around Campbell Park and discovering different sculptures.</p> <p>During the walk students will create their own sketches and natural art pieces as well as taking part in activities to explore the art pieces.</p>	To include: Discussion with students before, during and after the visit. Rubbings, sketches and quiz activity (not all groups). Photographs which you may take for post visit discussions, displays and activities.
Pre Visit activities	Post Visit activities	
Visit The Parks Trust's website to see which sculptures you might find at Campbell Park on your visit. Discuss the use of different materials in sculpture, and practice using these. Introduce the idea of conceptualism and using imagination in art.	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 question one another about what they have discovered. 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. Challenge the students to create a model of a totem which represents the class. Create rubbings of different textures around the school.	