Hillstone Primary School

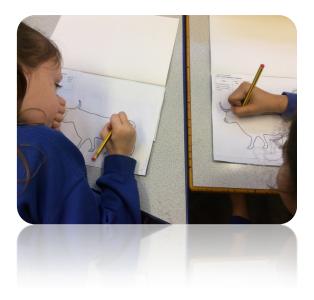


Sketchbook Support Booklet



The use of sketchbooks will be the arts focus for development this year at Hillstone and the main way we will raise the standards of drawing and sketching.

Below you will find some useful information to help support the use of sketchbooks in the classroom environment.



A sketchbook is a place where children can:

- Develop techniques through practice and experimentation.
- Develop creatively by making connections, exploring ideas and learning from experience.
- Gain an awareness of different processes through trying them out and through *failure* as much as *success*.
- Record, review and revisit observations and ideas.
- Improve and master techniques.
- Practice drawing to gain confidence and improve control in mark-making.
- Investigate, research and record findings about great artists and designers allowing for both inspiration and critical thinking (including copying work in galleries and museums).
- Collect and keep found images for future reference.
- Develop concentration skills.





Sketchbooks are:

Personal

Even in a school setting, sketchbooks should be respected as a private space, over which the child has complete ownership. There should be no limits on what can be included; playfulness, experimentation and risk-taking are all to be encouraged.

Not right or wrong

The contents of a sketchbook are never right or wrong, but children should be encouraged to self-appraise and reflect on their sketches and ideas. Note-taking should be encouraged and the sketchbook should be a space where writing doesn't have to be in whole sentences. Praise should be about the child's willingness to try things out, experiment and explore rather than the neatness, perfection or resolution of their work.

• A space to work out ideas

Artists and designers use sketchbooks to plan their finished work. They will doodle, sketch and make notes while working out what their painting, sculpture or design will look like. Used properly, children's sketchbooks can help them in the same way to make decisions about final artworks in whatever medium. A sketchbook should be a wonderful record of the process and development of ideas — it's a journal of the creative process.

• Ideal companions for any trips, visits or special experiences

Every visit you go on with your class should include sketchbooks. Children can record what they see, make notes on what they experience, collect tickets, do rubbings — the possibilities are endless. They should not just be used for art but become a habit that will help children take ownership of their learning and experiences and have a record to share with peers and teachers.

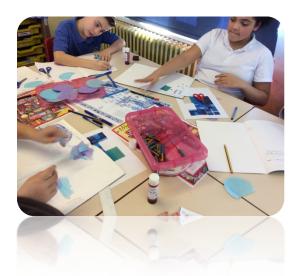
• Something to share

Once your class has got up and running with their sketchbooks, they are great for sharing and discussion. Children could elect to share something new they have tried, an experiment they are proud of, something they found hard or a task they enjoyed in their sketchbooks. Small groups or talking pairs can peer review or children can talk about their sketchbook journeys in assemblies e.g. Hillstone Stars.



The sketchbook can be used as a place to collect:

- photographs
- photocopies of art works even of other children's work
- pictures from magazines, comics, cards, calendars, stamps etc
- samples of textures, fabrics, and other materials
- titles of music used to stimulate a response
- poem or stories that were used to stimulate a response
- lists of resources that the children might need to produce a piece of art



The sketchbook is a good place to keep:

- colour strips from colour mixing
- tone bars from tone work
- studies of the effects of media on different types of paper
- comments and notes on the use of media





Case Study - Gomersal Primary School

"Since the introduction of the use of sketchbooks in the KS2 National Curriculum, we have incorporated them into our creative curriculum at Gomersal Primary School. Every child from Year 1 to Year 6 has a sketchbook which is kept close to hand whenever we are creating, learning and developing new ideas, both in the art room and within classrooms."





