

EXHIBITION: 'THE NIGHTINGALE AND THE ROSE', BY DEL KATHRYN BARTON

CONTENT: Students use coloured and patterned paper, pieces of ribbon and fabric to create their own fantasy landscape inspired by the exhibition. Students will then re-imagine their artwork into a digital landscape using the 'Pattern Artist' app.

STAGE	ACTIVITY/SUBJECT	SYLLABUS LINKS	OUTCOMES
EARLY STAGE 1 (KINDERGARTEN)	MAKING Ac: 'Fantasy Landscape' Su: Assemblage and Digital Art	Making Through the Appreciating Experience, Students in Early Stage 1 Will: <ul style="list-style-type: none"> - Learn to think about themselves as artists, and how they can implement what they have learnt from the exhibition into their own artmaking, (visuals and techniques). - Develop an understanding of the 'Artist's Functions', and how the artist has used them. - Learn to make their own artworks by using different techniques (assemblage and digital art) appropriate for the age group, expressing visuals of interest to students and their experience with the exhibition. - Experiment and use a variety of artmaking techniques and materials to create artwork. - Observe the exhibition and how the artist has used their own experience to make art, then students will do the same, (reflecting on what they have learnt about the exhibition and themselves as artists). 	A Student: VAES1.1: Makes simple pictures and other kinds of artworks about things and experiences. VAES1.2: Experiments with a range of media in selected forms.
STAGE 1 (YEAR 1-2)	MAKING Ac: 'Fantasy Landscape' Su: Assemblage and Digital Art	Making Through the Appreciating Experience, Students in Stage 1 Will: <ul style="list-style-type: none"> - Think about how they can appropriate an artist's methods into their own artmaking. - Develop an understanding of the 'Artist's Functions' and how the artist has used them. Students will then implement these into their own artmaking. - Explore different subject matters/concepts in their own assemblage and digital artwork, inspired by the exhibition. - Make different kinds of artworks through varying art forms, (assemblage and animation). 	A Student: VAS1.1: Makes artworks in a particular way about experiences of real and imaginary things.

		<ul style="list-style-type: none"> - Experiment and use a variety of artmaking techniques that create visual effect inspired by the exhibition. - Talk about artists and artworks in detail, and how they can implement what they have learnt from these areas into their own artmaking, (visuals and techniques). 	VAS1.2: Uses the forms to make artworks according to varying requirements.
STAGE 2 (YEAR 3-4)	<p>MAKING</p> <p>Ac: 'Fantasy Landscape'</p> <p>Su: Assemblage and Digital Art</p>	<p>Making</p> <p>Through the Appreciating Experience, Students in Stage 2 Will:</p> <ul style="list-style-type: none"> - Develop their artistic intentions in artmaking, and consider how these affect the look and detail of their artwork, and the audience's response to them. - Use their understanding of the 'Artist's Functions' and how the artist has used them to create artworks. Students will then implement these into their own artmaking. - Explore different types of subject matters/concepts in their own artworks, relating to the ideas expressed in the exhibition. - Use traditional and contemporary methods of assemblage and collage, guided by an educator. Experiment with techniques, tools and visuals in the process. - Interpret the meaning of artworks by taking into account relationships between the artwork, the world and the artist. 	<p>A Student:</p> <p>VAS2.1: Represents the qualities of experiences and things that are interesting or beautiful* by choosing among aspects of subject matter.</p> <p>VAS2.2: Uses the forms to suggest the qualities of subject matter.</p>
STAGE 3 (YEAR 5-6)	<p>MAKING</p> <p>Ac: 'Fantasy Landscape'</p> <p>Su: Assemblage and Digital Art</p>	<p>Making</p> <p>Through the Appreciating Experience, Students in Stage 3 Will:</p> <ul style="list-style-type: none"> - Think about their artmaking as a form of social practice, employing both their own ideas, resources, and understanding of painting and animation, and that of the artist in focus. - Use their understanding of the 'Artist's Functions' and how the artist has used them to create artworks. Students will then implement these into their own artmaking. 	<p>A Student:</p> <p>VAS3.1: Investigates subject matter in an attempt to represent likenesses of things in the world.</p>

		<ul style="list-style-type: none"> - Apply what they have learnt about concepts, (illustration, gender roles, loss of innocence and romance) to their experimentation with artmaking. - Interpret subject matter which is of local interest (gender roles, loss of innocence and romance), using diverse artmaking techniques. - Organise and assemble artmaking techniques/visuals in various ways, thinking about the meaning and purpose of their decision to do so, (assemblage art and digital art). - Become critically focused in their judgments about artworks and artists (including themselves as artists), and seek to explain their reasons for doing so. 	VAS3.2: Makes artworks for different audiences assembling materials in a variety of ways.
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THE PROGRAM CATERS FOR:

STUDENT DIFFERENTIATION

This program caters for a diverse student body through the nature of the activity that is offered. Students are given the opportunity to use their personal experiences, their varying levels of artistic ability, and their personal interests to create an artwork of their own, inspired by the exhibition. As art is subjective, and a form of self-expression, all students are able to participate in the exhibition tour where diverse opinions are fostered, and the opportunity to be experimental in the assemblage activity is encouraged.

TECHNOLOGY

Technology is incorporated as a learning tool through both the exhibition tour, and the artmaking activity. The exhibition tour explores how the artist has used animation to depict concepts. Animation is an important technological development in the world of art, and the program exposes students to the processes and methods used to design and create an animation. The artmaking activity allows students to create their own animation using an app on their smartphone devices, which is an effective teaching and learning tool.

NUMERACY AND LITERACY

Students are able to build upon their numeracy and literacy skills through the process of creating artworks, and through group discussion when participating in this program. In the designing and creating of artworks, students must think about scale, proportion, space and composition. These considerations assist student in building upon their understanding of numeracy in art. The group discussion that will take place in the exhibition tour will also allow students to build on their literacy skills, such as their art vocabulary range. They will be able to refer to certain words and artistic language learnt within the program throughout their art education.