



Activity:

Transient art Gruffalo characters

- Children use various loose parts, natural or otherwise, to create a character from the story or one of their own.
- Children could use a clipboard, old photo frame or a taped area on the ground on which to create their characters.
- Loose parts may include: buttons, shells, beads, sweetie wrappers, string/wool, bottle lids, corks, lollysticks, stones, pinecones, sticks, leaves, etc

RESOURCES:

- Gruffalo Story
- A selection of loose parts
- Clipboard, photo frame, tape

CfE

I have the freedom to discover and choose ways to create images and objects using a variety of materials. EXA 0-02a

I can create a range of visual information through observing and recording from my experiences across the curriculum. EXA 0-04a

Inspired by a range of stimuli, I can express and communicate my ideas, thoughts and feelings through activities within art and design. EXA 0-05a

Exploring

What character have you made?
Can you tell us about it?

Children may be able to talk about lines, shapes and colours in their picture.

Building

What character have you made?
Can you describe what you have used to make it?

Children may be able to talk about lines, shape, colours and patterns in their picture.

What do you like/dislike about your picture?

Reinforcing

What character have you made?
Can you explain why you chose those loose parts to make it?

Children may be able to talk about lines, shape, colours, patterns and textures in their picture.

What do you like/dislike about your picture?

What do you like about ___'s picture?

Apply (Benchmark)

- Records from experiences across the curriculum, for example, through observing and remembering, makes a model or drawing based on an aspect of the natural environment such as natural items from the sea shore, the countryside, a forest.
- Recognises colour, line, shape and at least one more of the visual elements: form, tone, pattern, texture.
- Shares views and listens appropriately to the views of others on their own or others' work.
- When creating images and objects to express ideas, thoughts and feelings: uses a variety of available materials and technology