

River & Rowing Museum

Key Stage 4: Art & Design: the raw material

Workshop Summary



This workshop takes inspiration from the Museum's collection, its special exhibitions, its architecture and its location by the river. It is tailored to suit the students' needs, providing the 'raw material' and a range of starting points for themes in Art & Design coursework. There are opportunities to develop practical skills in drawing, painting and/or printmaking and a workshop can be designed around your chosen theme.

Workshop Contents

Education Centre (Museum Tutor led)

- Starting with a PowerPoint, students will be shown how the 'raw material' of the Museum, its location and its collection can provide inspiration for the chosen theme
- Depending on the size of the group and time constraints, the Museum tutors will lead up to three sessions of a carousel of activities, each lasting one hour and ranging from drawing and design activities, screen-printing and painting

Galleries (Teacher led)

- A pre-visit by teachers is recommended to become familiar with the galleries, the building, the surroundings and any special exhibitions

Learning Outcomes

- Gain experience of working from direct observation of a wide variety of objects, including natural history
- Gain experience of gathering from primary sources to create individual work
- Practice in screen printing
- Practice in painting
- Practice working in the style of an illustrator, for example, E.H. Shepard

Useful Student Preparation

- We suggest that the students visit the Museum website (rrm.co.uk) and explore the collection online
- They should bring their sketchbooks, although paper for screen printing and painting is provided