

Arts Award Discover exemplary offer at Sidney Cooper Gallery

Arts Award Discover is the introductory award open to children and young people aged up to 25. To achieve Arts Award Discover, children and young people discover the arts around them and find out about artists and their work. Then, they share their experiences with others, gaining a certificate at the end. As a guide, Arts Award Discover will usually take about **20 hours** to complete. However, if organised well, it can be delivered during a one day activity. This award provides a great introduction to the arts and to other Arts Award levels. It has 3 parts:

Part A: Take part in the arts

SCG Offer: First of all, you will need to identify different types of art forms. You can do this in the gallery or on your way to the gallery as you think about what you might see. Then, select and book to **take part** in one of our many workshops. We have a number of workshops throughout the year that range from drawing, print making or life drawing. We also have a number of FREE workshops like the Big Draw in October or the Slow Art Day in April. Take a look at what workshops we have to offer here on our website: <http://www.canterbury.ac.uk/arts-and-culture/sidney-cooper-gallery/sidney-cooper-gallery.aspx>.

Do:

Identifying art forms:

You could make a list of as many different art forms as you can identify whilst on your trip to the gallery, i.e. drawing, print-making, etc. Or, take part in a hunt to find different art forms in the gallery. Make a list of all the different art forms you have found. Which one is your favourite and why?

Taking part with different art forms:

Then, after you have attended one of our workshops, you will need to evidence this **taking part** process by taking photos or adding some information or work from the workshop or activity.

Record: List the different art forms that you identified and say which one(s) you like the best. Draw, photograph, video or write down what you did when **taking part** in the arts activity as a record. Why not get someone to photograph/interview you and record this as your evidence?

Part B: Experience artists' work

SCG Offer: **Find out** about any of the artists showcasing their work at the Sidney Cooper Gallery through a FREE guided tour around the gallery. We have FREE learning packs to support each of our exhibitions and information about the artists too. You could even come along to one of the Q & A sessions with the artists to ask them a question yourself! We also offer workshops that are linked to some of the artwork too.

Do: After your visit/tour/talk/workshop, see what else you can **find out** about the artist you have chosen. Why not complete one of the suggested activities linked to their artwork in our FREE learning packs? Find out more about the artist(s) that you have seen the work of, or have worked with in one of our workshops. This information could be found on our website: <http://www.canterbury.ac.uk/arts-and-culture/sidney-cooper-gallery/sidney-cooper-gallery.aspx>.

Record: Create a poster, a Private View invitation or design a promotional leaflet about the artist that inspired you. The kind of information that you could **find out** about the artist could be how they trained to become an artist, the different work that they do, where they show their work, how they make their income as an artist, etc.

Part C: Share your discovery

SCG Offer: You could **share** your gallery experience and enjoyment of the artist's work in pairs or as part of a group back in class. Tell others what you learned and what you enjoyed the most about doing Arts Award Discover.

Do: Why not ask if you can **share** what you learned on your visit to your class or in a school assembly? What you found to present might be different to others in your class, i.e. someone might decide to talk about the arts activity they tried whilst another pupil in your class might like to talk about what they have found out about one of the artists. Get someone to interview you to ask you about your work – this conversation could be recorded as evidence. You need to share what you have enjoyed and learnt.

Record: Get someone to video you **sharing** your presentation/talk or take photographs of this event. Write down how you felt about your presentation afterwards and who you **shared** your experience with.