

A Sketchbook Pathway

So what might sketchbook use look like in school? Follow the stages below and think how you might apply them to a project in your classroom.



Step 1: Open Out & Give Permission

The Sketchbook Journey starts with a process of opening out our thoughts, at the same time as we give ourselves permission to explore. [Read More](#)



Step 2: The Energy of the Group

Use the “energy of the group,” guided by you the facilitator, to expand how we understand the question. [Read More](#)



Step 3: Let Go Of Expectations, Let Things Collide & Play

Creativity happens when elements collide, and we are given time and space to play with those elements. Let sketchbooks encourage you to blur lines between subject areas. [Read More](#)



Step 4: Celebrate Individual Journey & Personal Discovery

When pupil's are on their sketchbook journey, how does the facilitator "hold" the sketchbook space? [Read More](#)



Step 5: Keep The Sketchbook Handy!

Remember the sketchbook is just a tool which helps encourage explorative thinking. Some of the discoveries will happen in the sketchbook, but many discoveries will happen “outside” the sketchbook, but as a result of it. [Read More](#)

See an Example Pathway: Anglo Saxon Architecture

Enjoy this sample sketchbook pathway, where we put the principles described above into action in the classroom. [Read More](#)



A Sketchbook Challenge

Put your sketchbook skills to practice and enjoy our new creative thinking challenge: How Much Does A Cloud Weigh? [Read More](#)

