Making a Cardboard Sketchbook

AccessArt has advocated for using sketchbooks as a tool to nurture creativity for many years. Sketchbooks are the perfect tool to explore ideas, experiment and reflect. Making sketchbooks instead of buying them is a great way to give the maker of the sketchbook a sense of ownership and feel they have a safe space where they can succeed, fail, try and discover, free of judgement, enabling them to own their journey.

In this resource, you'll be shown two simple ways of making a sketchbook from easy access recycled materials.

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AccessArt is a UK Charity and we believe everyone has the right to be creative. AccessArt provides inspiration to help us all reach our creative potential.

"Acts of Kindness" Workshop

Collage: Deconstructing, Reconstructing and Abstracting

What We Like About This Resource…

"I really like how this playful resource helps us to make a creative response inspired by a stimulus, ensuring that the stimulus is only an entry point into an outcome that will look totally different. Exploring the themes of colour, texture and composition through the lens of different artists also helps us see how we can interpret (and re-interpret) colours and materials in a meaningful way. Viewfinders and collage are also great tools for those who experience 'fear of the white page' and will allow learners to make conscious creative decisions as they go." - Tobi, AccessArt

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Cooking with collage



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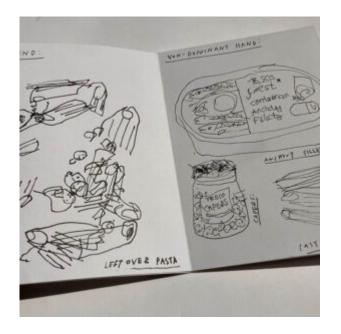
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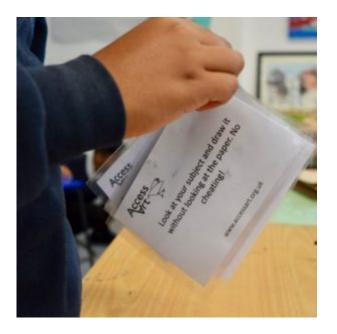
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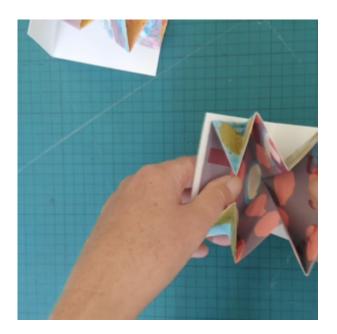
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Adapting AccessArt: Playful Making Inspired by Nnena Kalu



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What We Like About This Resource…

"I really like how Yu-Ching's process combines hand-drawing and painting, before moving across to digital. Combining those processes ensures that the illustrations retain a very warm, tactile look to them, but the digital element refines the imagery. We really like what Yu-Ching says about the benefits of silent books being universally understood and feel that the benefits and challenges of not using words means that the imagery has to be really clear, which encourages lots of exciting creative problem-solving." – Tobi, AccessArt

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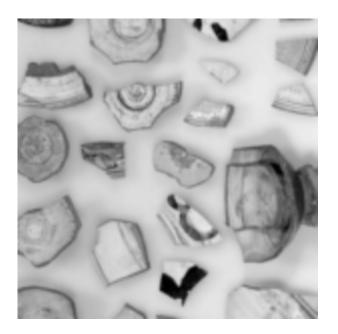
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