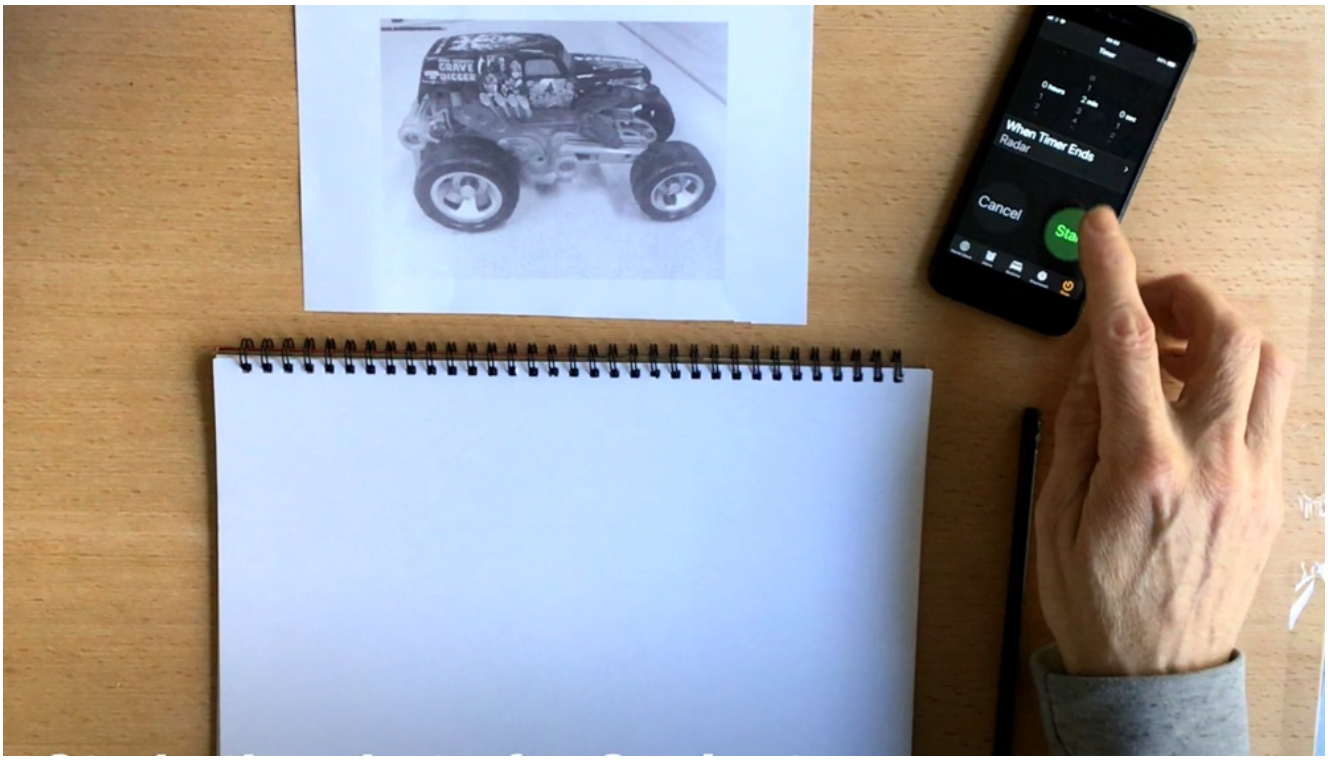
Trial and Error Drawing

This is the third of six resources in the series: 'Drawing for Science, Invention & Discovery Even If You Can't Draw' by Paul Carney, educational consultant and author. The projects enable teachers of both art and science to approach drawing from a new perspective. You can see all of the resources here.

By Paul Carney

Introduction: Mistakes aren't an unwanted outcome of the creative process, they are integral; a vital part of making. In this session we learn how to develop our working memory so that we might understand the creative process of action, mistakes and action better.



Notes for Teachers

- **Learning Objectives**
  - To enhance and improve our working memory.

- To learn how to embrace mistake making as part of the creative process of drawing.

Age Range

Suitable for 7-16 years.

Time Required

The activity takes approximately one hour.

National Curriculum Targets: Art & Design

Key Stage 2 and 3: Pupils should be taught to record their observations and use them to review and revisit ideas and to improve their mastery of art and design techniques, including drawing.

National Curriculum Targets: Science

To develop an understanding of the nature, processes and methods of science through different types of science enquiries that help them to answer scientific questions about the world around them.

Key Stage 2: They should begin to recognise that scientific ideas change and develop over time.

Key Stage 3: Pupils should understand that science is about working objectively, modifying explanations to take account of new evidence and ideas and subjecting results to peer review.

KS3 Scientific attitudes: Understand that scientific methods and theories develop as earlier explanations are modified to take account of new evidence and ideas.

KS3 Experimental skills and investigations: Make and record observations and measurements using a range of methods for different investigations; and evaluate the

reliability of methods and suggest possible improvements.

Key Stage 4: Experimental skills and strategies: Making and recording observations and measurements using a range of apparatus and methods. Evaluating methods and suggesting possible improvements and further investigations.

Working scientifically might be embedded by substituting the subject matter of the exercise for something within the content of biology, chemistry and physics, such as cell structure, anatomical features or chemical bonds.

Things You'll Need

A4 paper, pencils, subject sources.

Extending The Lesson

Making the source image more complex should result in an increase in challenge.

Supporting The Lesson

Simplifying the source image will make the exercise easier.

Assessment Guidance

Look for accuracy of information recorded and remembered, rather than the skill of execution.

Artist Links

Henry Moore used this technique to draw, especially his air raid shelter drawings.

https://www.tate.org.uk/whats-on/tate-britain/exhibition

/henry-moore/henry-moore-room-guide/henry-moore-room-guide-room-5

You might also look at the scientific drawings of Santiago Ramon y Cajal and use these as the subject matter for the exercise.

https://en.wikipedia.org/wiki/Santiago_Ram%C3%B3n_y_Cajal

- **Cross-Curricular**

  How might we adapt this exercise in other subject areas to help us remember key visual information?

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Methodical Drawing

Water and Rock: Teenagers explore building drawings with graphite and modroc

Teenagers look at pieces of chalk and flint and explore the physicality of rocks and geological processes with graphite and plaster.

Drawing Source Material: Inspirational Stadiums

A collection of imagery and sources which you can use to prompt drawing in schools and community groups.

Please note that this page contains links to external websites and has videos from external websites embedded. At the time of creating, AccessArt checked all links to ensure content is appropriate for teachers to access. However

external websites and videos are updated and that is beyond our control.

Please let us know if you find a 404 link, or if you feel content is no longer appropriate.

We strongly recommend as part of good teaching practice that teachers watch all videos and visit all websites before sharing with a class. On occasion there may be elements of a video you would prefer not to show to your class and it is the teacher's responsibility to ensure content is appropriate. Many thanks.

Inspirational Stadium Designs

Use the film below to enable students to explore inspirational stadiums around the world. Try to create a sense of momentum – for example you might pause the video 4 times and ask the pupils to make a 1 minute, 2 minute, 3 minute and 4 minute drawing at each pause.

Encourage close and slow looking by talking as they draw – use your voice to attract their attention to different qualities.

Try the same exercise using different materials, ie handwriting pen, ink and nib, using a ruler to make all the lines etc.

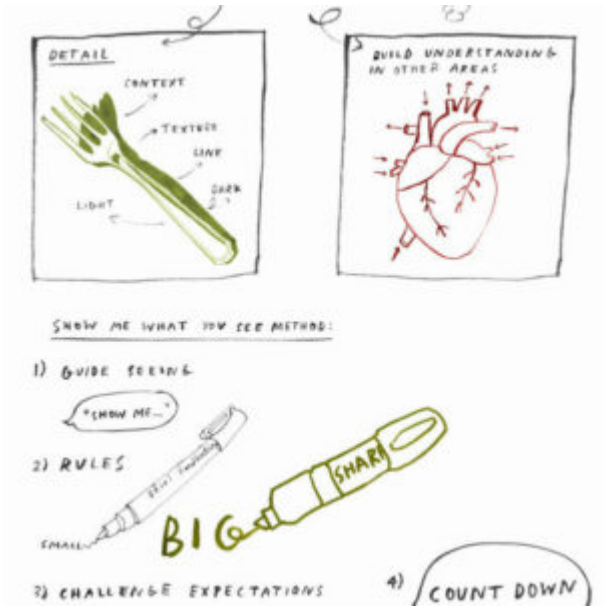
When pupils are more experienced, you can also try getting them to make their drawings as the videos play – making quick gestural sketches.

You May Also Like…

Explore Stadium Design

[Explore architecture and stadium design with this pathway]

Show me what you see



[Enable close looking and drawing with this exercise]

using sketchbooks to make visual notes

[Find out how pupils can respond to artists work in sketchbooks]

Drawing Flames

Teenagers are led on several guided drawing exercises exploring mark making to the rhythm of a burning flame.

Windy Day Drawing: What was it really all about?

Bold Autumn Still Life

Teenagers engaged in creating bold still life drawings

Introduction to Life Drawing with Hester Berry

Paper Pigeon Project

Teenagers Improvise a Shadow Puppet Play

Enjoy following how the saga of a lion., a dog, a goat, a stegosaurus, and an ‘animal fairy’, told by Sophia and improvised by this creative ‘Experimental Drawing’ team

Articulated and Animated Drawings by Teenagers at AccessArt's Experimental Drawing Class

A simple project to teach how to make an articulated drawing with only very basic materials.

Illustrating 'The Jabberwocky'

In this resource, AccessArt contributor Eleanor Somerset, illustrates how she worked with a group of 7-10 year old pupils and another of 10-15 year old budding artists, at the Little Art Studio in Sheffield, on a series of workshops to illustrate Lewis Caroll's The Jabberwocky.

Teenagers Make Prompts to Overcome White Page Syndrome

Fabulously inspired teenagers at AccessArt's Experimental Drawing Class made prompts to help each other overcome the

‘white page syndrome’.

Printmaking with Salvaged Sticky Back Aluminium Foil, Mixed Media and Cardboard

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Chimera – A Drawing Workshop with Eleanor Somerset

You May Also Like…

Visual Arts Planning Collections: Literacy

Wax Resist with Coloured Inks and Sgraffito on Foamboard

Chimera Drawings into Beautiful Terracotta Tiles

Street Drawing: Exploring Vanishing Points with Masking Tape

Exploring Materials: Clay and Water

‘Pouncing’: A Simple Technique to Transfer Patterns onto Plaster Tablets

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How to Make a Tessellated Design

You May Also Like…

Pathway: Exploring pattern

[This is featured in the ‘Exploring Pattern’ pathway]

Talking points: Andy Gilmore

The Drawing Machine – A Workshop in Perspective and How to Look by Drawing Machine and Sarah Wright