



Art KS 3

Queuing and waiting

Learning Objectives

To record and analyse first-hand observations and explore ideas for different purposes.
To adapt and refine work and plan and develop this further using their own and others evaluations.

Resources

Worksheet 1
Worksheet 2 [this can be used as a homework task or as an extension activity]
Access to examples of artist's work [library or Internet]

Introduction [Whole class]

Reference to the game: Tyke encounters problems of circulation and queuing in school, and resolves the issue after visiting the cinema.

Lead class discussion with the following questions:

Why is it important to queue? e.g. fair system, orderly, efficient.
Where else do you find effective queuing systems?
What are the dangers of not queuing? Crushes, crowds, inefficiency.
How might these issues relate to school? Are there times when people have to wait?
How might the design of a building help reduce the feelings of stress and frustration caused by waiting?
What might help create a positive and calming atmosphere?
What sorts of spaces do people spend a lot of time waiting? e.g. Hospitals, dentists doctors, airports, stations etc.

Activities for Individual and Group Work

Worksheet 1 Introduce worksheet for individual use. The work will need access to art library resources or the Internet for research.

Worksheet 2 This sheet can be used to extend the work on Worksheet 1.
The work could lead to the execution of the artwork.

Plenary

Review the development of work completed. Draw out the differences between creating calming effects and those which emphasise movement and speed.

Learning Outcomes and Assessment Opportunities

To explain the process of their work.
To check the progress of their work against their initial intentions and identify parts that need some adapting.
To analyse ideas, methods and approaches in others' work.