



A&C BUILDING BLOCKS LOWER SECONDARY EDUCATION

HOW TO USE THE PACK OF CARDS

Game Variation 1: Enrichment

1. Think of a specific class activity.
2. Choose the cards that are relevant to this class activity.
3. Add a card to enrich your class activity.
4. Modify your class activity or series of classes based on these cards.

Game Variation 2: Making an analysis

1. Select the cards that feature in your current teaching.
2. Discuss with each other which cards are not included and why.
3. Explore whether and how you might be able to involve the cards that are not included.

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HOW TO USE THE PACK OF CARDS

Game Variation 3: Development

1. Pick four cards at random.
2. Consider what form a class or series of classes might take based on these cards.
3. Discuss whether other cards might be better suited to this series of classes.

These cards are developed as part of the process of curriculum development in The Netherlands in the years 2017-2019 (Curriculum.nu) and translated by the Netherlands Centre of Expertise for Cultural Education and Amateur Arts (LKCA).

ARTISTIC CREATIVE ABILITY

1.1 MAKING STRATEGIES

Learners learn to diverge and converge, to think outside existing boxes, and to use their imagination in an artistic-creative process.

1.1

1.1 MAKING STRATEGIES

ARTISTIC CREATIVE ABILITY

1.2 THINKING STRATEGIES

Learners learn to question, explore, give meaning to and appreciate artistic expressions. They learn to consciously use thinking strategies when analysing and creating artistic expressions.

1.2

1.2 THINKING STRATEGIES

MAKING & GIVING MEANING

2.1 ARTISTIC EXPRESSION

Learners discover their own personal way to express themselves in an artistic form. They learn to make a designated use of elements specific to the arts to enhance the expressiveness of their own work.

2.1

2.1 ARTISTIC EXPRESSION

MAKING & GIVING MEANING

3.1 ARTISTIC TECHNIQUES AND SKILLS

Learners learn to use the offered artistic techniques and skills on offer to create through (moving) images, sounds, words and movement in relation to the space or the environment.

3.1

3.1 ARTISTIC TECHNIQUES AND SKILLS

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These cards contain proposals for the content of a new curriculum for secondary education.

There are cards of different colours: each colour represents a different type of content. In a class or a series of classes, you can combine the different types.

Work with your colleagues, bring the different types of content together and engage in a dialogue with one another.

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MAKING & GIVING MEANING

4.1 ARTISTIC INNOVATION

Learners learn to explore issues at the intersections between disciplines. In a critical making process, while designing students learn to explore viewpoints and come up with creative solutions and ideas.

4.1

4.1 ARTISTIC INNOVATION



EXPERIENCING & GIVING MEANING

5.1 ARTISTIC AND CULTURAL-HISTORICAL CONTEXTS

Learners learn to question, explore and understand artistic and cultural-historical contexts. They explore heritage and analyse genres, styles and movements within and from different arts disciplines.

5.1

5.1 ARTISTIC AND CULTURAL-HISTORICAL CONTEXTS



EXPERIENCING & GIVING MEANING

6.1 PURPOSES OF THE ARTS

Learners learn to explore and question the arts from different perspectives. They learn to express reasoned opinions about the meaning and function of the arts, using professional language.

6.1

6.1 PURPOSES OF THE ARTS



EXPERIENCING & GIVING MEANING

7.1 EXPERIENCING THE ARTS

Learners learn to participate in various cultural and artistic activities inside and outside school. They learn to discuss both the motivations of the makers and their own experiences.

7.1

7.1 EXPERIENCING THE ARTS



ARTISTIC CREATIVE ABILITY

8.1 SHOWING AND SHARING YOUR OWN WORK

Learners learn to present the product and the process (both during and after). They reflect on their own working and learning process, and that of others.

8.1


8.1 SHOWING AND SHARING YOUR OWN WORK



SCHOOL'S OWN FOCAL POINT



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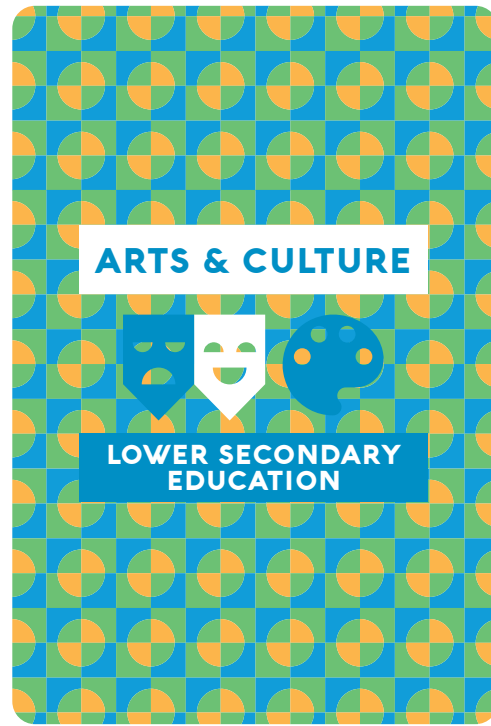
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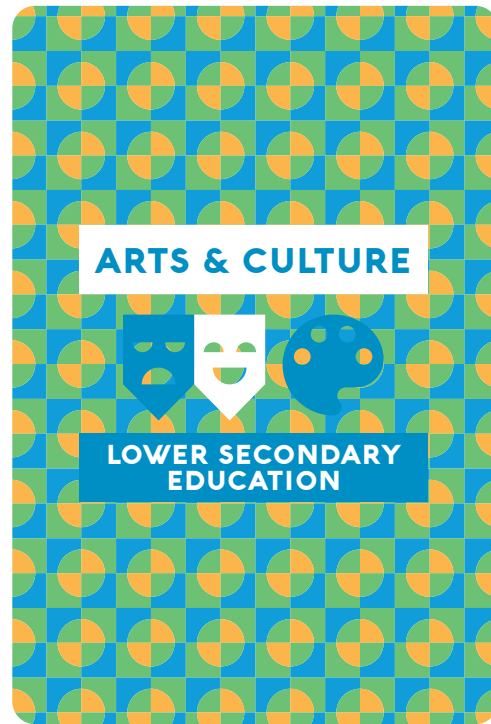
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