



**A&C BUILDING BLOCKS
PRIMARY 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 playfully to experiment, create and imitate, while gaining an insight into their own abilities. By practising their making strategies, they develop artistic-creative ability.

1.1

1.1 MAKING STRATEGIES

ARTISTIC CREATIVE ABILITY

1.2 THINKING STRATEGIES

Learners learn playfully to explore and question artistic expressions, and discover the world while doing so. By practising their thinking strategies, they develop their artistic-creative ability.

1.2

1.2 THINKING STRATEGIES

MAKING & GIVING MEANING

2.1 ARTISTIC EXPRESSION

Learners learn their own personal ways to express experiences, feelings and ideas in an artistic form. They explore aspects specific to the arts to be able to communicate through the 'language' of the arts.

2.1

2.1 ARTISTIC EXPRESSION

MAKING & GIVING MEANING

3.1 ARTISTIC TECHNIQUES AND SKILLS

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

3.1

3.1 ARTISTIC TECHNIQUES AND SKILLS

ARTS & CULTURE



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These cards contain proposals for the content of a new curriculum for primary 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 minor issues from their immediate environment as creative makers and playful thinkers. They learn to use making and design processes to come up with solutions and ideas.

4.1

4.1 ARTISTIC INNOVATION



EXPERIENCING & GIVING MEANING

5.1 ARTISTIC AND CULTURAL-HISTORICAL CONTEXTS

Learners learn to ask simple questions about art and cultural-historical contexts. They become familiar with heritage and explore genres, styles and movements from different disciplines.

5.1

5.1 ARTISTIC AND CULTURAL-HISTORICAL CONTEXTS



EXPERIENCING & GIVING MEANING

6.1 PURPOSES OF THE ARTS

Pupils learn to look at and listen to the arts from different perspectives and to ask simple questions about it. They are introduced to various purposes of the arts and learn to appreciate them.

6.1

6.1 PURPOSES OF THE ARTS



EXPERIENCING & GIVING MEANING

7.1 EXPERIENCING THE ARTS

Pupils are introduced to a number of cultural and artistic activities inside and outside of school. They share their experiences, discuss their values and meanings, and discover preferences.

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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