

Clothing, garments

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Choose a material not normally used for clothing and explore its properties. Design and make an original garment out of the material. For example, you could use paper, natural or manmade materials or recycled materials. Present your ideas to your team and/or your teachers for how the garment is to be used.
- Develop ideas quickly and then in depth for one garment you would make for a particular person. Carefully consider the proportions of the person's figure.
- Consider how, in radio, sound effects can represent accessories and types of dress.
- In drama and performance, use clothing to show a character's status.
- Devise a dance using long lengths of fabric.
- Consider what garment could be the focus of an article in a lifestyle magazine.

Or

- Pick another card at random and use it with the one you already have to explore as many ideas as possible. For example, you can write down your ideas first and then draw, make, create a storyboard or improvise a performance.



Alphabet, typefaces, symbols

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Choose a word and a typeface and explore how you can use colour and style to alter meaning and mood.
- Use language to create dramatic tension. With other learners, write or improvise about 10 lines of dialogue that will be the opening speeches in a performance. You want to capture the audience's attention. Perform to the rest of the group and ask them if you have successfully done this and why it is successful.
- Cut out words from an article and use them randomly to compose a song.
- Consider which is most important in a song, the lyrics or the music. Choose one of your favourite songs and write a paragraph or two giving reasons to justify your answer.
- Research the work of artists such as Jasper Johns, Neville Brody and members of the Dada group, or research the work of a contemporary designer or practitioner.

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e b e c k y s t o n y
a d b l r s n t l e o
a g i d a v i d e h e
r h a x m n c d g v w
p j d n o o h u u l e



Communication

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Choose a recent event reported in a newspaper and develop it into a documentary idea or a storyboard scene.
- Listen to or record a conversation between two people and produce a piece of work to represent it, in your own specialist area (for example, a visual representation of the conversation, or an item for radio, a drama performance, a dance or piece of music).
- Explore what type of communication you could write for the internet.
- Use a craft process to make a small book for someone you admire.
- Choose a well-known book or film title and interpret it in your specialist area in an imaginative way that gives it impact and meaning. Present your interpretation to others in your group to evaluate how successful it is.

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Boxes

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Some boxes or packaging, such as a cake box or sardine tin, can reveal contents. Use your knowledge of existing media to develop an original interpretation of a package.
- Make a special symbolic collection of objects and display them in a box.
- Perform or make something unusual that is 'out of the box'.
- Use a box in a performance to communicate an idea or mood.
- Discuss with your group how media products can stereotype people and 'put them in boxes' and how you can avoid this in your work.
- Use a voice-over commentary (presenter in the box) or a visible narrator (presenter out of the box) for a documentary and show how these different methods influence the message.
- Reflect on and discuss the work of Kurt Schwitters, Joseph Cornell or Le Corbusier.

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Events

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Make the ‘front page’ of a newspaper or magazine.
- Devise a community-based website.
- Devise a soap opera scenario 10 minutes long, using three items from today’s news. Make a storyboard or perform the idea.
- Consider how social events are represented in the arts (for example, in paintings).
- Explore and discuss with your group what could make a fashion event very unusual.
- Choose an historical event to develop the plot for a play.
- Think of a recent event, such as a crime or a party, and use it as the basis of a dance or song for musical theatre.

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Fantasy

Creating ideas
Ideas cards

Try some of the following approaches to stimulate your creative ideas and develop the way you think.

- Create costumes for a play or other performance set in the future.
- Show how elements in performance or other works of art create fantasy or reality.
- Devise a new ballet, 'The March of the Monsters'.
- Show how suggestion creates fantasy, using the audio bank and moving images bank to help you.
- Fantasy or magic? Create a storyboard for a film that includes one or both.
- Conduct a mock interview with a famous surrealist for a magazine article.
- Explore how you might cast famous soap actors to star as hero, heroine and villain in a fantasy world film.
- Show the supernatural in an art form.

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Movement

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- In a piece of creative work, use movement as a theme.
- Edit, construct, perform or draw a sequence of images to create the impression of time passing.
- Use sound effects to indicate movement.
- Consider how radio programmes meet the needs of travellers.
- Design a mobile structure to give the impression of movement and lightness and consider the use of shadows as part of the form.
- Research from fashion how the cut of certain garments enhances movement.
- Explore how dance costumes reinforce a sense of movement.

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Natural forms

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Explore how natural structures and materials are used in design and use a natural structure to design a product such as a chair.
- Think about the ways in which dance movements reflect the natural world.
- Explore how natural patterns and textures are used to disguise, camouflage or create 3D objects. Choose two at random to combine as the basis for a piece of design work.
- Consider how musical pieces represent nature.
- Think of issues connected with nature that would make interesting magazine articles and devise an article with two other members of your group.
- Explore how the natural environment can be represented in science fiction films.
- Devise new approaches for wildlife programmes.

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People and relationships

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Present an idea for a new fly-on-the-wall programme.
- Create the main characters for a new sitcom or soap opera.
- Make a double-page magazine spread about a fictitious celebrity couple.
- In portraits or in photographs, consider how family groups can symbolise unity.
- Draw or record the people you see today, using only unusual ways of looking at them, and present the results to others in your group to evaluate.
- Devise a small group dance piece to symbolise harmony or discord within relationships.
- Discuss which instrumental 'families' could be used in a new piece of music.

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Seasons

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Plan the release of a major new spy adventure film, which is set mainly in cold locations. Decide on the best time to release it.
- Consider what new annual awards ceremony could attract television viewers.
- Represent landscapes in a new way.
- Explore and discuss how the different seasons can be represented through lighting and sound.
- Research the ways in which professionals forecast colour trends. Design your winter collection, or a surface pattern textile piece for an interior context in the UK.
- Use the view from the window to inspire creative ideas.
- Research the work of composers and land-based artists for ideas.

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Social issues

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Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Communicate serious issues through comedy.
- Write a protest song.
- Use an environmental problem as a starting point in a creative project.
- Create today's news in a television format for young children, dealing with serious issues.
- Create or design a racism awareness campaign. Make use of communication media that young people use everyday.
- Through performance, show the effects of violence.
- Use a fashion show to protest about such issues as animal cruelty or consumerism.
- Create a drama or dance piece using homelessness as a theme.

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The world

Creating ideas
Ideas cards

Try some of the following to stimulate your creative ideas and develop the way you think.

- Devise the running order for a world music concert combining different cultural forms such as folk and classical, ethnic African and pop. Evaluate the result.
- Compile a programme of world dance to include African, Asian, and contemporary western dance and ballet. Evaluate how effective the programme is.
- Devise the setting for a new play about global conflict.
- Write an article to make readers aware of lifestyles in other countries or of the diversity of lifestyles in this country.
- Write an outline for a television sitcom that has an international theme and show how you can create amusing characters not based on racial stereotypes.
- Explore and develop the pattern elements from two cultures to design ideas for an accessory item.
- Use techniques from one culture to make a new piece of ceramics or craft to appeal to another culture.
- Discuss how we could use the arts to raise awareness of environmental and sustainability issues. (For example, how can design reduce our energy consumption?)

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