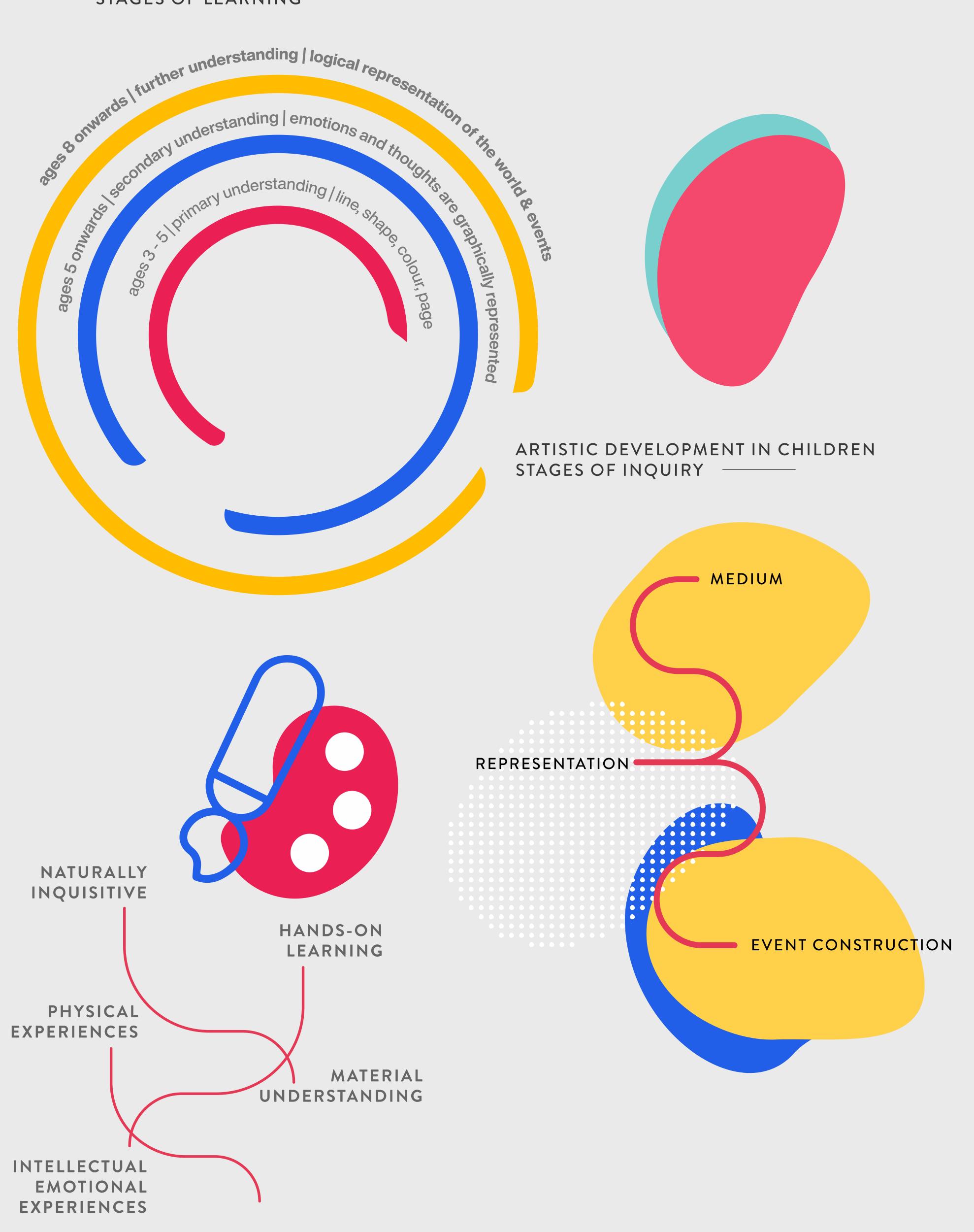


ARTISTIC DEVELOPMENT IN CHILDREN STAGES OF LEARNING ———





Children are naturally inquisitive and prefer hands-on learning. Through image-making, children find another method of communication, but due to lack of training and experience, they're working with their inhibitions.

Childrens activities should be structured in a way which helps them expand their meaning making capabilities. — *Is that counterproductive?*

"Exploration needs structure." "When structures are omitted, fundamental learning about art and imagery is lost." — Do/should binaries exist in experiential education, where one experience is right and another isn't?

Attempts at understanding the physicality of the material at hand; whether successful or unsuccessful, helps children develop emotionally and intellectually. These stages progress with time.

These physical experiences are being replaced with digital ones, where the process of simulation replaces tangibility. Think; fruit ninja. Currently Children are forming schemas through both, digital and physical experiences.

Sequential learning originates in childhood where the initial experience is one which may possibly stimulate emotional and intellectual learning, which, with time and effort becomes a pattern that the child can hold onto

Children use three modes of thought/representation:

- Ages 3-5 Line, Shape, Colour, Composition
- Graphical representation of emotions and thoughts
- Logical Representation of the world as they understand it.

Initial Graphical Representations of children apply their understanding of social and personal schemas.

The primary aims of painting in children go from Medium > Representation > Event Construction

Time and Movement are apparent in both the artistic practices of the child and the adult.

One must let the child play around with the material because that is their way of understanding material, and developing visual-motor coordination. This in itself is a schema.