

These are the Studio Habits of Mind definitions and this is how we grow as artists at ISHCMC:

Engage and Persist (stay focused and work through mistakes. Manage time well. Having a resilient 'bounce back' attitude of sticking with it and not giving up).

Envision (using the art sketchbook as a tool to plan how artwork is going to look and plan the next steps of the project. Also, generating ideas, ideas are original and meaningful).

Develop Craft - improving art skills (application of tools and techniques) by practicing and refining. Using prior knowledge and discovering new techniques. Showing care and craftsmanship.

Stretch and Explore - Really stretching and pushing ideas to the next level, always asking how to make artwork better. Exploring new ways of working and ideas.

Express - Having the ability to express ideas, beliefs and feelings in artwork.

Reflect - Self-reflect before, during and after class to think about how to improve artwork, giving and receiving meaningful feedback.

Observe - Noticing details with an artist eye.

Understanding art worlds - being able to investigate and seek out art and artists that are personally relevant - including peers.

"The WOW project shows who we are by expressing it through our art. WOW is 3 things: 1. Relaxing, 2. Helps our creative thinking skills, 3. And it's fun! We can do anything we want. At my old school they told us what to draw and do. Now we can be creative, it's more like Studio 5"

– Minh Thu 5A –

WOW ART EXHIBITION

"The students are creating to their aesthetic, not the aesthetic of the adults in their world. It is difficult for the adults to remember the child aesthetic and they want their children to succeed in a manner that reflects adult beauty."

Excerpt from article
"Child and Adult Aesthetic"



WELCOME TO WOW!

The focus for the primary art studio this year has been shifting the mindset of coming to “art class” to instead working in an “art studio” where artists work collectively, they experiment, learn from each other and pursue their artistic interests alongside each other and at their own pace and development.

WOW stands for Wonderful Original Work, a concept created by a US middle school teacher (Barb Berry) to inspire her students to engage and persist with their work over a period of time. Here at ISHCMC we have been using WOW projects with Grade 3 and Studio 5 to encourage them to go deeper with a particular media or theme, committing multiple art studio times to plan, design, create and reflect.

“Everyone used to do the same in my last art class. Now the choice is yours. I have stretched myself by trying a new thing”

— Vidisha 3B —

“I love WOW because I can use my imagination and we don't have to all do the same thing at the same time. I'm an inventor and a sculptor.”

— Khoi 3B —

“This year art is different because when working on a WOW piece you can choose what you want to do like drawing or sculpting. I can make art which has my own message. I've chosen drawing because its something that I like and it was a good chance for me to grow as an artist”

— Matthew 3D —

“What I like is that I can create my own ideas and spend time on it. Not giving up is important when making, especially if you never did it before. I have chosen sewing because I've never done it before and I wanted to try something new. I'm excited to show my WOW”

— Ben 3A —

“I like WOW because at my old school we had to do the unit the teacher chose for us. We didn't get to choose what we wanted to do. All the tools (to make art) are easy to find and I like the mini-lessons the teacher does for us, I really improved my shading”

— Stella 5B —

Our central idea for the WOW project unit is: When we are in the creative process we “think like an artist by” using the Studio Habits of Mind. (SHoM). So what exactly is SHoM? SHoM comes from the Studio Thinking Framework designed at Harvard's Project Zero. Much like the PYP transdisciplinary skills, the SHoM are a set of eight traits that artists utilize and have been purposeful in offering a language for critical thinking within our primary art studios at ISHCMC. They empower our ISHCMC artists to express and self-direct their learning.