



BENEFITS TO THE LEARNER OF 21ST CENTURY CRAFT

A summary of the main findings grouped into 6 main themes:

1. ACHIEVEMENT AT SCHOOL

- There is strong evidence that learning through craft is popular and motivates pupils of all abilities;
- Craft can demonstrably help the disillusioned re-engage with school;
- It offers a proven vehicle for pupils to realise their full potential; and
- It delivers success and promotes overall achievement for all pupils.

2. ART EDUCATION

- 21st century craft provides a new vision for art education;
- Contributes to a distinctive identity for Art and Design;
- Greatly broadens and strengthens its curriculum;
- Is an essential counterpoint to 2D picture making and virtual reality;
- Plays a vital role by providing opportunities to work in 3D;
- Is also crucial as a means of learning about texture, form and function;
- Pupils are challenged through using raw materials to transform an initial conception into a completed object;
- The process encourages them to take risks;
- Helps the subject to meet the needs of all pupils.

3. CHOICE

- Craft teaches unique kinds of haptic knowledge and thinking skills;
- Develops hand eye coordination and parts of the brain other subject elements don't;
- Provides pupils with opportunities to work in 3D in Art and Design;
- To have these opportunities and kinds of knowledge is vital for all pupils in making choices about their futures.

4. 21ST CENTURY WORKFORCE

- Equips children and young people with skills and knowledge needed to flourish in a 21st century economy;

- Critical thinking, problem solving and creativity are needed in many sectors;
- Research shows these are the skills employers value most;
- People with these skills give companies a competitive edge necessary in a global economy;
- Many jobs need practical skills;
- To earn a living through craft is a viable and realistic option; and
- Helps nurture a culture of lifelong learning.

5. CITIZENSHIP

Through craft pupils learn:

- moral and social responsibility;
- to develop social skills and team work;
- to become more confident, self-reliant, self-disciplined and build-up self-worth; and
- Craft encourages habits of hard work, effective collaboration and social interaction.

6. INCLUSION

Craft:

- provides links between school, home and work;
- links generations and communities;
- helps excluded pupils return to mainstream schooling;
- integrates haptic, visual and conceptual knowledge;
- educates more of the senses, more of the brain and delivers more cognitive development;
- enables all children to realise their creative potential; and
- can play a key role in helping Art and Design contribute to meeting the aims and outcomes of '*Every Child Matters.*'