



Nº1

The UK's Number One
Summer School

COURSE OVERVIEW

Future Artist

11-16yrs

📍 Canford



At a glance

Introduction to Future Artist

Future Artists is a two-week programme for students who want to explore creativity in practice. You'll experiment with different techniques, from drawing and painting to mixed media and design, while learning how to develop and express your own artistic voice. Through studio sessions and collaborative projects, you'll discover how art communicates ideas and reflects the world around us.

Academic Content

15 hours of subject-specific academic content per week with an experienced subject tutor, delivered through interactive and hands-on lessons.

English Language Level

Students require a minimum English level of B1+ to enrol onto this programme.





About the programme

Future Artists is a two-week programme for students who want to explore how art shapes the way we see and understand the world. You'll experiment with different mediums and techniques, but more importantly, you'll learn how to use creative expression to communicate ideas, emotions and perspectives that words alone can't capture.

The course is about developing confidence as an artist and as a thinker. You'll study examples of influential work, reflect on your own practice and take on projects that challenge you to push boundaries. Collaboration plays a key role, with group critiques and shared projects helping you to refine your vision and understand how art can inspire and connect people.

Guided by practising artists and experienced educators, you'll grow not only your technical skills but also your artistic voice. By the end of the programme you'll have created work that is both personal and purposeful, and you'll leave with the confidence to pursue your creative journey further at school, university or beyond.





Key Learning Outcomes

1.

Creative Exploration

Learn to experiment with different artistic techniques and media, using them to express original ideas and perspectives.

2.

Artistic Analysis

Develop the ability to interpret and critique works of art, understanding how context, style, and intention shape meaning.

3.

Project Development

Gain experience in planning and producing a sustained piece of creative work, from concept through to presentation.

4.

Confident Presentation

Practise sharing your artistic process and outcomes with an audience, building communication skills alongside creative expression.





Subject Theme

The Future City

The Future City 2050 Festival invites students to imagine a city of tomorrow and bring it vividly to life. Throughout the week, you'll work across subjects to design how the city looks, functions, and grows – from its skyline and transport systems to the science, art, and culture that shape daily life. Each discipline contributes a vital part, whether it's building models, pitching start-up ideas, creating artworks, or reporting live news from the future. The week culminates in a festival where the whole school comes together. Lights go up, exhibits are unveiled, and performances fill the stage, creating an atmosphere that feels like stepping into the city you have collectively imagined. It's a chance to share your vision, show what you've created, and celebrate innovation in a showcase open to the entire community.



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Fundamental concepts

Art in the Future City Festival focuses on how visual expression shapes identity and community. Students explore how people imagine the future through images, clothing, and design. They learn that art is more than decoration: it influences how spaces feel, how people interact, and how cultures present themselves.

Future Artist Frameworks

Projects are organised around the process of observation, creation, and presentation. Students begin with sketches or small studies, then develop these into larger works that might include painting, sculpture, or fashion. The final step is to write a short curator's note, explaining the meaning behind their piece and how it connects to life in the imagined city.

Foundational Vocabulary

Composition, perspective, scale, form, texture, medium, installation, concept, exhibition, fashion, design, identity, symbolism, interpretation.





Time to Shine

Time to Shine gives every student the chance to practise public speaking in a structured setting. By researching, preparing and delivering a project to an audience, you build confidence in expressing ideas clearly and develop the ability to present with authority. It's an opportunity to refine communication skills that are valuable for academic study, professional life and beyond.

At the Future City Festival showcase, the arts subject takes the form of a gallery. Students display their finished work – paintings, sculptures, fashion pieces, or installations – alongside a curator's note that explains the idea behind it. During the event, they stand with their work and talk to visitors about what it reveals about life in the imagined city of 2050. The emphasis is on clarity of thought and the ability to express ideas visually and verbally.





Time to Shine Project: Week One

Design a piece that captures the skyline of the future city. This might be a painting of bold architectural forms, a 3D model that reimagines public space, or a collage combining elements of technology and nature. The aim is to show how the built environment reflects the values and ambitions of the society that created it.

Time to Shine Project: Week Two

Create work that reflects the culture of the city's people. Students may design future fashion, develop a sculpture that represents resilience or unity, or produce an installation that explores how citizens express identity. The project demonstrates how art shapes the way people see themselves within their community.





Course Objectives

Future Artists is a two-week programme for students who want to explore their creativity and develop the skills to express it with confidence. You'll experiment with different media and techniques, study how art connects to culture and society, and begin shaping your own artistic voice. Work is both individual and collaborative, with time to create personal projects as well as group pieces for exhibition. Guided by experienced tutors, you'll leave with a stronger technical foundation, a broader understanding of artistic practice, and the confidence to share your ideas through your work.

Module 1

Foundations of Visual Expression

Develop the building blocks of your artistic practice by experimenting with line, colour, texture and form. You'll work across different media, from drawing and painting to mixed materials, learning how each choice shapes meaning. This module focuses on strengthening technical skills while encouraging you to start exploring your own creative style.

Module 2

Art in Context

Discover how art reflects and challenges the world we live in. Through guided discussions and practical responses, you'll study artworks from different periods and cultures, considering their social and historical context. This module helps you see connections between creativity and wider human experience, inspiring you to make work that has depth and resonance.

Module 3

Creative Project and Collaboration

Bring together everything you've learned by developing a piece for the final exhibition. You'll design, refine and complete an individual project, while also contributing to group displays. This module emphasises process as much as outcome, encouraging experimentation, persistence and the confidence to share your ideas with others.





Academic Difficulty

The arts subject is open to everyone, regardless of previous training. Students who are new to art focus on straightforward projects such as drawing, collage, or simple models. Those with more experience can experiment with ambitious pieces using paint, mixed media, or wearable design. All levels contribute to the shared gallery, with work displayed side by side.



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Case Study

Bridging Theory and Real World Application

Visual design underpins many industries. Architecture depends on principles of scale, balance, and form to create buildings that are both functional and symbolic. The fashion industry uses colour, texture, and cultural references to shape identity and communicate values. Public art and gallery curation rely on composition and interpretation to guide how people experience a space. By linking these theories to their own projects, students see how artistic choices influence real environments and the way communities express themselves.





Fieldwork Research

Observation exercises outside the classroom might involve drawing architectural details, recording colours in nature, or mapping how people gather in shared spaces. These studies give depth to the imagined designs of the future city. Students collect reference material from their surroundings, studying how buildings, patterns, and textures influence a sense of place. Sketching, photographing, and noting details around campus provide raw material for their projects.





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