





Process vs. Product-Oriented Art

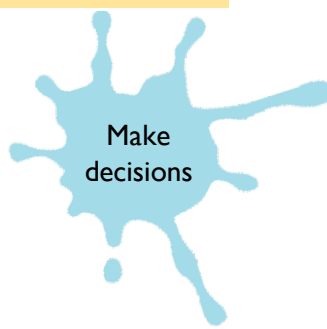
Art activities allow children to:




Try their
ideas



Explore &
experiment with
materials




Make
decisions

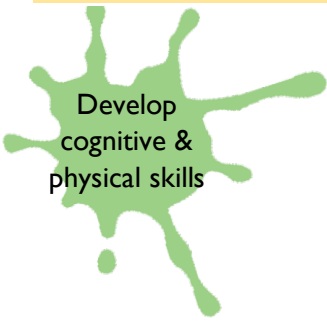


Decide
what they
like


Process-oriented art helps children:



Learn to take
initiative



Develop
cognitive &
physical skills




Gain confidence
&
competence



Gain
independence
& a sense of
aesthetics

Children find more value in art during the **process** of creating art than in the final product. A finished product is positive if it's a child's own product from his/her ideas, explorations, and efforts. As the teacher, you should provide a rich, ever-changing environment and introduce new materials, but the child should take it from there.

Process-Oriented Art	Product-Oriented Art
Process-oriented art helps children learn to take initiative and develop cognitive and physical skills while gaining confidence, competence, independence, and a sense of aesthetics. A finished product is a positive thing as long as it's a child's own finished product from his or her ideas, explorations, and efforts, not the teacher's preconceived idea.	Product-oriented art can promote skills such as following multi-step directions or fine-muscle control, but they are not exclusively artistic experiences.
EXAMPLE: An example of a process-oriented art experience is to provide glue, paper, fabric remnants, tissue paper, buttons, and other materials and encourage children to create a work of art. All of their creations will look different.	EXAMPLE: An example of a product-oriented art experience is when a teacher shows children an example of an end product or gives them a coloring page and guides children to all make the same thing.



As an early childhood educator, it's important to focus on "process-" rather than "product-" oriented art:

This is because children get more value in the process of creating art rather than in the final product. Children care more about and learn more from making marks, brushing a paint brush, and molding clay than they care about the end creation.