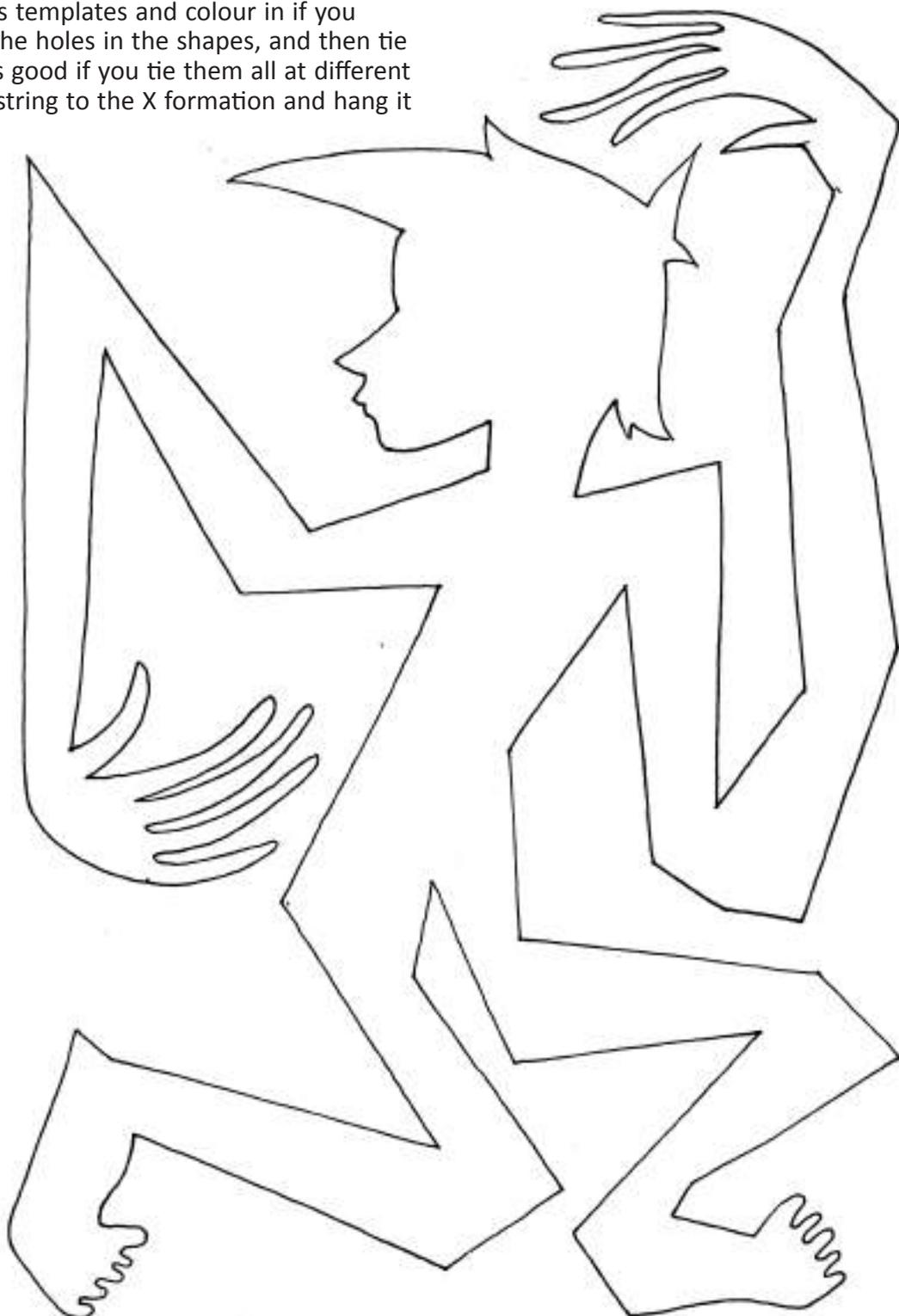
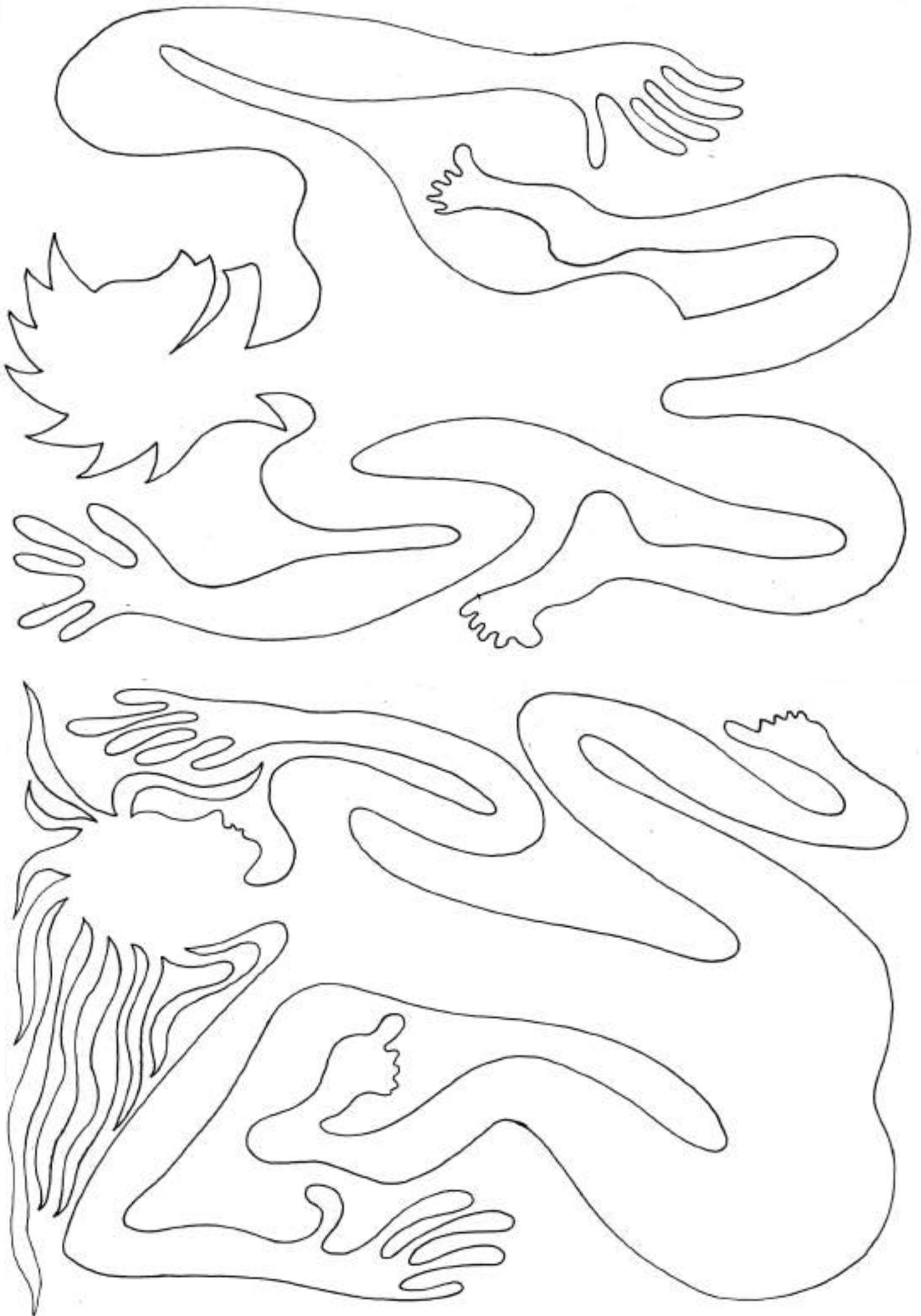


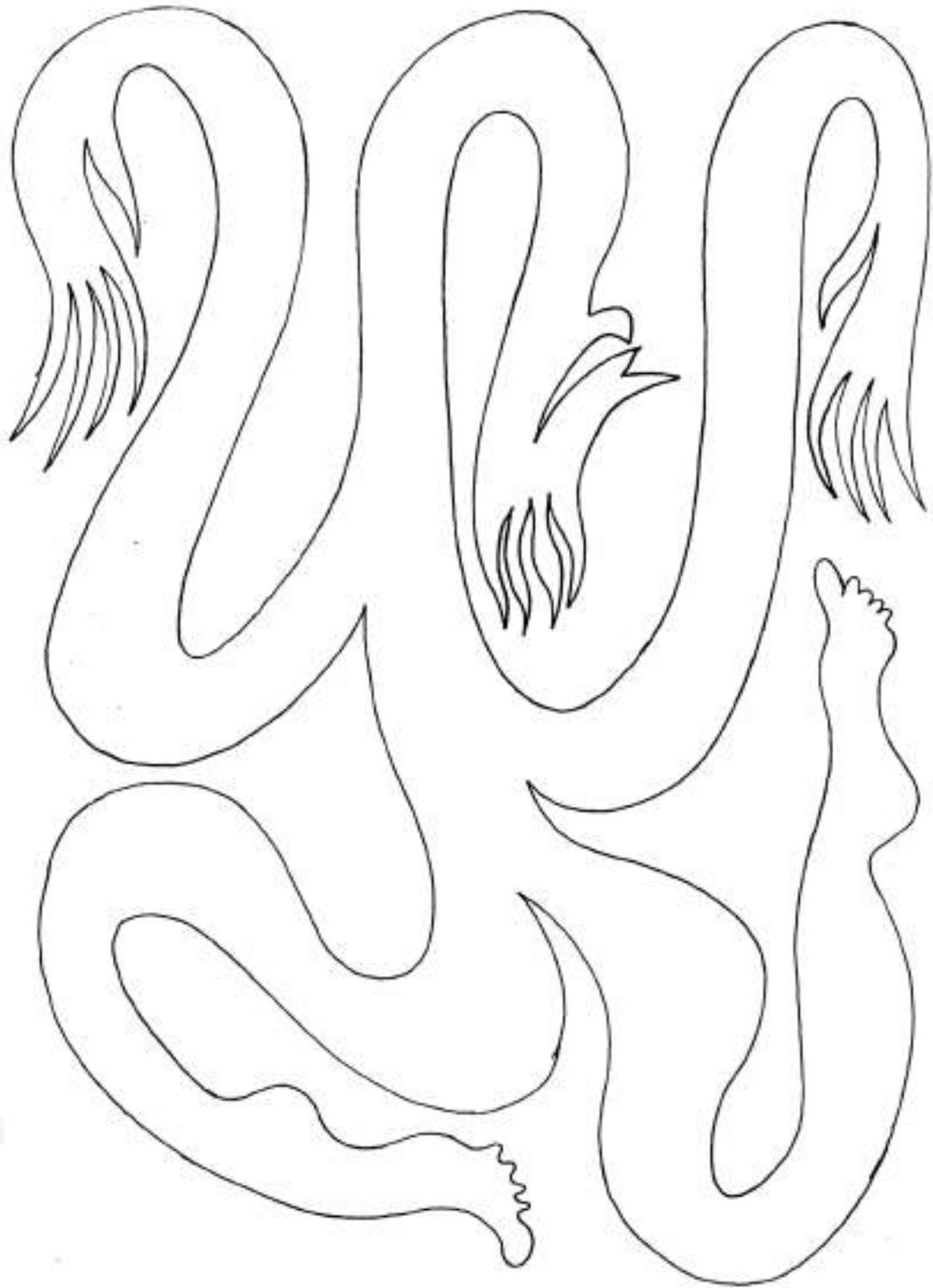
2. Make a mobile: Tape or tie two non-flexible longish objects together into an X formation. You could use old rulers, sticks, wire coat hangers, some dowel if you have any. They can be however long you want them to be, though I'd suggest 30–40-ish cm.

Using either coloured card or cardboard that you can colour in or paint if you want to, cut out some shapes and punch a hole in each one. The shapes can be whatever you want them to be – abstract blobby forms, polygons, cars, animals, people, or anything else. (You could even make polyhedrons if you want to get a bit more elaborate, e.g. dodecahedrons, pyramids and cubes).

I made one recently using dancing bodies. I've attached some drawings that you can use as templates and colour in if you want to. Tie string through the holes in the shapes, and then tie them to the X formation. It's good if you tie them all at different lengths. Then tie a piece of string to the X formation and hang it off something.







The Character Game

This is a drawing game that my daughter Flo loved to play when she was young between the ages of maybe 8–12 but I loved playing it too so it's for any age.

What you will need is several sheets of paper or a sketchbook. We used A4 printer paper but any sort will do. Also you'll need drawing materials as simple or elaborate as you like.

Draw each step on a separate piece of paper, fill the page and draw quite fast, don't over think it just lose yourself in the story and the detail. Talking about it with someone else while you are doing it also adds to the fun, it helps to build the character.

Step 1

Think of a character

It can be anyone from anywhere at any time, it does not even need to be human or even real, a complete fantasy. Now draw this character, what do they look like? What sort of body do they have? What are they wearing? How old are they? What do they do all day?

You can spend as long or as little as you like on each step. I think me and Flo usually spent 10–15 minutes on each drawing.

Step 2

Who do they live with?

Draw their family or their housemates or their pets. Do they have children, how many, how old are they? How is everyone dressed, what does it say about them and their lives?

Step 3

Where they live

Draw the outside of their dwelling. Is it a house? A flat? A bus? A castle? A tent? Think of your character as if they were someone you met or know and guess what sort of home they might live in. What sort of garden do they have, is it tidy or messy? Garage? Shed? Where is their house, in the country, city, suburb or town? Are there trees, traffic, other houses nearby? How old is their home? What style? What country do they live in? Are they rich or poor or in between?

Step 4

Inside their home

Now draw inside their house. Is it their living room, kitchen, bedroom, dining room or some other place? Is it tidy? What is their furniture like? What is on their shelves? Where does the pet sleep? Wallpaper, lights, cushions, TV, carpets – think about all these sorts of things and draw them. Think about the choices your character would make, if you are playing with someone else have a chat about it.

Step 5

Transport

Draw your character on a journey. Do they have a car, a bicycle, a horse, a skateboard, a boat, a motorbike or some new invention? Do they travel by bus or train or plane? Where are they going, work, holiday, fun, shopping?

Step 6

Work

Draw your character at work, what do they do? Where do they work, at home, in an office, a factory, a shop, a restaurant, a hospital? It could be anywhere. Who do they work with? Do they wear special clothes? What tools do they use? Do they work with the public? What does their workplace look like?

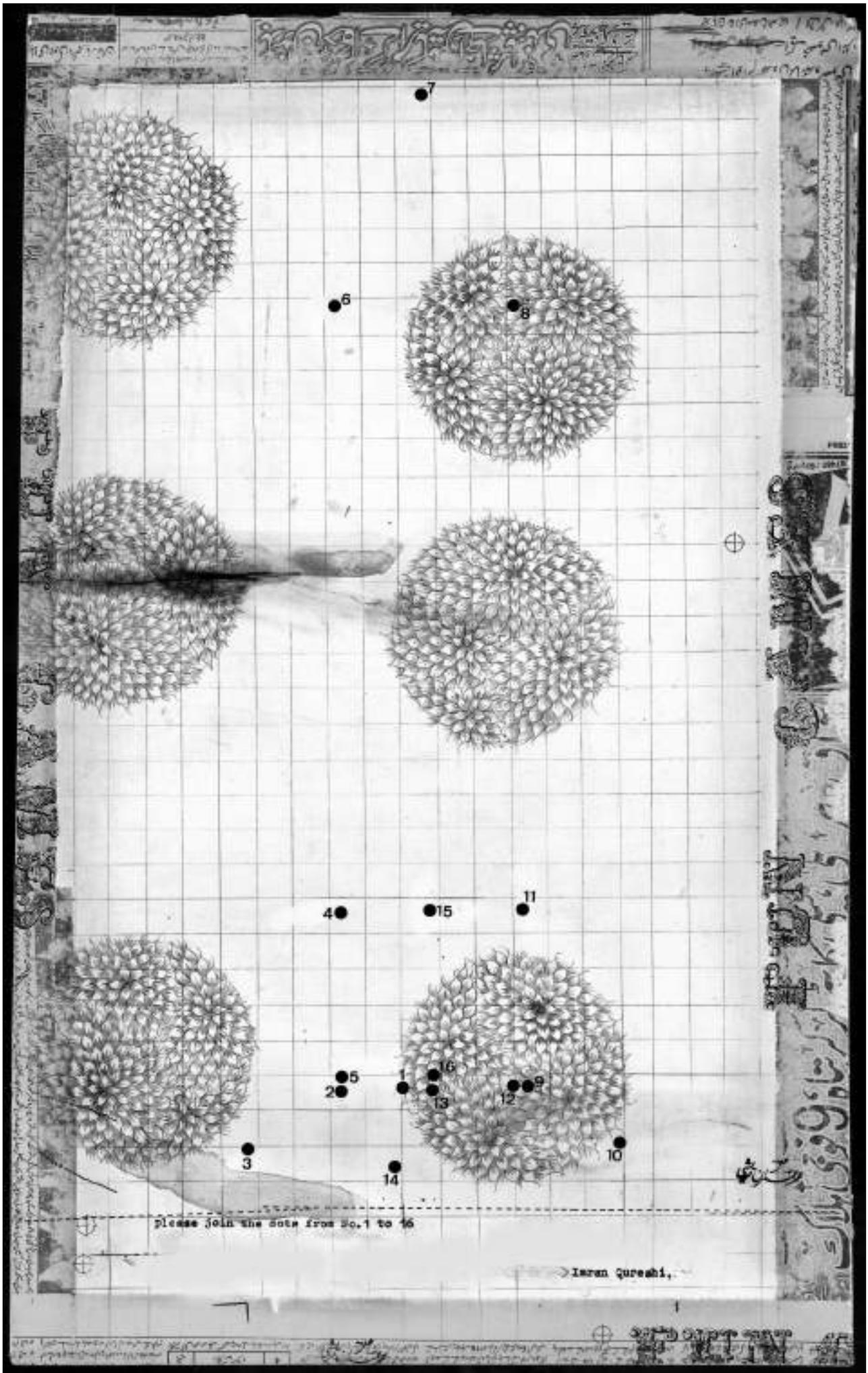
Step 7

Holidays

Draw your character on holiday with their family or housemates. Where do they go? What do they do? What do they eat? What do they do for fun? What do they wear on holiday?

You can do as many steps as you have time for and you can add new ones if you think of them. Tomorrow you can do the whole thing again with a new character who is very different and may take you to different places and introduce you to new characters.

Keep all your drawings, maybe you could illustrate a story with all the characters together. Before you know it you may have a book!!



CONVERSATION PIECE BETWEEN THE YOUNG AND OLDISH

QUESTIONS:

1. What was your dream when you were my age?
2. What happened to your dream?
3. Shall we try and live our dreams when this is all over?



SENSATIONAL

Make as many words as you can from the word
'Sensational'.

Make a story or poem from the words you make
and illustrate.

Richard Wentworth

Lines are things we see and name.
Do cats and dogs and birds see lines?

If we are out (or in) line hunting, we soon notice that lines meet and cross. We often call that 'point' a corner.

In Spanish they have two corner words, 'esquina' and 'rincón'.

I always liked the way Spaniards could really enjoy 'inside' and 'outside' corners.

Using any paper to hand, scrap this and that, newspaper etc., make a record of as many corners as you can find. It's a good competition. If you like the physical fact of your corners, you may enjoy making rubbings using wax crayons or even being resourceful with old makeup (or whatever) by taking direct rubbings w 'inky' fingers.

If you can make a real 'library' of corners, you can then start joining them together. What you devise might go on for ever! Whatever you do may suggest a road map of the world, or you can try a three dimensional 'model making' approach. You'll be on your way to the impulse of architecture.

Check out Kurt Schwitters?

RW May 2020



Homemade Pet

Make a pet from recycled potato and orange skins. Banana and apple skins would make really great pets too. Draw and cut into the skins, then ask an adult to bake them in the oven. The skins will harden and change the decoration.

A homemade pet to keep in the recycling box!





Finished this pack? If you haven't seen packs 1 and 2, you can find them here: www.firstsite.uk/download-artist-activity-pack.

Finished all three? 😞

You can find more fun and imaginative ideas and activities to try below – from our Online Studio to other cultural organisations' websites and social media from across the UK!

Additional resources

Firstsite Online Studio

Explore our Online Studio for a range of creative and fun things to do at home! Simply visit www.firstsite.uk/online-studio and start discovering creative gems:

- For more fun activity ideas from artists around the UK select “Art is where the home is”.
- Select the category “Create at Home” and try your hand at some simple, therapeutic craft activities in our interactive video and activity sheet series with artist, Iris Gunnarsdottir. Perfect for ages 4–9, but suitable for anyone!
- Join in with our community storytelling series as part of our exhibition “Tell me the story of all these things” – simply take a photo or draw a picture of something in your home that has a special meaning and post it on our online studio or on your social media with your story about why it's special – don't forget to tag us and use the hashtag #Tellmethestory. Perfect for ages 13+ – but suitable for anyone!
- See behind the scenes of our recent exhibitions– just select the category “Exhibitions – Behind the Scenes”.

Firstsite's Arts Council Collection National Partners Programme partners – Newlyn Art Gallery & The Exchange, and Sunderland Culture – have lots to do and join in with online.

Newlyn Art Gallery & The Exchange has a range of online workshop activities available on its website, available to download for free with accompanying audio instructions.

Its Lunchtime School programme has now moved online and runs on alternate Fridays. Visit the website for details: www.newlyngallery.co.uk/activity-types/events

Sunderland Culture has made an online programme for families. The programming team pulled together lots of fun and creative challenges over the Easter holiday that you can continue to enjoy at home. www.sunderlandculture.org.uk/easter-family-online-programme

Explore the hashtag #artinisolation on social media – as with all social media parental guidance advised!

Please note Firstsite does not monitor, review or update, and does not have any control over, any Third Party Content or third-party websites. If you use these links and the Third Party Content, you do so entirely at your own risk.

About Firstsite

Firstsite is an international gallery and creative community space, showing a diverse mix of the very best historic modern and contemporary art from around the world for everyone, every day, in our gallery and online. At Firstsite, we disrupt the way we all experience the world, providing new creative opportunities and promoting imaginative responses to contemporary issues. Find out more about Firstsite and how to support our work at www.firstsite.uk

'Art is where the home is' is now heading to France thanks to a partnership with Théâtre du Châtelet, Paris. A selection of the activities are being lovingly translated into French for audiences across the country.

Firstsite is delighted to be working nationally in partnership with Creative Civic Change, which is a partnership between Local Trust, the National Lottery Community Fund, the Calouste Gulbenkian Foundation, and the Esmée Fairbairn Foundation. The programme supports fifteen communities across England to use the power of the arts and creativity to create meaningful civic change in their areas.

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Thank you to all contributing artists for making this activity pack possible:

Hurvin Anderson, Polly Apfelbaum, Zoe Beloff, Roland Carline, Shawanda Corbett, Julie Curtiss, Lucy Gunning, Anne Hardy, Idle Women, Annie Morris, Hayley Newman, Hetain Patel, Eddie Peake, Grayson Perry, Imran Qureshi, Gee Vaucher, Richard Wentworth, Daphne Wright and Catherine Yass.

We continue to be overwhelmed by the positive response from the artist community. We are thrilled to be able to collaborate with such amazing artists to bring their ideas to the nation, helping everyone get through this challenging time.

A massive and ongoing thanks to everyone in the NHS for all they are doing during this difficult time. And special thanks to everyone in the NHS, local authorities and voluntary and community sectors in the Suffolk and North East Essex Integrated Care System who are doing an incredible job in unprecedented times to enable these packs to reach over 10,000 vulnerable local people.

This continuing partnership, which also supports our Holiday Fun Programme, allows us to reach even more people together, so they can experience the benefit of art and creativity, and live happier and healthier lives.

Art is for everyone, please share whatever you make with everyone in your household – and don't forget to share it with us, using social media:

Facebook @firstsite

Twitter @firstsite

Instagram @firstsitecolchester



PLUS TATE NETWORK

