

Schools Linking Network and Shipley Art Gallery

Session Plan

Culture & Identity-

This practical art-based workshop investigates art and design, cultural traditions and heritage, by looking at how museum and gallery collections reflect different cultures in their curating. Pupils will think about, discuss and make work using a range of media, to develop ideas about creativity and identity.

Culture & Identity Workshops can include the following activities;

Warm ups to get to know each other and feel comfortable; such as;

Play games swapping personal information; e.g., who walked to school, who has a pet rabbit, or dog, who had toast for breakfast. Has long hair, goes to an after school club, go to a place of worship, .have been to another country, are vegetarian, Get into line of ascending height/hair length

Followed by Gallery activities;

- **Discuss the topic.** What is image and identity? Who do we think we are?
- Using questions from the teachers pack, discuss what makes us who we are e.g.: -The clothes we wear, who we might relate to, our role models. What are our favourite colours, things, places?
- Draw around each other in pairs; working together, fill in details to illustrate a 'Weekend Me' of each other.
- Ask questions like "Describe yourself in five words" as a personal data collection exercise etc.
- Investigate art and identity as a group. The theme can then be approached as a broader regional group identity issue looking at public art or why we might make art in relation to our own image or identity?

Object handling session. This is a tactile experience of handling objects in diverse materials such as glass, ceramics, plastics made by International designer-makers. Suggested handling objects include, Claire Curneen ceramic (Self-portrait), Bruno Romanelli glasswork (Self inspired work), Peter Chang brooch (Choice of recycled materials in the work says something about artists attitude), Norman Cornish's book and pen. These artists feature in the Image & Identity teachers pack cards and in some cases their work is shown in Designs For Life.

Observing, sketching and drawing in the gallery. There is opportunity for students to collect images and information that relates to their interests. Worksheets and sketchbooks could be used in this.

Create initial designs or plans which explore identity. Ideas could start with Personal ideas sheets, Mood boards, Collage work to bring together visual ideas, and sketches and notes made in the gallery.

Make something

Design activities could include one of the following:

- .Finger Print Badges
- An individual flag or emblem that could become class 'bunting'.
- Design your own personalised object. Choosing one piece of work from the collection and combine ideas with their own, to produce a new design.
- Draw around each other in pairs; fill in 'Weekend Me'
- T-shirt design- Perhaps using different cultural influences/pattern as a starting point
- Paper jewellery and adornment. Initial ideas drawn from the DFL galleries.
- Fashion and style show –Mock-up (Card models)
- Photography and collage experimental session
- Your Homes- Design a room to suit your taste. (Chairs for example can express individual notions of design)
- Mini-me's: Marquette's in Clay. Junk-me sculptures
- The making of individual items that can be used to create a group piece of work.
- Design an Avatar. This is a self-portrait that could be scanned, turned into jpgs and used to represent a person's profile online.

Evaluation. Students will look at the outcomes of the session and be encouraged to describe some of the things they have discovered during the visit.

Post visit ideas. Encourage students to think about what they could do with the outcomes of the workshop as a starting point for future projects in the classroom. Examples could include:

- Plan an event or display to showcase their work in school.
- Create an exhibition, a fashion show, a musical piece of work-a collaborative work.
- Making art images to upload onto existing social networking sites.