

Assemble + Schools of Tomorrow: The Place We Imagine

7 May – 4 September 2022

Learning Resource

The resource is designed for **Early Years, Primary** and **Key Stage 3 students**. It can be used as part of a range of curriculum subjects: Art & Design, PHSE, Citizenship, Media Studies and Geography.

Activities

Three large-scale play sculptures fill the galleries. These are artworks to be played and interacted with. Adults are welcome to play too. These activities offer ways for teachers and group leaders to connect groups to the artworks, ethos and themes of the exhibition and to support everyone to have a rich experience exploring and playing together.

There are a variety of small group activities that can be done in turn, allowing each small group to engage with the whole exhibition. Some activities use the play sculptures, and others use the surrounding works. Some activities require larger groups so groups could be merged. Swop activities after around 15-20 minutes. After all the groups have tried the activities, gather to share some of their ideas.

The First Rule is There Are No Rules

Try out the new gallery rules developed by children at Edna G Olds Academy. What would you add?

Build a Story

Use the quotes on the gallery walls to take a journey through the exhibition and create new stories.

Games Old and New

Play traditional games adapted for the Gallery. Invent a new game for future visitors to play.

Magical Action

How might the way you move add to the fun?

Additional subjects for Debate

Resources required

Paper and pencils. Students and staff may document the activities with cameras or tablets.

The First Rule is There Are No Rules

"I would like to see people going there to attend open-air exhibitions, take part in debates, listen to music, watch films. I would like to see children play there in the morning and afternoon sun. And to be fair minded about it, there should even be space for outdoor gigs and everyday bad taste." Lina Bo Bardi, 1967

Like Bo Bardi we wanted to use this exhibition to challenge ideas of how a gallery space is used and who and what galleries are for.

Charlotte Tupper, Artist-in Residence at Edna G Olds L.E.A.D. Academy was inspired by the school's Art Ambassadors as they introduced new activities during playtime. Through art making and conversation they explored the role of rules, how environments change behaviours and children's freedoms and agency. For this exhibition they have created a joyful set of rules that rework the traditional expectations of gallery spaces to better suit play.

Activity (small groups of 3-6 people). Each group is given a copy of the rules and asked to think about the gallery and how it can be used.

Choose some of the rules to test out.

Discuss the rules – which were your favourites? What else should be included?

Add your ideas to the blank spaces on the list of rules.

Write your own rules for future visitors.

Share your rules with others. Share your suggestions with gallery staff.

Discussion prompts – whole group sharing after the activity

- When might rules help play? When can they stop play?
- When do we need rules and when can we change them?
- What might happen if there were no gallery, school or other rules?

THE RULES

PLAY as much as you want.
at your own risk or you will pop like popcorn

FIND friends

you'll be taller than Mount Everest

BIG KIDS don't squash the little ones **OR ELSE!**

SLOW DOWN Or you will run off the Earth
Or you will eventually run out of legs
Or you will
Or you
Or

WALK really fast, jog, skip, fly, crawl, jump, levitate, sing, dance, jump
around.....

SPEED WALK like a crab

SLIPPER flipper, shoe, sandal, roller skates

~~**DO NOT**~~ take your socks off or else your legs will fall off

~~**DON'T**~~ leave your children or they will disappear, and you will never see them again

ADULTS SHOULD BE Supervised, parented, looked after, baby sat, doing something
entertaining, readying up my brain, by children at all times

~~**YOU CAN**~~ do pranks, fast walk, gallop, dance, keep your socks on, keep your clothes on,
laugh your head off, play on the big tower or else you will be gone in a puff of smoke

~~**YOU CAN'T**~~ make a fire, climb up the big tower or you will be eaten by a big snake, climb on the
structure or else you will never touch the ground again.

BRING no such thing called food and drink

..... to go on an adventure

DO the superman

DON'T EVEN think about playing or you will disappear

Build a Story

Use the quotes on the gallery walls to take a journey through the exhibition and create new stories and imaginative play.

Greenwood Zak is a film created by the children of Class 2 at Melbury Primary School, responding to story ideas by their writer-in-residence Peter Rumney. They explored and filmed locations in the woods and open spaces around the school, developing their own versions of a story.

The fourteen faded quotes written on the gallery walls, floors and windows are taken from the children's film script. These story fragments guide visitors on a journey and can be prompts for creative thinking to inspire play and discover new stories.

Activity (small groups of 3-6 people).

Choose one of the quotes together to start your journey.

Think what is it about this story fragment that interests you? What might the children who created this be wanting to tell you?

Draw what you think might be happening in this moment of the (story paper and pencils provided).

Tell each other what's happening in the story here... Do you all think the same thing, or are there several possibilities?

Think - Could it be the beginning, middle or end of the story? How might you develop the story? What kind of place does the story travel to? What can you see or hear in the story? Who or what is in it? What is their challenge or quest? Who tries to defeat or help them? What do your characters think and feel as the story grows? How does your character(s) change? How will it end? Is there an ending, or a new story to begin?...

Move How does moving around the gallery or interacting with the artworks help grow your story? Do you need another story fragment or will you carry on with your own story?

Share Do you need to write your story down? (paper and pencils provided). Or is your story just waiting to be told, person to person? Share your story with others.

Discussion prompts- whole group sharing after the activity

- Did the play sculptures help inspire your story? How?
- What else might inspire you?
- Where else could you be inspired?

Games Old and New

These games were inspired by children at Nottingham Nursery School and artist-in-residence Sian W Taylor. The activity is designed to encourage people to use the gallery space to find new ways to play.

Activity (group of 6-10 people)

Play says...

A game based on *Simon Says*. Instead of 'Simon' it is 'Play' that asks the group to do an action. One person is selected to lead the play. The rest of the group are players. The leader calls out an action to be performed, for example, "Play says lie on the floor and wave your arms," "Play says touch an animal", "Play says clap your hands and hum." Each Player must perform the action. If the leader leaves out "Play says" before giving instruction, anyone who performed the activity is out.

Big Red, Little Green

The group stands at one end of the gallery and another part of the gallery is chosen as the finish line - maybe one of the play sculptures.

One person is selected to lead the play. When they say, '*Little Green*', everyone moves towards the finish line. This game is not about speed; it is about focus. When they say '*Big Red*', everyone must immediately stop. If someone is still moving, they must go back to the start.

Vary the game by adding new colours to change how people move towards the finish. For example, '*Tiny Orange*' for slow motion, '*Massive Yellow*' for waving arms in the air while moving, '*Medium Purple*' for hopping, '*Giant Blue*' for going backwards.

Invent a new game

What game can you invent to play with others that uses things you can see in the gallery? How could use the colours, shapes, objects, words, spaces that you see around you?

Share your game with others. You could do this by writing down a description, inviting others to play, filming the game in action. Share your game with gallery staff too so we can pass it on to other visitors.

Magical Action

Line drawings taken from photographs of Year 5 children from Jubilee L.E.A.D. Academy show how their bodies change shape as they move about and interact with play spaces they built together. They capture moments of playfulness and illustrate that physical play is as creative as designing and making.

Activity (small groups of 3-6 people).

Travel between, around and over the play sculptures, trying out different ways of moving.

Here are some ideas of different types of movement:

- Keeping both feet on floor or sculpture at all times.
- Sliding on your stomach
- Linking arms with 1-2 people and staying together
- Carrying a foam animal
- Keeping one hand on the floor or sculpture all the time
- Shuffling on your bottom
- Human wheelbarrow

What movements can you think of that make the journey more fun?

Experiment to find movements that work best for the different surfaces, textures and angles of the gallery and sculptures.

Create a sequence of different movements that take you from one side of the space to another in a fun yet challenging way.

Share your favourite movements with group.

Discussion prompts - whole group sharing after the activity

- How can your environment influence the way you move, act and feel?
- How else would you like to move and be in this space? What else would you like to include?

Additional Subjects for Debate

How do you think should public spaces should be designed? Who and what should be considered? Who should be involved?

What might people, whatever their age, gain from playing? What is possible and what happens when people play?

What are the ingredients or conditions that make play possible?