


DREAM & MAKE

Ideas for young artists



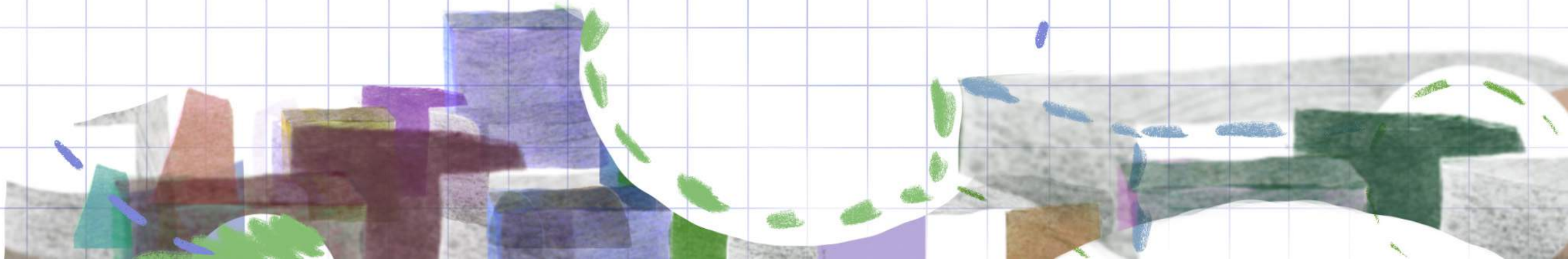


Welcome to Spike Island's Dream and Make Activity Pack. We have worked with artist and educator Laura Phillimore to find a way to bring regular Dream and Make workshops to you at home. Laura usually runs these workshops at Spike Island which some of you may have attended. Over the next few pages, you can find some fun creative activities to do.

When you have made your artworks, we'd love to see them on your social media channel of choice. Don't forget to tag us:

Twitter @_Spikeland
Instagram @Spikeisland
Facebook @Spikeland
#DreamandMakeLab

Find out more about the Dream and Make project on Instagram
@DreamandMake_





Architects of the future

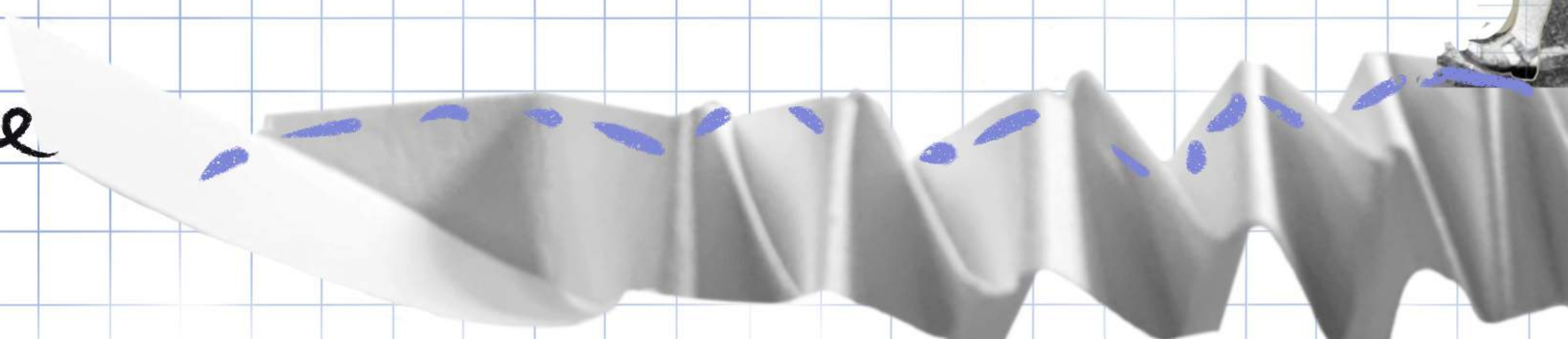


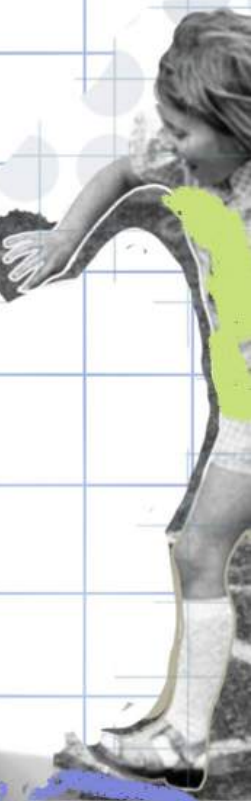
An architect is someone who plans, designs and oversees the construction of a building.

In this activity pack you will explore ways to create and design your own amazing spaces. Along with ways to create structures using simple materials, you will explore and play with light as a tool for design.

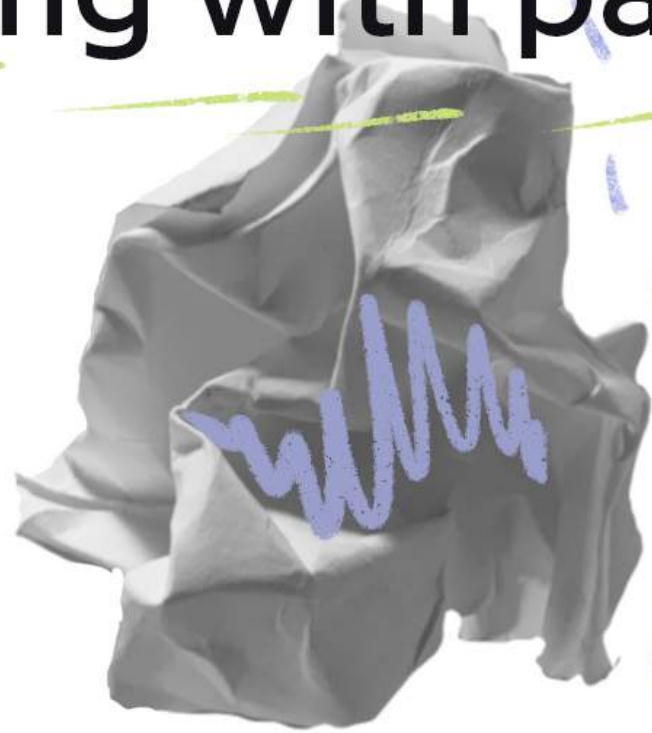
We have designed the project so you can experiment and try out the mini activities before taking on our big design challenge at the end of the pack.

You will need:

- A4 paper / thin card
 - Scissors
 - Pencils
 - Torch
 - Camera / phone
 - Glue
- 



Model making with paper or card



We have put together a series of words to encourage you to explore, play and experiment with your building material: paper.

Choose 3 or 4 of the instruction words on the next page and see what you can do with your paper. How can you make it 3 dimensional? You might find it easier to cut your paper into smaller pieces to work with.

If you want to give yourself more of a challenge, or if you are working with somebody else, why not turn it into a making game?

Write out the words on small pieces of paper and put them into a small bag or hat. Take it in turns to pick out a word and see what you can create!



Have fun!

1.

Fold

2.

Twist

3.

Bend

4.

Slice

5.

Plait

6.

Coil

7.

Scrunch

8.

Tear

9.

Crumple

10.

Suspend

11.

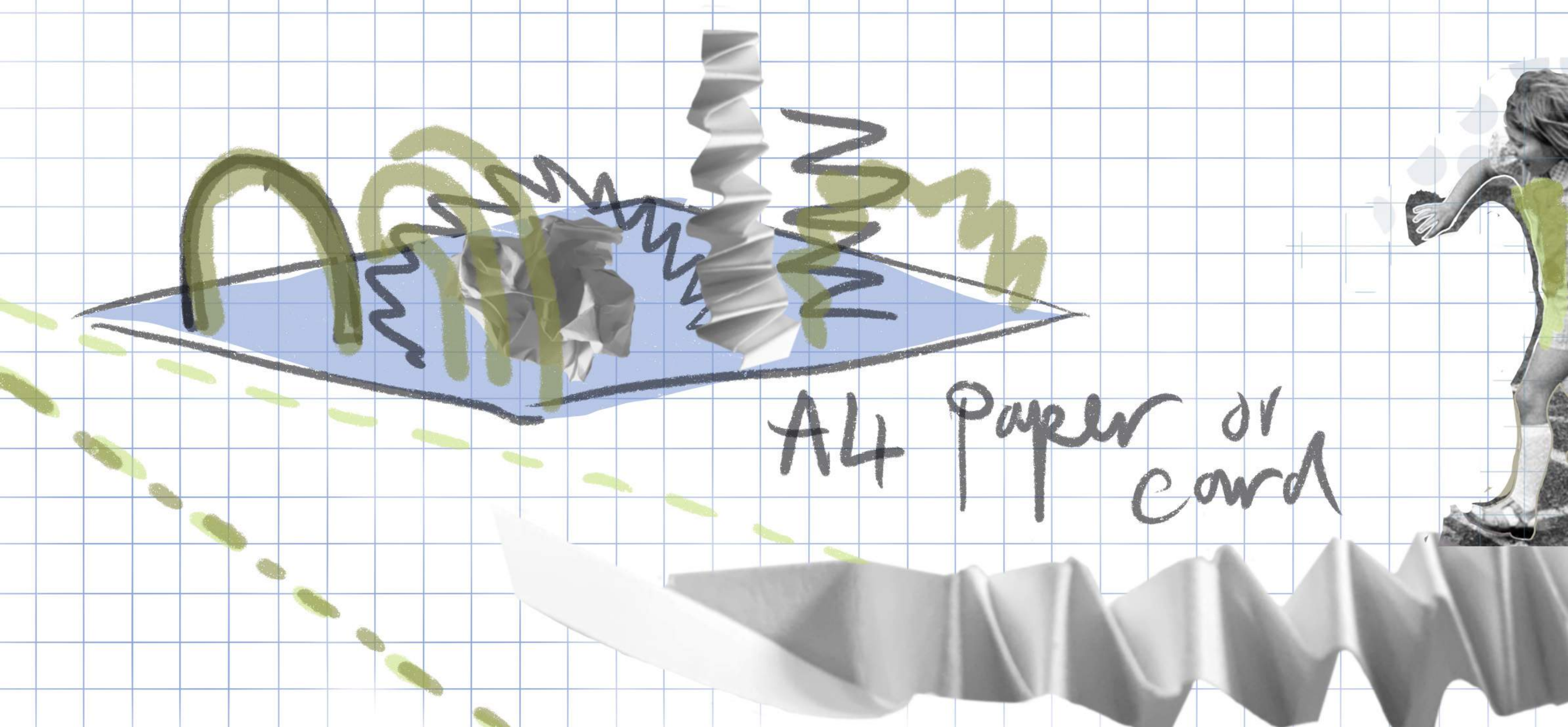
Attach

12.

Think of your own word

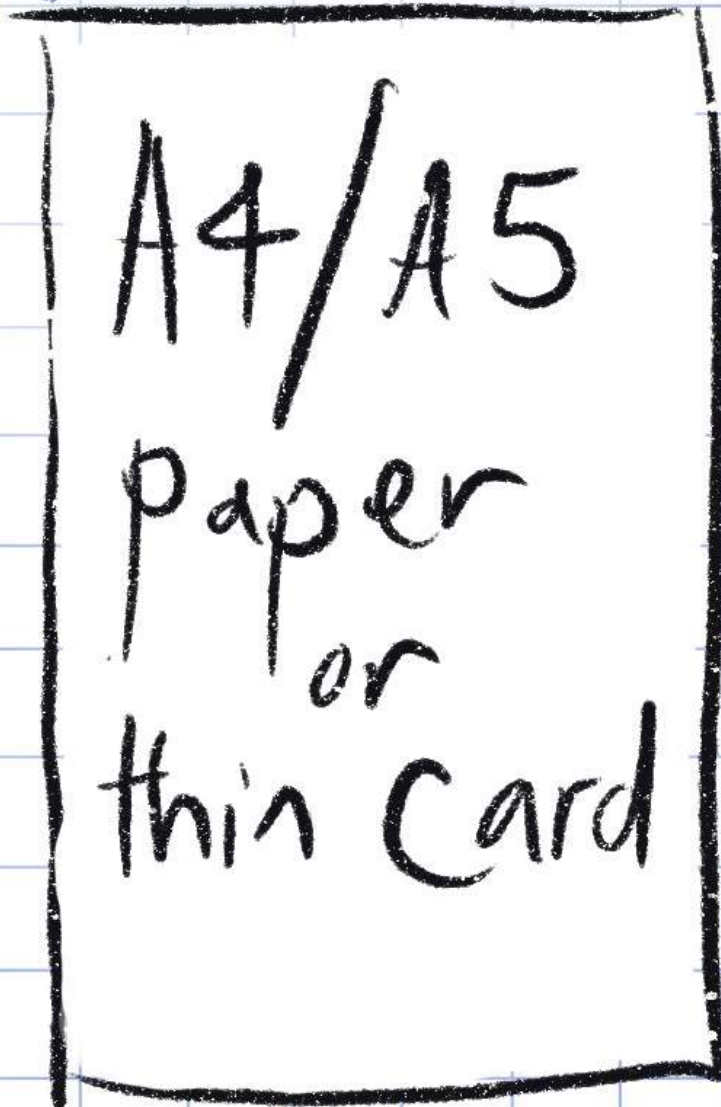
Create a mini sculpture park

Use your 3D paper experiments to create your own sculpture park or playground! Carefully stick your sculptures onto a piece of card using glue or tape. Think imaginatively about what you could turn your sculpture into...
A slide? A climbing frame? The possibilities are endless.



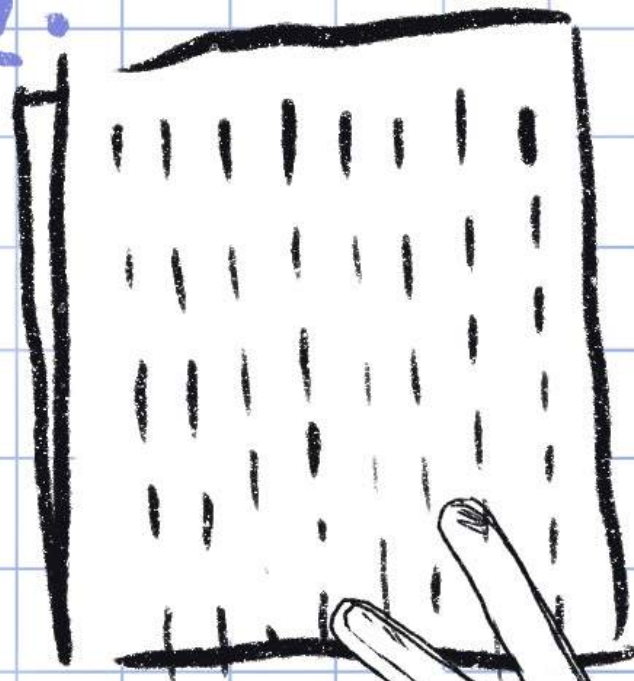
Make a pop up sculpture

1.



Open out your paper...

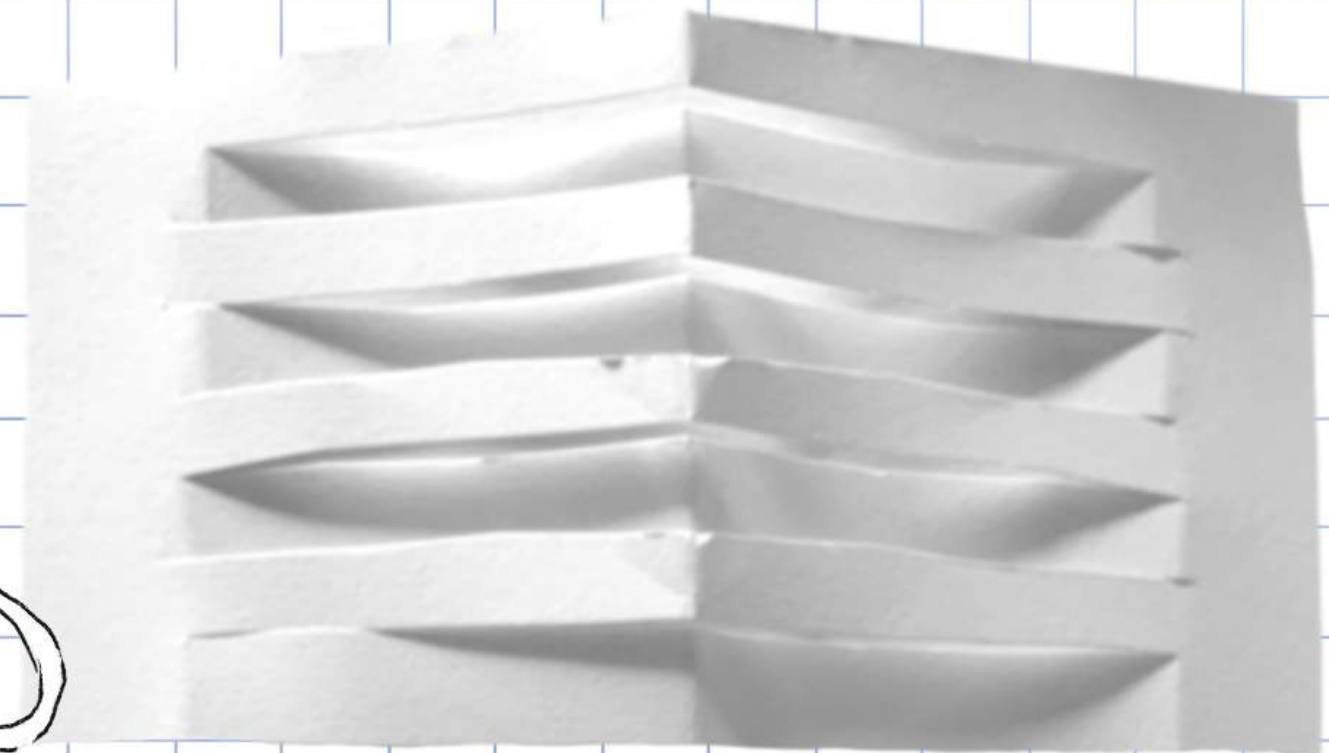
2.



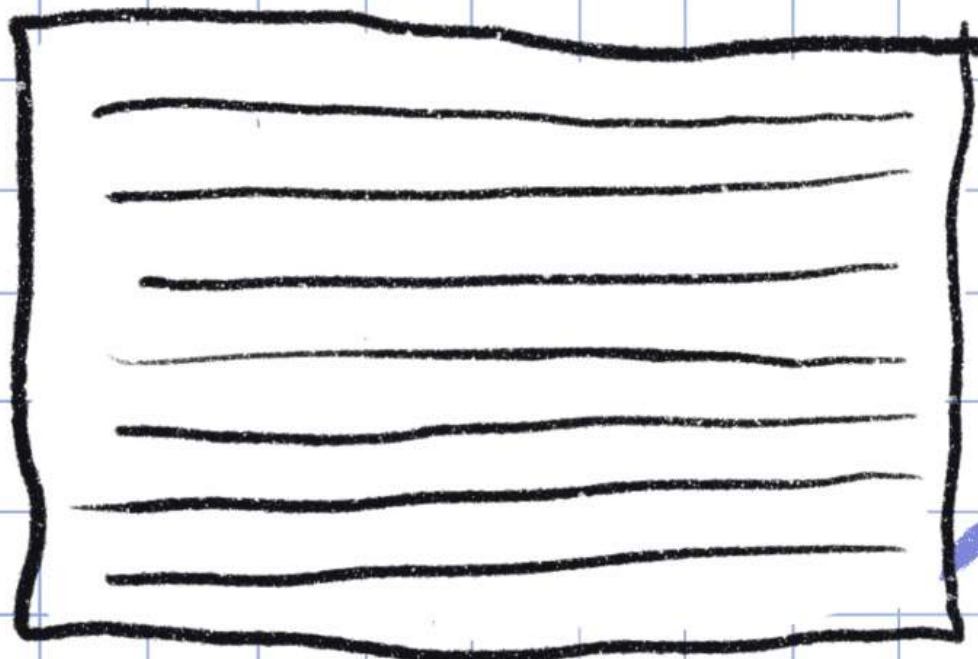
Fold your paper in half and carefully cut along the lines (as shown above)

Carefully fold up alternate strips on your sheet

4.

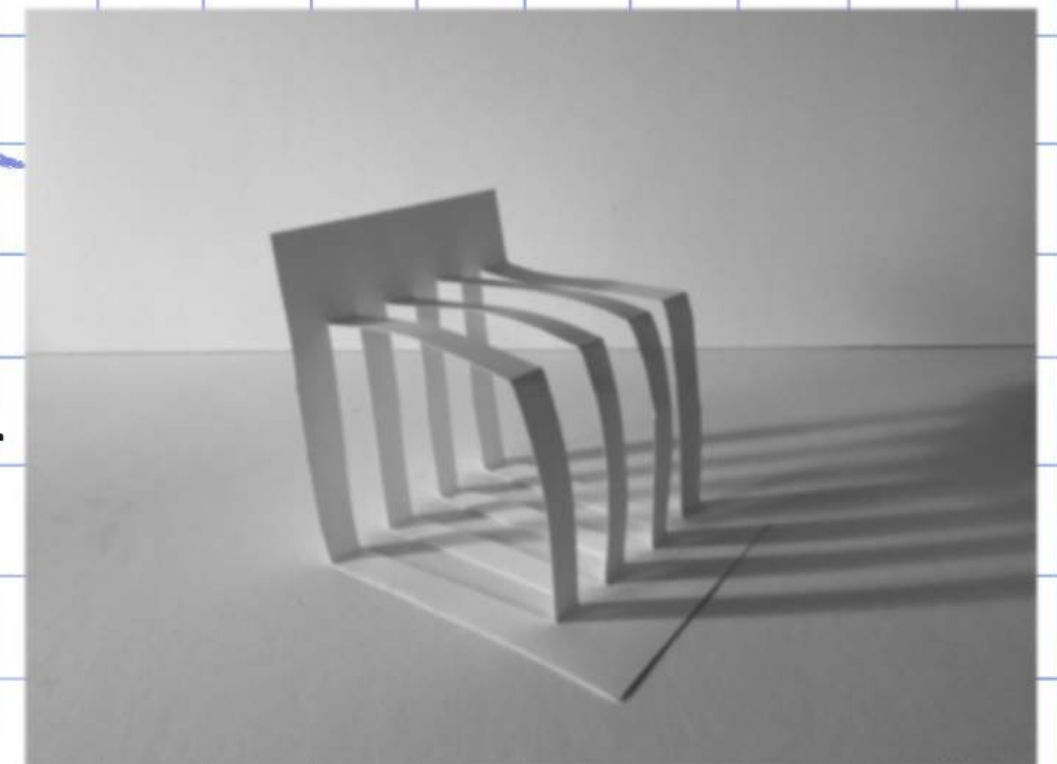


3.

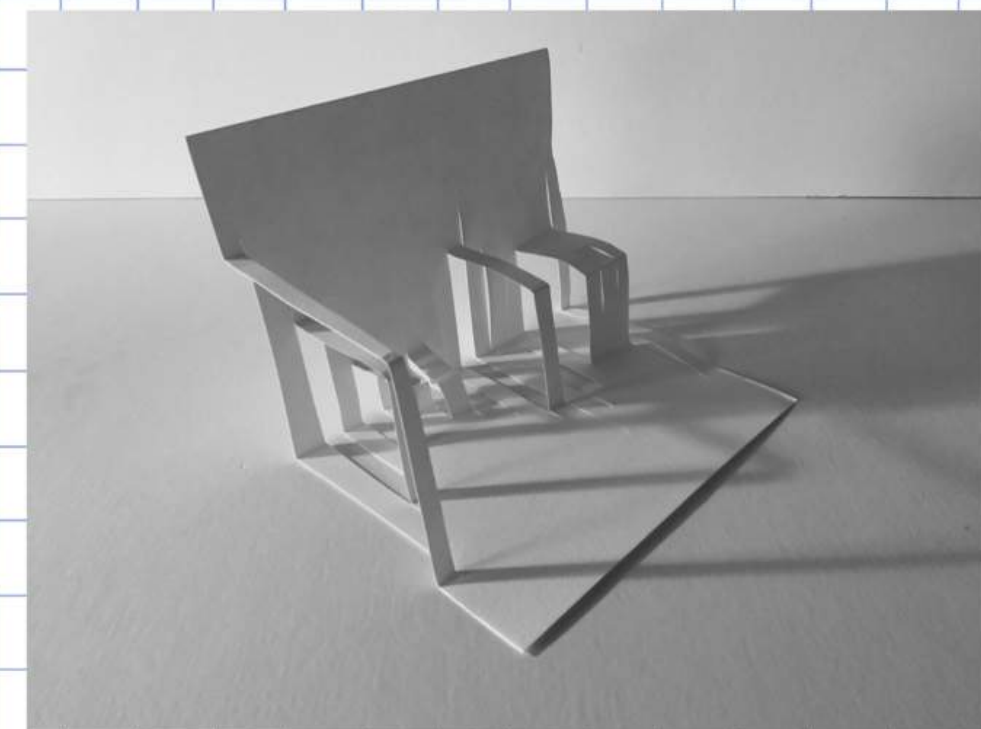
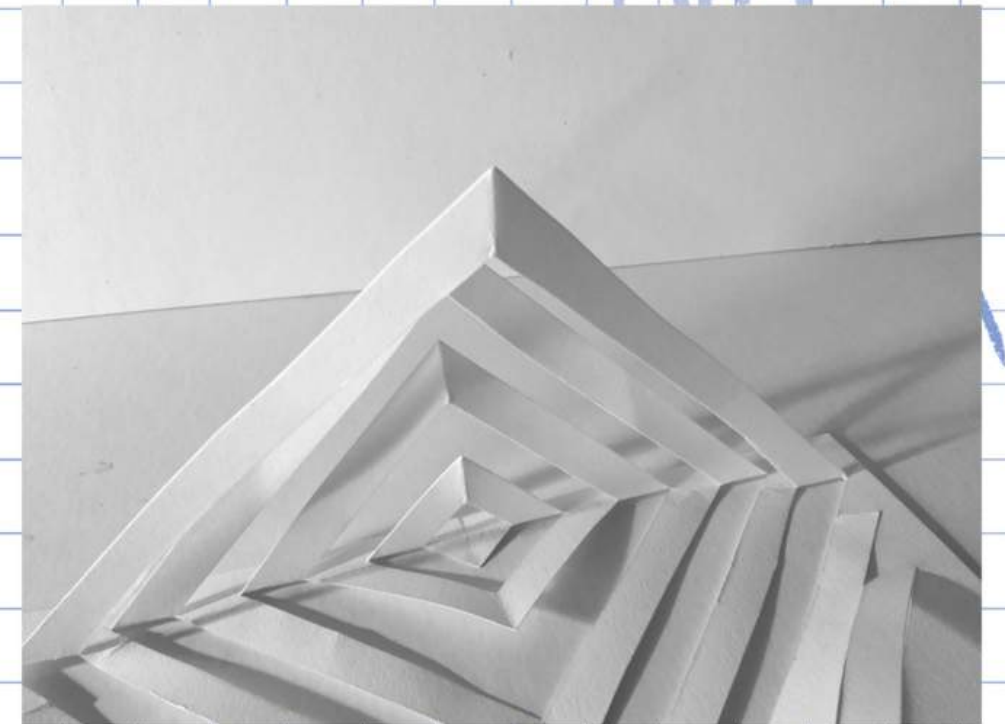
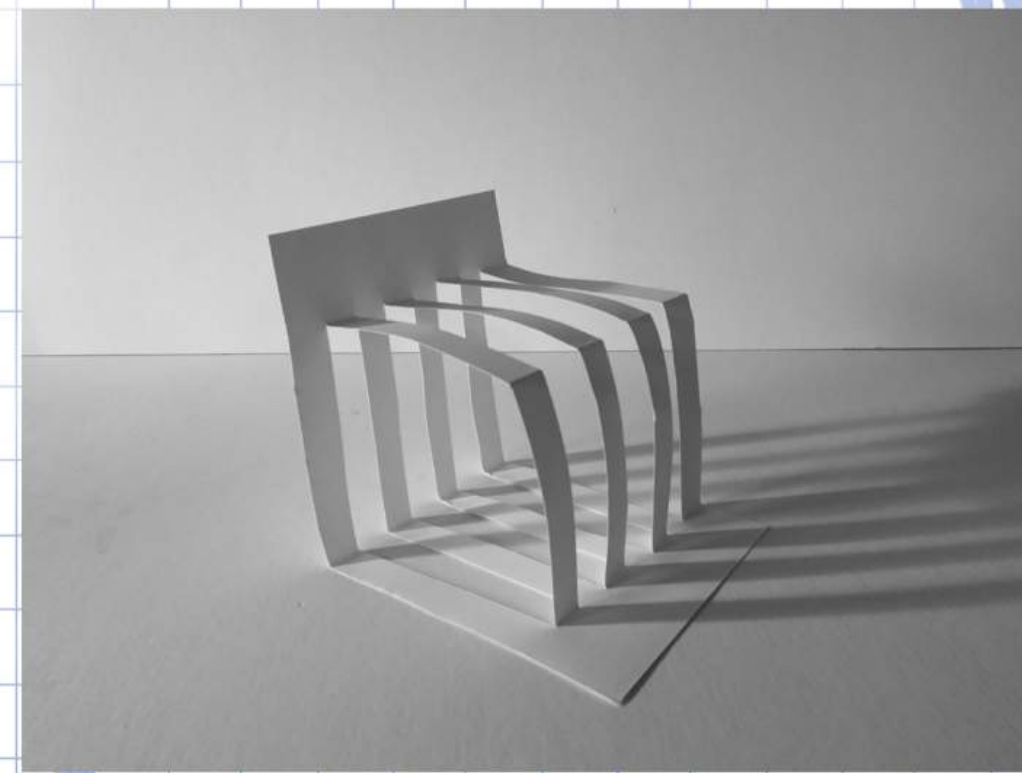
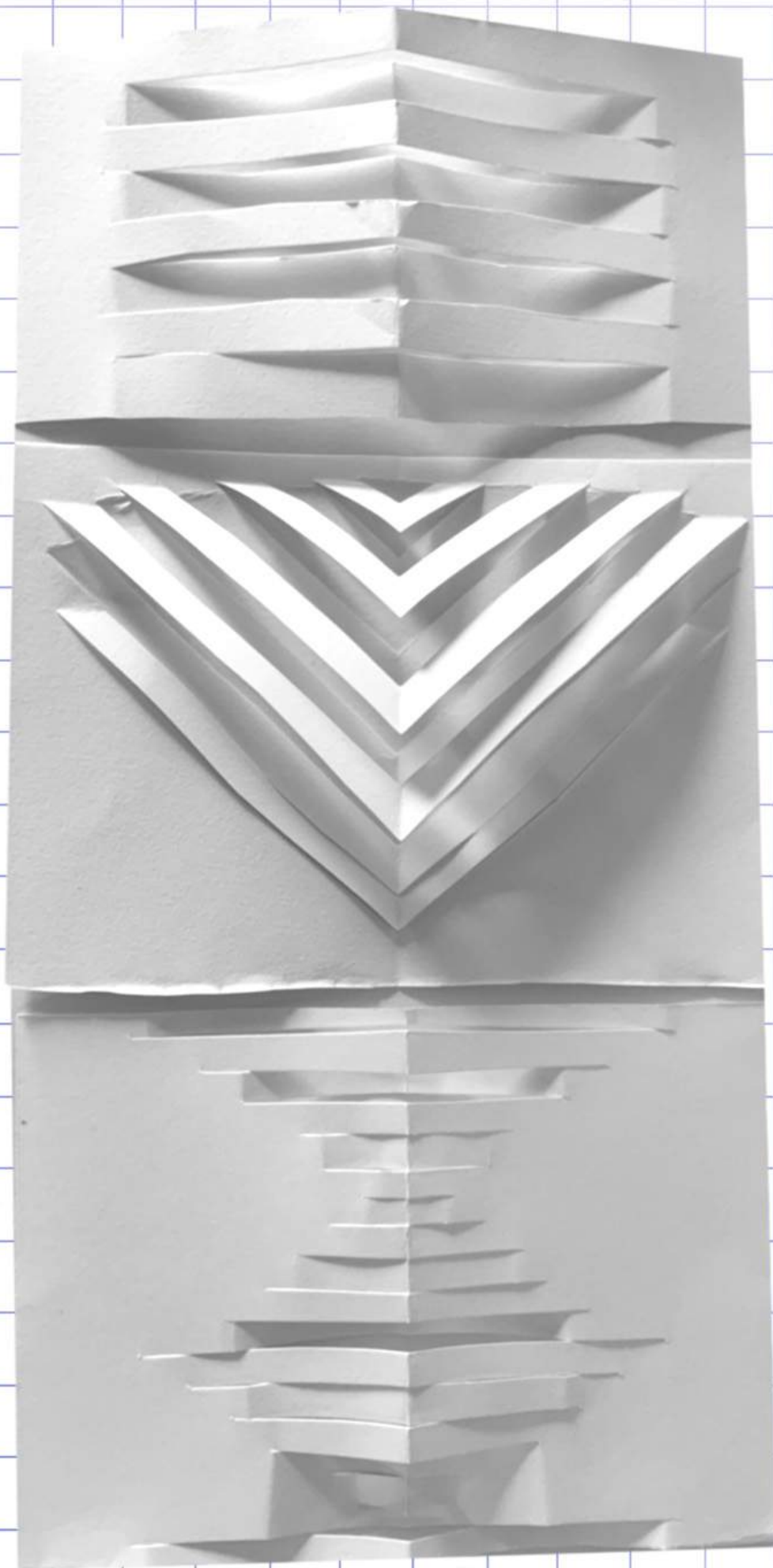


Continue folding your strips up until your structure is standing

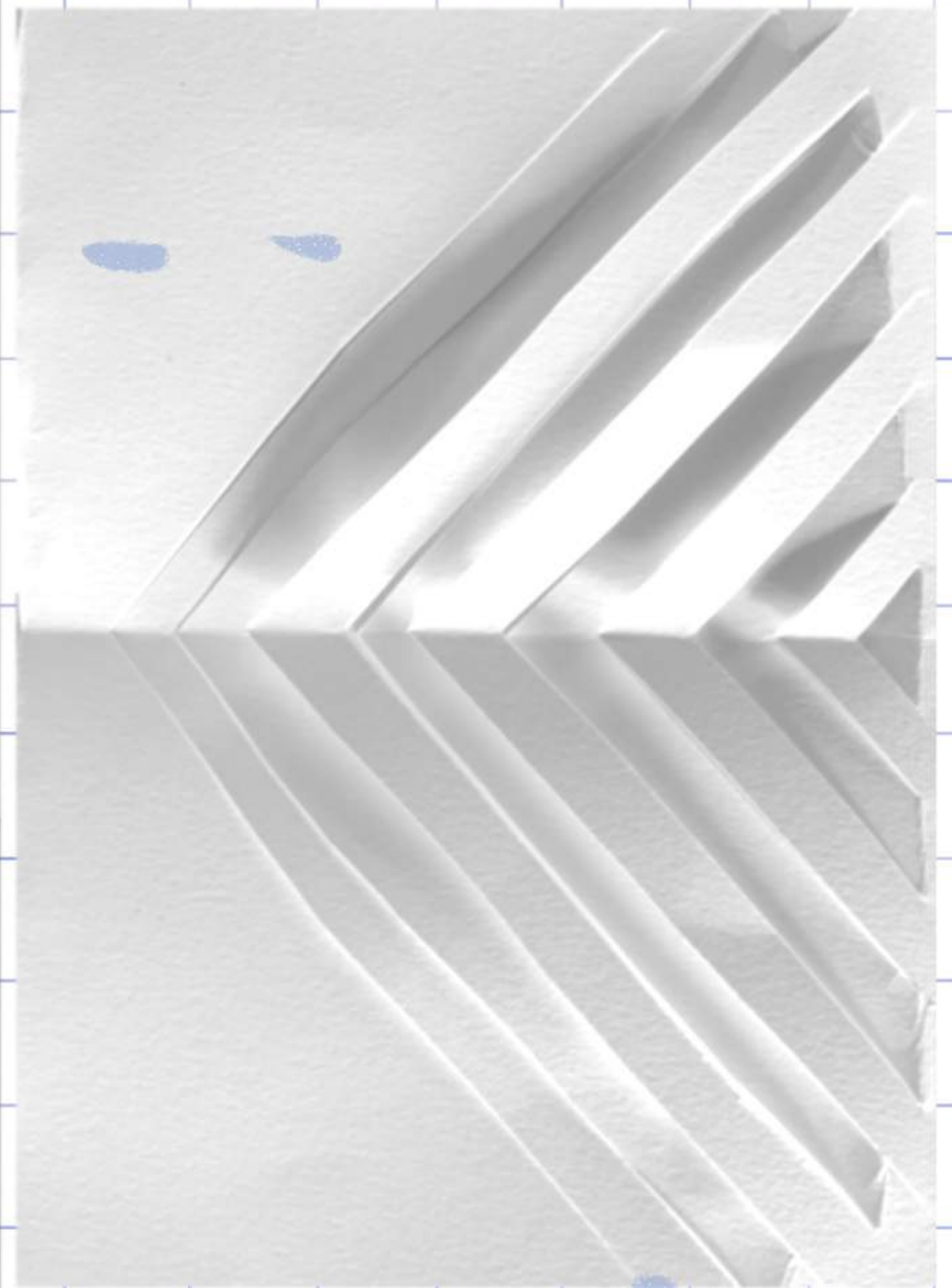
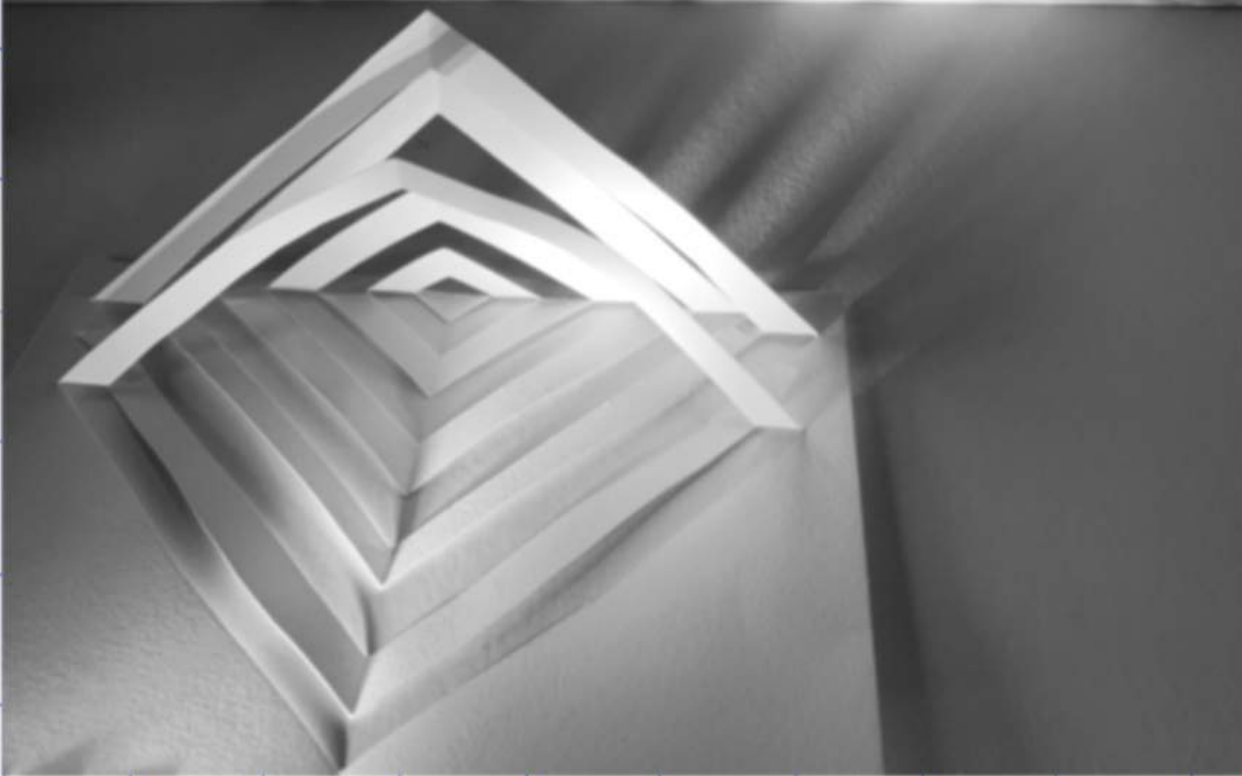
5.



Experiment with different shapes



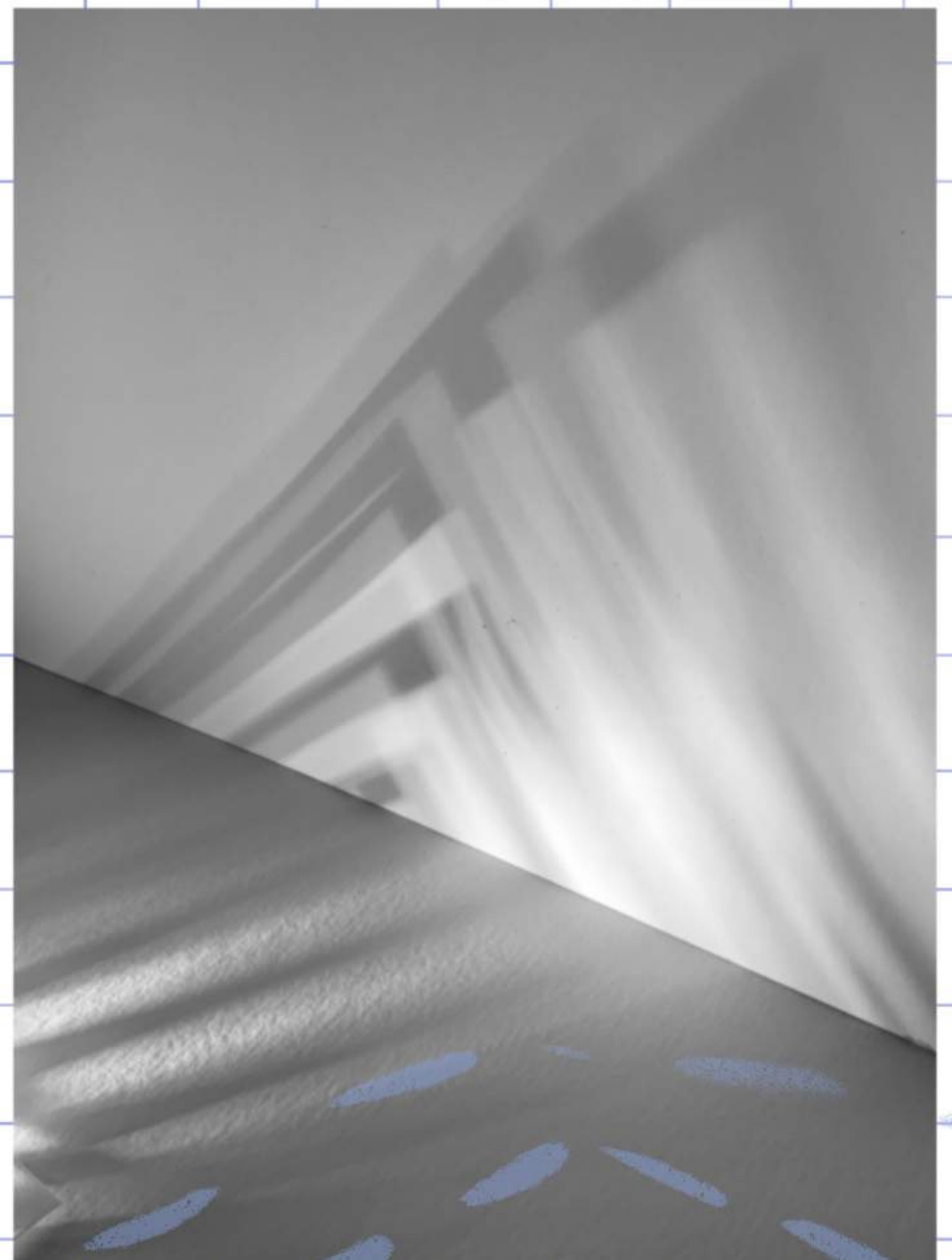
Shadow play



Architects and designers often think about lighting when designing their spaces.

Using a torch, experiment with adding light to your sculptures.

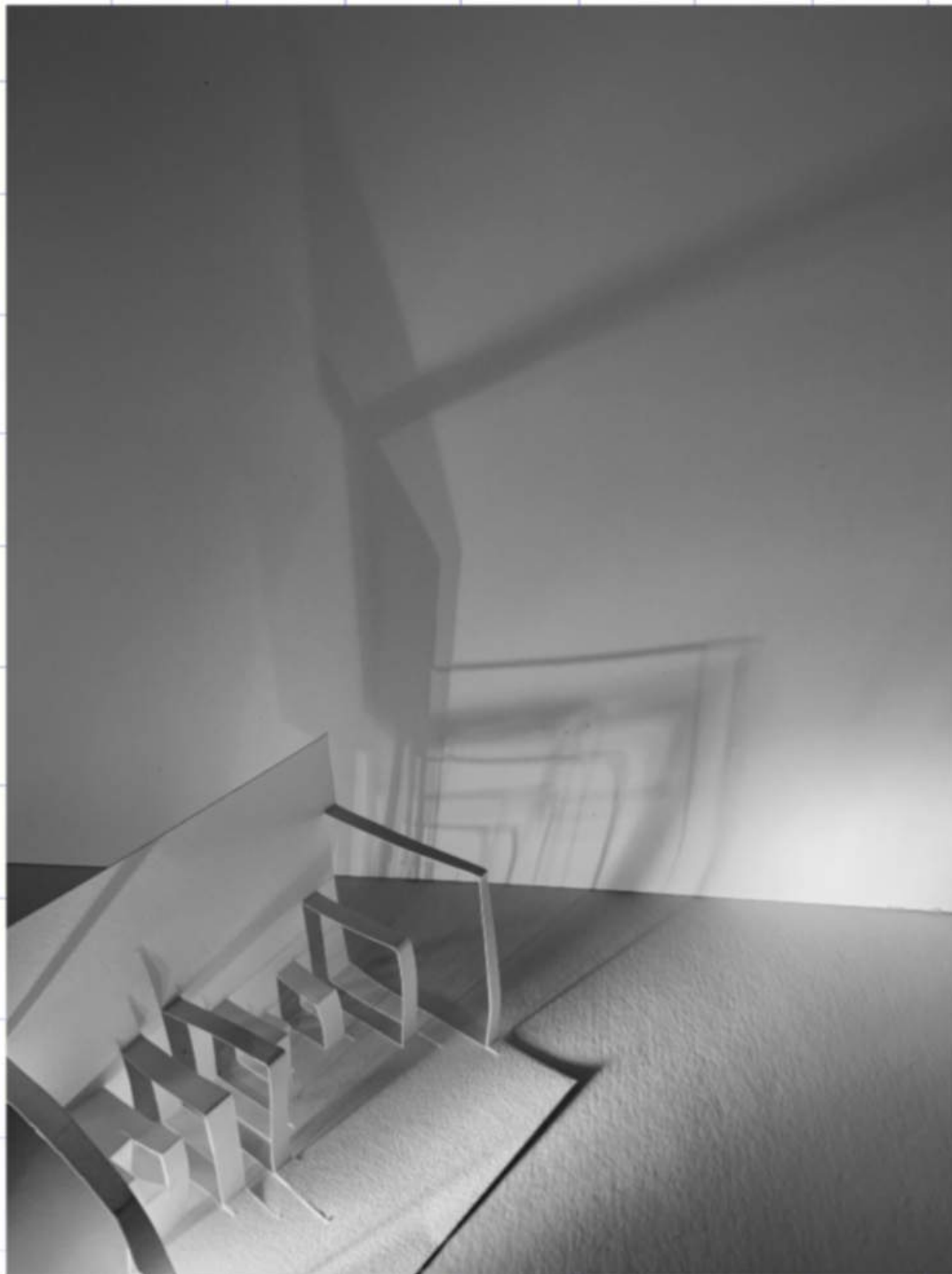
Can you make shadows appear? What happens when you move the torch nearer or further away? How does the atmosphere change?



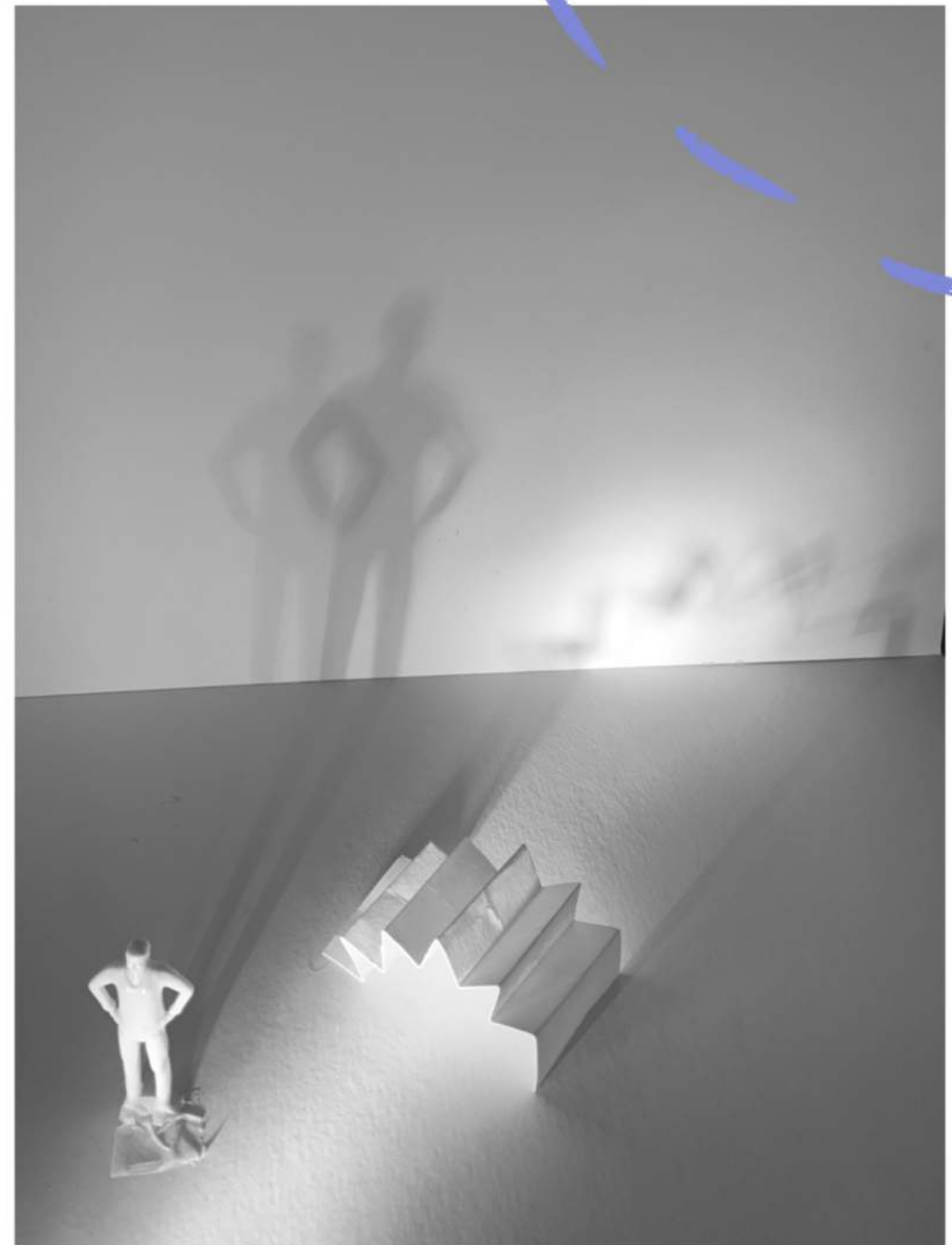
Record

Explore creative ways to photograph your sculptures, or if you prefer, why not draw the amazing patterns they create?

Could you film the moving shadows and shapes on a phone?



Play with scale



Add a model figure to your sculpture park or use your toys.

Now you have characters in your scene, why not create a story?

The big design challenge

Now you've experimented with lots of ideas in this activity pack (and perhaps previous activity packs too) why not design something for a space in your local community?

It could be for your local park, your school, or even a creative space for your family or neighbours to perform in.

Use any materials you like, pens, pencils, collage.

Whatever you design, think about how people might use and have fun with it!