

CREATIVE IDEAS FOR YOUR VISIT TO THE LADY LEVER ART GALLERY

**You'll need: a pencil, clipboard and paper or a sketch book.
Collect a map from the welcome desk.**

Teachers, group leaders and parents may find this resource helpful during a visit.

1. ROOM 13

Design your own antique clock! Use the clocks and other furniture in this room as your inspiration. Look closely at the tiny details and patterns in the existing furniture.



2. ROOM 30

Look at the coat of arms on the top of the frame of *Queen Victoria* by Sir David Wilkie. What is a coat of arms and who would have one? Create your own coat of arms using some of the furniture, patterns, objects and animals in the room as part of your design.

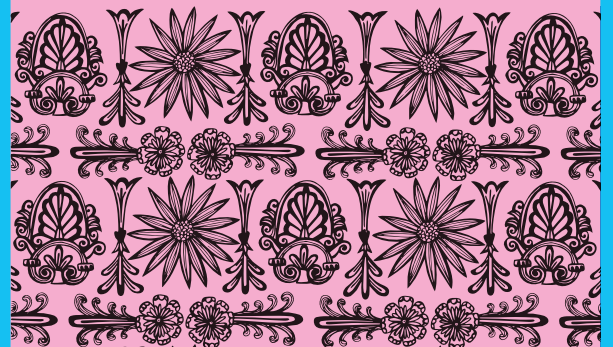
3. ROOM 21 (ADAM ROOM) & ROOM 22

Design your own piece of exotic furniture using the unusual pieces of furniture in this room as your inspiration. Think about where your furniture might be from. Who could it be for? What stories could it tell? What shape would it be?

4. ROOM 26

Look at the unusual shapes of the different pots and vases in this room. Find some of your favourites and draw a totem pole of pots (see illustration on the reverse) concentrating first on the outline shapes and filling in the details afterwards. Use some of the patterns in this room as inspiration.

5. ROOMS 3 AND 4 (WEDGWOOD)



Make your own repeat pattern like the example shown above. Use some of the pattern motifs on the objects and furniture in this room.

ACTIVITIES THAT CAN BE UNDERTAKEN THROUGHOUT THE GALLERY

6. PORTRAIT DRAWING

Portrait drawing can be done in any of the rooms that house portrait paintings or sculpture including **Room 2, Room 6, Room 10 (Main Hall), Room 30 or Room 19**. Draw a portrait or bust of yourself as a wealthy person from the past. Think about what you would be wearing, your facial expression and other symbols or objects that may be in your portrait.

7. PATTERN AND TEXTURE

Make observational sketches throughout your visit of key patterns and textures that you find interesting. Look carefully at all the objects and architecture. These drawings can be looked at later to create repeat, tessellating or symmetrical patterns.

8. FIND AND SEEK

Set counting challenges at the start of a visit such as how many birds, animals or symmetrical patterns can you find throughout the Gallery? This can be an ongoing activity throughout a visit. If you're visiting with a group, ask them to show you when they find each one and keep a tally.

9. CONTINUOUS LINE DRAWING

Choose an object, painting or piece of furniture in any of the rooms and draw it without taking your pencil off the paper. Next, try drawing something else with your opposite hand!

10. CEILING TO FLOOR

Look carefully at everything from the ceiling to the floor. Now make sketches of some of your favourite details. This could include details on pillars, frames, ceilings or floors.

