

Welcome to the gallery

IT'S OK

There is no one way to look at Art. It can mean what you think!

For Art to not make sense

Talk about what you see and think

To ask questions and talk

If you're not sure about something, just ask!

Draw your face at the end of your visit

You can eat in the Creative Space or outside

Look with your eyes, not your hands. It keeps you and the art safe!

To want to touch things

To be hungry

To want to move fast

It's ok to be bored but, this might help:

Move slowly - you'll see more and it's safe.

Look for 'Match & Draw' boxes near gallery entrances

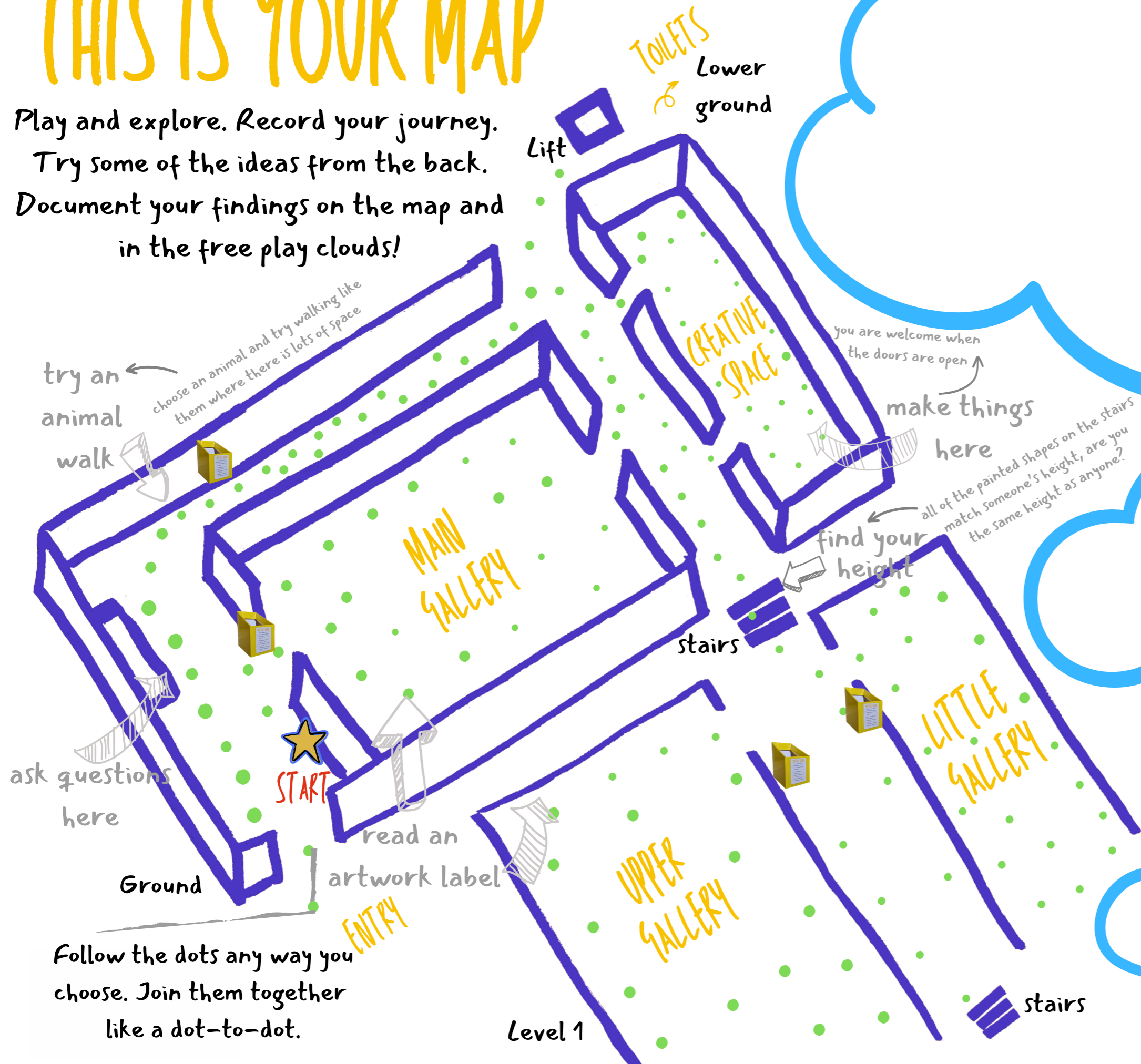
Use the map inside

Try the tips on the back page



THIS IS YOUR MAP

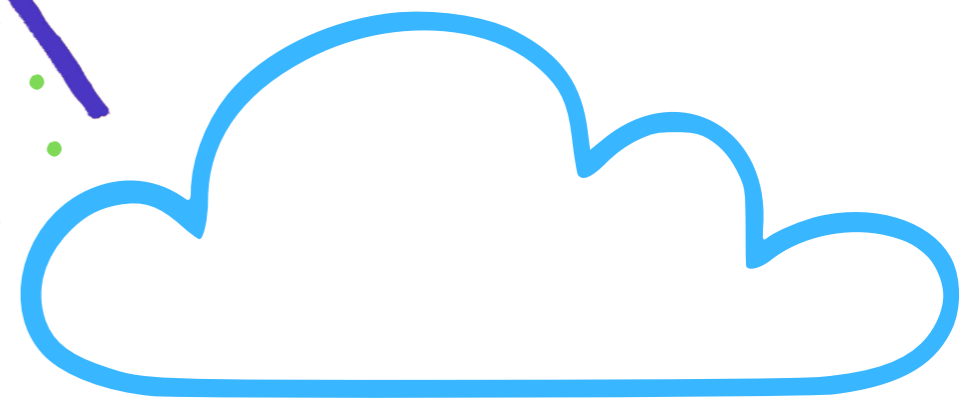
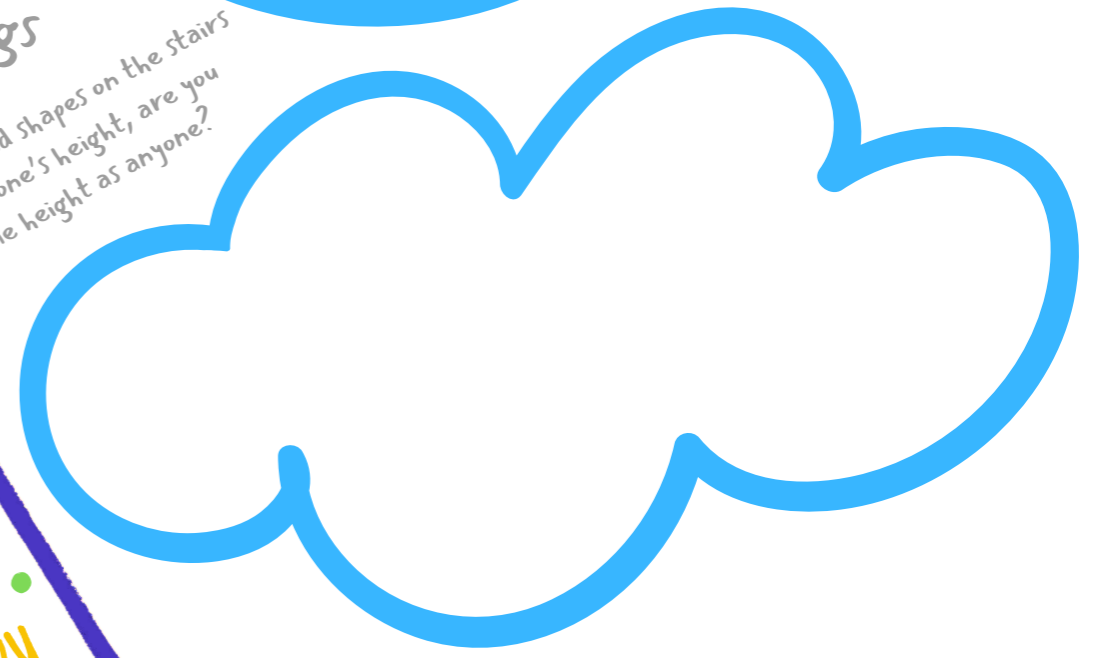
Play and explore. Record your journey.
Try some of the ideas from the back.
Document your findings on the map and
in the free play clouds!



Follow the dots any way you
choose. Join them together
like a dot-to-dot.



Free play!
Write & draw



Don't forget to draw your face on the front
to show how you feel after your visit!



IT'S OK TO BE BORED, BUT TRY THIS

Things to do in the gallery



Art detective

Go into a gallery before someone else in your family or group. Come back with clues about an artwork for them to find!



Follow a line

Choose a line in an artwork. Follow it with your eyes or your finger in the air.



Memory

Look at an artwork (30 seconds). Turn your back to the work. Describe what you saw!



Be the art

Use your body to make a pose or movement that shows an artwork. Can your grown-up guess which work?

Something in common

Find something 2 different artworks have in common.



Hear the colour

Give different colours in an artwork sounds, for example: yellow is *beep beep*, blue is *whoosh!* Sing or say the artwork!



Step into the artwork

Look at an artwork closely. Close your eyes and imagine you are inside of the artwork. How do you feel?

+ a pencil and blank paper



Draw and describe

Take turns as describer and drawer. The describer looks at and describes the work. The drawer faces away from the work and draws what is described.



Blind contour

Draw an artwork without looking at your page or lifting your pencil.



Expand the frame

Imagine what exists beyond the frame or edge of the artwork. Draw it!



Before and after

Create drawings of what happened before or after the events in the artwork.



DJ the artwork (requires a phone)

Choose a song that fits with the work. Grown-ups: If this is tricky, you can offer a choice of songs, or encourage singing!



just me



pair



group

In the Creative Space you can find art and activity materials, games and the occasional making activity connected to exhibitions.

Guide created as part of the Limitless Learning co-design project with young people and families from the Children's University working together with staff from Children's University and DRG.