'Imagine the Rumpus' Workshop 4 PLANNING

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Activity Imagining the Rumpus

Aim/ Key learnings

This workshop aims to allow 5-10 year olds to develop ideas and build on them together in a fun, play based setting. The ideas will be recorded as drawings, models, recordings. The emphasis will be on developing a narrative this week.

Age group 3-11yrs

Method Family group workshop

Ratio Participant/Facilitator 4 artists to 5 family groups of 5

Duration 90 mins

Materials required

Coloured paper, Felt pens, Scissors, Glue, Sticky tape, Pipe cleaners, Paddle pop sticks, Paper cups, Plasticine, Raw brown card.

Preparation required

Meet with Marianna (writer) and team to refine the narrative and plan the desired outcomes of the last workshop

Print out reference for drawing game – animals – real and fictional

Aim of workshop To collect and document the ideas that show potential to be used in The Great and Grand Rumpus installation at the Edge. This workshop is concentrating on establishing our protagonist – the collector of the unheard stories

Facilitators Sue , Marianna, Mari, Tim

Is a feedback form required? No

Marketing and communications tools We need a team of advisers, story tellers, artists to join in our play based workshop to help us come up with the ideas for The Great and Grand Rumpus Installation

Venue Requirements Breakout play space, Tables and chairs, open blinds for people to see in.

Is a media release form required? No

Activity Details

Timeframe Activity / Key Learnings

10.30 min

Welcome and name tags

- We collect names and email addresses of the families participating
- Artists introduce themselves and add something they collect – Sue draws on board.

10.35 min

- What are we are doing today? 'We have run out of ideas and we need your help to come up with some more.'

10.40

- Group drawing game led by Sue – participants can draw along too

- Sue will draw the things the artists collect on the board.

- Then the things the group collects

- Then the things the animal pics might collect

- Then Sue draws a big nest around our collection

- Lets draw the creature that might have collected all of these things

- It could be a collection of creatures

- Sue draws Owl head with big eyes for looking, Platypus body and strong tail for turning things over, mouse legs for running around fast, crab nippers for picking things up.

- You draw your own

11.15

- Continue the drawing into crafting a model

- Introduce the idea of building a world with the blue blocks that extends play beyond the craft.

- How can the craft interact with the space created by the blocks?

- Other things needed today:

- Arrow drawings, draw something tall, buildings flowers, tree, sauce bottle

11.20

- Sue starts to document the ideas that have come about.

- Other artists ask the participants to reflect on what they have made and inform the documentation.

11.45

- Break out play is winding up

- Final group reflections

- any group activity that might create a party

11.55

- Clean up

- Certificate presentation

12.00

- Finish

Workshop 4 Reflections

Title Facilitator Sue Loveday, Mari Hirata, Marianna Shek, Tim Mullooly

Attendants and ages: Morning session - 7 (incl adults) (We did not have any participants for the second workshop but we used our time productively by having a team meeting, discussing the individual briefs and identifying the gaps)

Aim of workshop Generate ideas for Janet the Placeholder. Develop concepts for the collector - what do you collect? Why? what tools do you need to collect?

Inspiring quotes from young people First workshop. 'One day, Um woke up and ran down to the pavement where the turtles were playing, and cooked all the monster dreams on a BBQ and had a huge monster dreams feast! Yummm!'

Stand out ideas or outcomes 1st workshop:

Ethan came up with 'Jimbo', a creature with a kangaroo body with a pouch to hold its collection, and three heads - a fox, a snake and a worm. Jimbo loves to read 'Who wins' books.

Pria came up with a ladybird and her friend Stephanie. They live in a tree. The branches are curly and the ladybirds use this to hang their collection. They collect earrings, bracelets and bows.

Oscar came up with Bun the big duck creature with a big beak. She collects things with her long legs and puts them in her beak and it slides everything down its beak. Once she's in the burrow, she regurgitates everything and decorates the burrow. She loves pancakes.

Um is a duck girl who likes to sleep. She doesn't have eyes because she's always asleep. She has a

big beak. Because she sleeps a lot, she always dreams. She dreams about monsters. Um eats the dreams up and they're very yummy.

One day Um wakes up, runs down to the pavement where the turtles are playing. The turtles hate going outside because they are frightened of monsters. Um coughs up all her monster dreams, cooks it up on a BBQ and they all have a feast.

Umman is a duck-girl with a long slender beak who can only pick up long slender things. There are fire trucks with long ladders, airplanes and police cars and ambulance. She doesn't like to sleep at all. She also regurgitates things and puts it under her pillow in her burrow.

Thing to consider for next workshop That concludes our workshop series. We are now working backwards to flesh out existing ideas.

Specific outcomes required in the next workshop: NA

Are there completed media release forms Yes

Are there completed feedback forms No

What was challenging and how was this handled? This was a great group. The kids understood the task immediately and were pretty happy to run with their ideas. Oscar worked really well with Mari and came up with some fantastic ideas. Tim engaged Pria's extroverted personality with singing performances.

To run this exact workshop again, how would I do it differently? We were pretty happy with the way the workshop ran.