



and

The National Gallery of Victoria,

invite creative Year 1 and 2

children with a love of art to

'AN ARTY ANIMAL ADVENTURE'

at The National Gallery of Victoria, International and Australia

G.A.T.E.WAYS is an independent organisation offering challenging and enriching activities and experiences to develop and extend highly able children.

Animals have been a constant source of inspiration for artists throughout history. During this two-day intensive program for gifted and talented students we will focus on animals in art across the Australian and International collection of the National Gallery of Victoria. As young artists, students will explore works of art inspired by animals, to understand symbolism, style, possible religious and mythological narrative and the diversity of materials and techniques used in the making of works of art. It will be a colourful exploration of stories and traditions and provide insight into the various interpretations of the animal form. A key focus of the program will be to introduce students to careful observation and thinking skills.

Requirements: *writing materials, a small notebook; a morning tea snack, lunch & a drink in a resealable container – no nuts please (we will lunch in the Great Hall or sculpture garden)

Preparatory Work for Day 1

Before you come to the program take a look at a range of different animal images. These can be accessed online or in magazines, books etc. Then, select an animal that holds particular significance to you. It may relate to a family pet, zoo animal, wild animal, domestic or farm animal. Once an animal has been chosen, have a think about why you have chosen this animal and how it relates to you. It may be the particular character or nature of the animal. Please bring an image of your chosen animal.

Day 1: Meet at NGV International, Mousehole entrance, St Kilda Road, Melbourne (next to Arts Centre) at 9.15

In the gallery

We will explore paintings and sculpture from the Egyptian, Chinese, Japanese, French and Italian permanent collection. We will learn about the significance of the animals such as dogs, cats, and falcons, perceived to be Gods in ancient Egypt, the role of the dragon as a symbol of the Chinese emperor, the ability of the carp to swim upstream and to demonstrate strength and courage. Why is the miniature dog in *The Banquet of Cleopatra* sitting on her lap? During this interactive tour, students will develop their observational drawing skills as they sketch different animals, noting, shape, colour, texture and pattern.

In the studio

We will discuss our favourite animals and share our pictures, noting their features, where they live, what they eat, what role they have and what countries they are found in. Students will then create their own mythical creature. We will discuss the different powers these animals possess, the ability to fly, swim, run, jump and hear. We will invent new creatures based on the drawings done during the gallery tour using collage and a range of drawing materials. Students will brainstorm where their creatures live, what they eat and what magical powers they have. Each student will write a short story describing the adventures of their creature and begin to make a picture story book.

At the conclusion of Day 1, at 3.15, students will comment on the development of their work through a small presentation to peers, family and friends.

Day 2: Meet at NGV Australia, Russell St entrance, National Gallery of Victoria Australia, Federation Square, 9.15am.

In the gallery:

Students will continue to build on their knowledge from Day 1 with an examination of landscape paintings and accounts of animals from early colonial times. We will consider the relationships Indigenous peoples had and still have with their totem animals. We will explore the introduction of animals to Australia from other countries including cattle, sheep, camels and domestic animals and we'll look at the famous *Shearing of the Rams* by Tom Roberts.

With encouragement students wonder, question and become adventurous in their thinking about artworks. A highlight of the collection that will stimulate discussion includes a fabulous display of massive carved wooden animals by Bruce Armstrong. These works are monumental in scale yet have very tender qualities. Viewing such works will engage students to discuss and identify different purposes for art making.

In the studio:

Students will be introduced to various techniques and skills in sculpture. Based on observations and drawings from sketching in the gallery, students will reflect on animals they have encountered in the gallery. Students are encouraged to explore and experiment with a range of modelling materials to create their arty animal. We will look at and discuss animals created by contemporary Indigenous artists. Students will experiment with wrapping and binding techniques using wire, wool and raffia to create a three dimensional sculptural hybrid animal form

Pick up time is 3.30pm on both days; at 3.15pm on each day parents and guardians are invited to attend a display of artworks in the education studios on level 1.

Reporting

At the end of the program children will be presented with a certificate.

ABOUT THE PRESENTERS

Marg Stephens is an experienced artist, and educator who has worked with the NGV collections for many years. She has a thorough understanding and passion for art practice and theory.

