

# Art Gallery of Peterborough: Family Sunday Art Activity

August 2, 2020



Inspired by the work of Lyn Carter

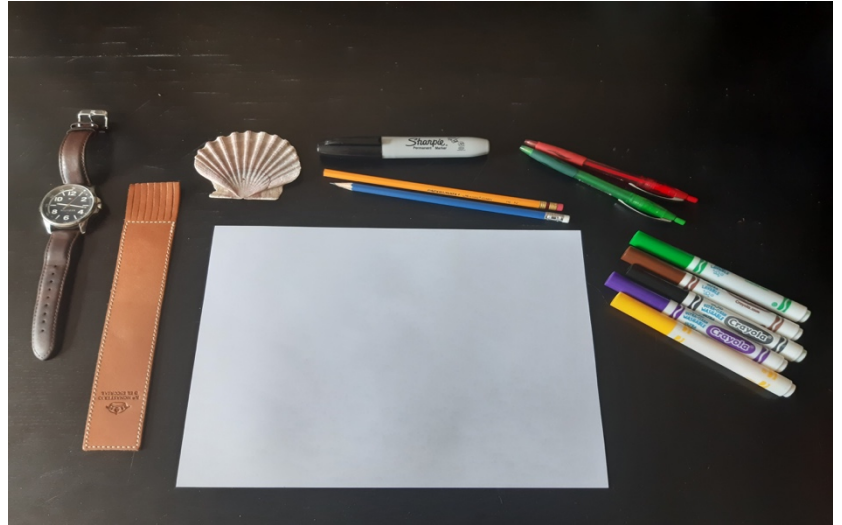


Lyn Carter is a drawing, textile, and sculpture artist who uses a 'visual language' of colours, designs, and materials to reflect her environment and create a sense of place. Drawing inspiration from everyday objects, her work helps us to take a closer look at our own surroundings. What kinds of shapes, colours, and patterns are part of your home, and the objects you see every day? How do the different designs of objects change how you feel about them?

In this activity you will discover designs in your own house, and create your own visual language!

### You Will Need:

- White Paper (8.5" x 11")
- Pencils, Pens, Crayons, or Markers
- Three Household Objects  
(See **Step 1** for how to find them!)



### Step 1:

Look around your house, and choose three different objects. These can be almost anything; a toy, a favourite book, a picture, a pair of shoes. Maybe they are things that you use every day, or that mean something important to you, or that look interesting. Try to choose objects that are different from each other:

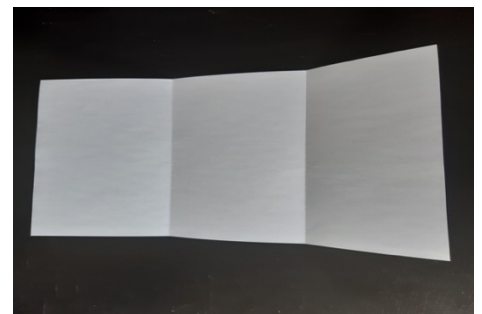
- Different Sizes
- Different Shapes
- Different Colours
- Different Textures
- Different Uses

In our example, we have: a watch, a bookmark, and a shell.



### Step 2:

Fold your sheet of paper into three equal parts.



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**Step 3:**

Look at your first object by itself, and think about what makes it different from the others. What is its size and shape? How many colours does it have? Are there shapes or patterns inside the object? How does it feel when you touch it? What do you use it for? Do you have any feelings about it?

On the first section of paper, draw and colour a design that matches your first object. You can make a design in lots of different ways! Try some of these ideas:

**Ages 5+**

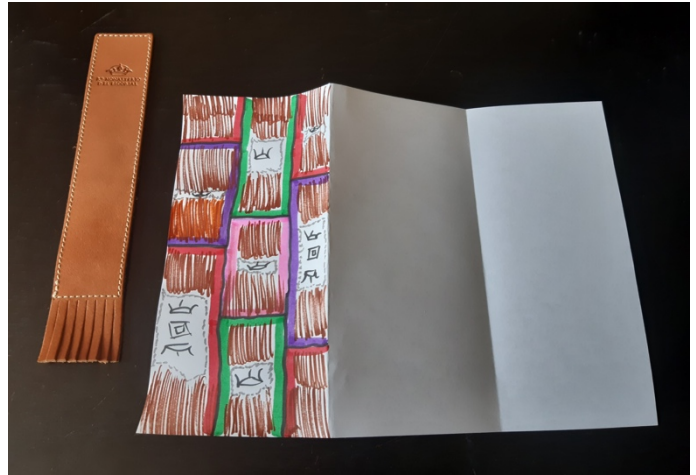
- Draw the object
- Trace the object on your paper
- Make a list of the colours in the object, and use the same colours in your design

**Ages 7+**

- Look for lines or shapes in the object, and use them in your design
- Look for patterns in the object, and use them in your design
- Look at the colours in the object; are they warm or cool? Use similar colours in your design.

**Ages 9+**

- Look at your object's textures; how does it look and feel? Create your own patterns that match.
- What is the object used for? Create your own designs that make you think of that activity.
- How does the object make you feel? Choose materials and colours that feel the same way.



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**Step 4:**

Fold your sheet of paper so that the finished first section is hidden. On the second section of paper, draw and colour a design that matches your second object.



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**Step 5:**

Fold your sheet of paper so that the finished second section is hidden. On the third section of paper, draw and colour a design that matches your third object.





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**Step 6:**

Unfold your paper, and take a look at the collage of designs you have created!



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**Group Activity: Patterns Guessing Game [Ages 7+]**

Want to share this activity with your friends? Have a friend or two make their own designs, and try to guess which objects inspired each other's drawings!

**You Will Need:**

- A friend or two
- White Paper (8.5" x 11")
- Pencils, Pens, Crayons, or Markers
- Three Household Objects (for each person)

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**Step 1:**

Have each person make their own designs, following the instructions for the craft above. Keep the objects that you use hidden from the other players. Don't peek!

**Step 2:**

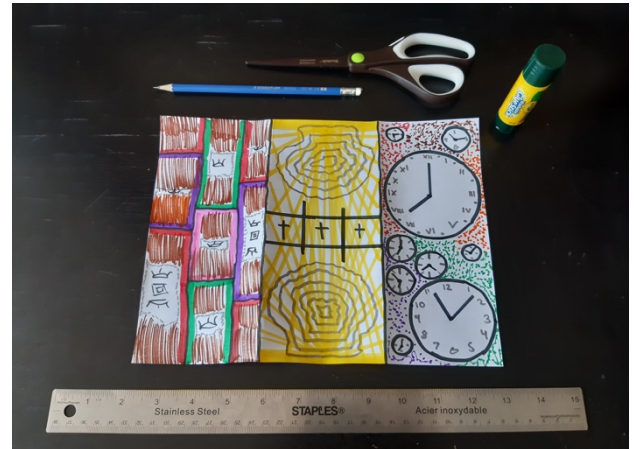
When everyone has finished their designs, unfold the papers and show them to each other. Collect the objects everyone has used, and place them together in the middle of the players. Now, take turns to guess which object was used for each design! You can help each other guess, and give hints.

## Explore Further: 3-D Designs [Ages 9+]

As a textile and sculpture artist, Lyn Carter also works with dimension. Sculptures can reflect the shape and form of an object, and use different surfaces in three dimensions to capture the world around us. In this activity, you will use a simple geometry 'net' to transform your two-dimensional drawing into a three-dimensional design!

### You Will Need:

- Your Finished Drawing
- Printer and/or Ruler
- Pencil or Pen
- Scissors
- Glue Stick



### Step 1:

If you have a printer, print out one of the nets on the following pages. Using scissors, cut out the outside shape only; don't cut the inside lines!

If you don't have a printer, don't worry! You can do the same with a ruler in the next step.

### Step 2:

If you have printed and cut out the net, place it on top of your drawing and trace around the outside with a pencil or pen. Using scissors, cut out the shape from your drawing. Using a pencil or pen, draw the inside lines from the net on your drawing cut-out.

If you don't have a printer, use a ruler and a pencil or pen to create the same shape on your drawing, then cut it out.



### Step 3:

Place the drawing cut-out so that the coloured side is facing down. Carefully fold inwards along each line, so that every section of the net is folded up towards the white side.

### Step 4:

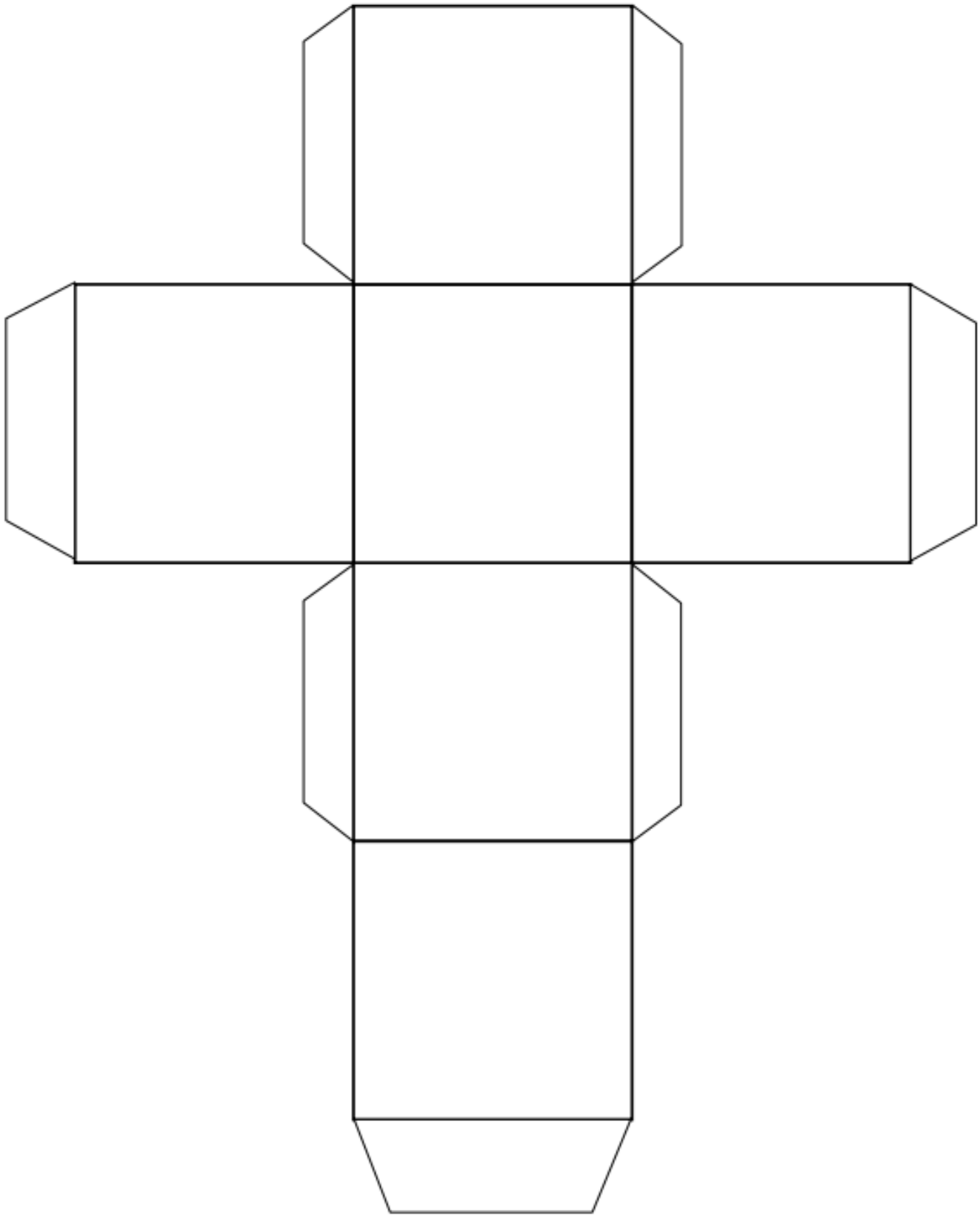
Using a glue stick, attach the small tabs to each other. Make sure that the coloured sides are facing outwards!

### Step 5:

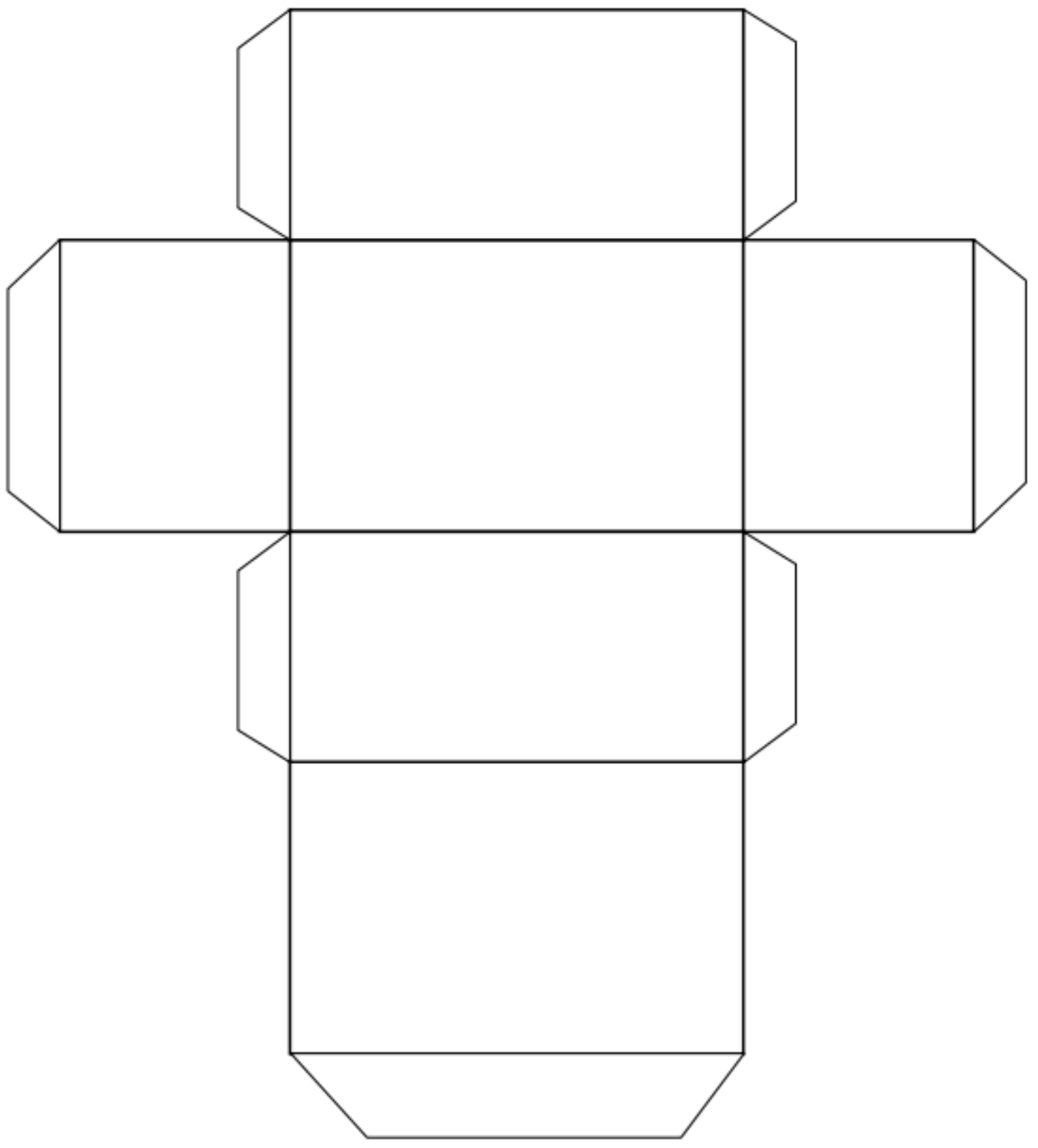
Take a look at the 3-D design you have created! Look for your different designs on each side.



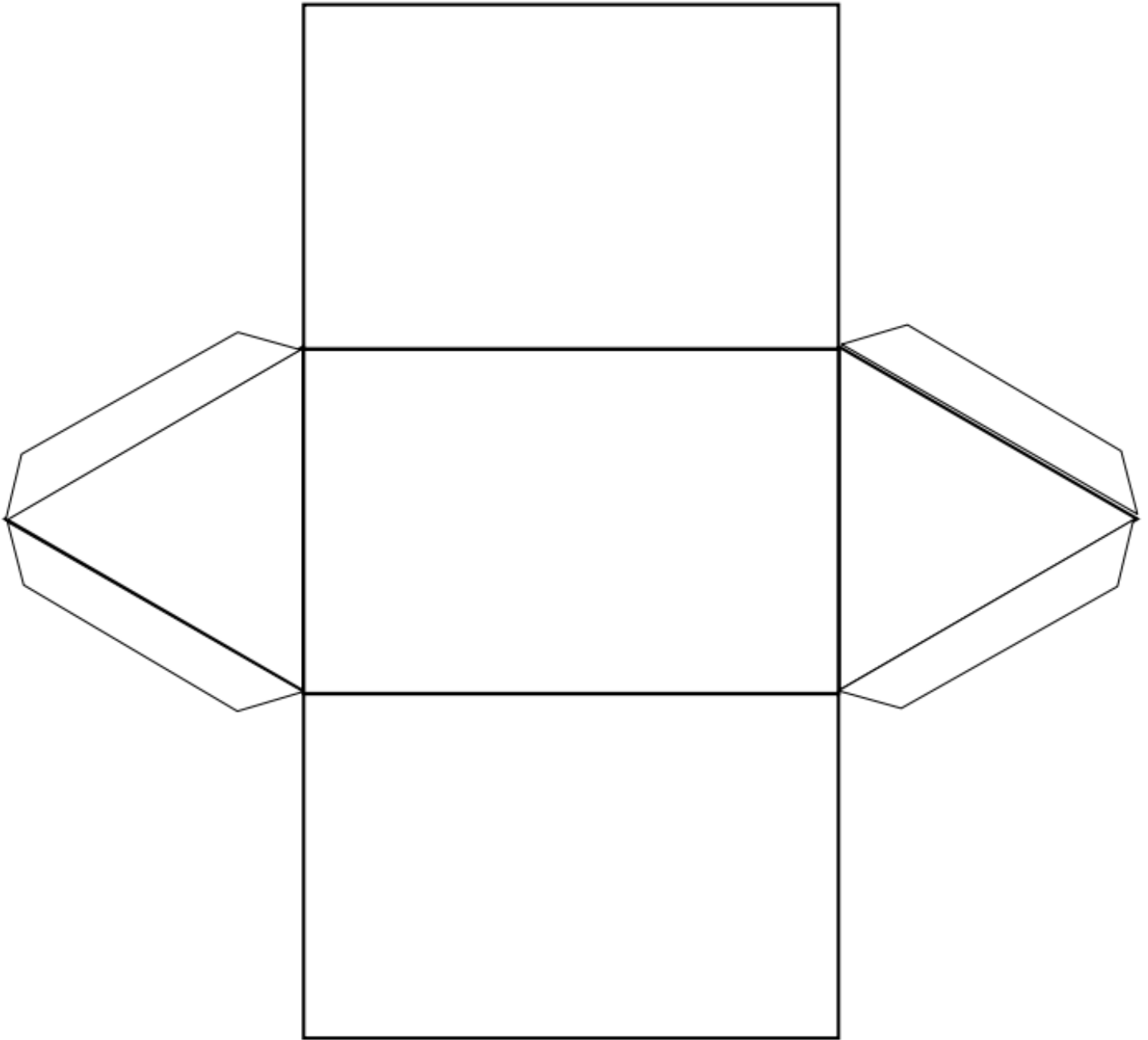
# Explore Further: 3-D Designs Cube Net



# Explore Further: 3-D Designs Rectangular Prism Net



# Explore Further: 3-D Designs Triangular Prism Net





# Explore Further: 3-D Designs Cone Net

