

## Primary Workshop: Sensing and Inventing

*A studio-based workshop led with Tom Gayler*



Epergne, Barnard & Sons (maker), 1869-1870 © Victoria and Albert Museum, London  
Argand Lamp, Boulton, Matthew, 1814-1823 © Victoria and Albert Museum, London

### Key Stage & Subject links:

- Key stage 1 and 2
- D&T, History, Science

### Summary:

This workshop encourages students to explore their senses to create amazing eating inventions and discover the museum and its collections. Through handling original Victorian items and discovering different Victorian objects in the Silver Gallery students will imagine how eating and drinking vessels and utensils might be experienced. They will learn about the senses and start to use this knowledge to interact with objects, using this as way to develop their own designs back in the studio, inspired by the museum collections. They will be challenged to transform the experience of a healthy foodstuff so it looks/feels/sounds or smells more enticing. Working directly with materials students will become inventors and designers, sharing ideas and opinions as they build their inventions. They will be supported step-by-step to discuss with their peers as they improve their designs. At the end of the session each student will share their idea and outcome, discussing how they have designed for a better sensory experience to encourage healthy eating.

### Galleries visited:

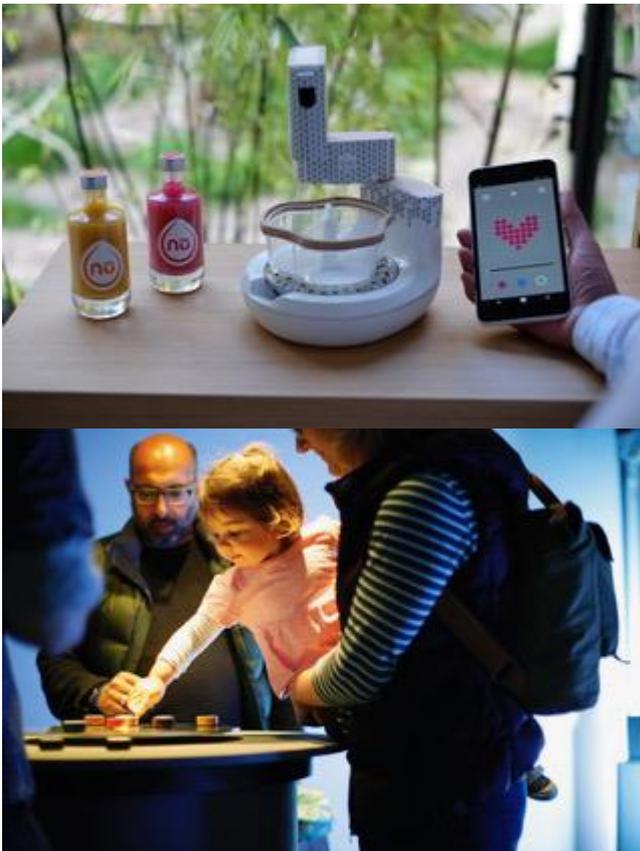
[www.vam.ac.uk/schools](http://www.vam.ac.uk/schools)

- Silver Galleries, level 3

**Information about the designer:**

Tom is a practising artist, designer and researcher working with novel experiences around food, the senses and technology. This interest influences his work in design education where he has worked with all ages to explore design. Tom brings ideas from the cutting edge of technology and design and encourages young people to become designers themselves through thinking and making tools to learn and explore more about ourselves and the world around us.

Tom is currently undertaking a PhD exploring the uses of 3D printed food for interacting with computers. Tom is a graduate of the Royal College of Art where he completed an MA in Information Experience Design. His work has previously been shown both in the UK and internationally, examples can be found at [www.tomgayler.co.uk](http://www.tomgayler.co.uk).



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NC Links:

Design & Technology

**[www.vam.ac.uk/schools](http://www.vam.ac.uk/schools)**

- Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- Select from and use a range of tools and equipment to perform practical tasks
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups

**Follow up activities:**

- Visit the 20th century galleries to explore other examples of product design or the British Galleries, level 4 to explore more objects from the Victorian era.

**Booking Information:**

Dates: 11 October

10, 22 & 29 January

5, 12 & 26 March

6 June

Cost: £100

Timing: 2 hours starting at 10.30

Capacity: Maximum 30 students per session

**Book now: 020 7942 2000**