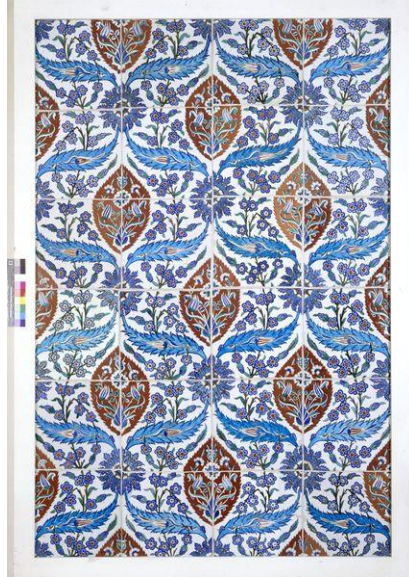


Primary workshop: Perfect Patterns

A studio based workshop led by designer Bethan Durie



Tile Panel, Unknown, C 1580 © Victoria and Albert Museum, London

Key Stage & Subject links:

- KS 2
- Art & design, Maths, RE & Computing

Summary:

Work with designer Bethan Durie in this hands on studio workshop. Students will be encouraged to experiment with mark making when creating first hand drawings from museum exhibits in our incredible Islamic Middle East gallery. Bethan will model incorporating collage into the drawings by cutting and sticking shapes on to existing sketches and working on top with further layers. Armed with drawings and collage, students will return to the studio to work in a digital software called Kaleidomatic to create their own digital pattern designs.

Galleries visited:

- Islamic Middle East, Room 42, Level 1

Information about the designer:

Bethan Durie is an image-maker whose practice focuses on illustration and printmaking, using intertwining themes of artefact and memory, she draws on personal recollections to construct narrative. Originally studying Graphic Design and moving on to complete a Masters at the Royal College of Art her imagery emulates her strengths both graphically and as a visual artist.

www.vam.ac.uk/schools



Bethan Durie 2015. ©Bethan Durie

Predominantly working to create mono-prints, building up layers of shape and colour, the imagery varies from domestic interiors to deconstructed patterns paying attention to textures of fabric, patterns in wood and outlines of objects. The work is always concerned with investigating surface as well as the essence of figurative form. Her still-life interiors are not always clear-cut, referencing the fragmentary way memories are offered to us. Yet her imagery turns a private experience into a public one.

NC Links: This workshop will contribute towards the following learning:

Art & Design

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- The work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.
- To create sketch books to record their observations and use them to review and revisit ideas

Maths

- Geometry – properties of shapes

Computing

- are responsible, competent, confident and creative users of information and communication technology

Follow up activities:

- Look at contemporary Islamic art, such as Faig Ahmed's carpets. What similarities can you find with the objects in the museum?
- Consider how you would use your Kaleidomatic designs and turn them into a functional piece. Create drawings/collages to apply pattern to the everyday.

Booking Information:

www.vam.ac.uk/schools

Dates: 3 October, 17 & 23 January, 26 February, 6 & 19 March, 3 April, 5 June

Cost: £100

Timing: 2 hours starting at 10.30

Capacity: Maximum 30 students per session

Book now: 020 7942 2000