Summary:
This session led by designer Juliet Shillingford introduces students to the world of theatre, set and costume design inspired by an extract of the famous Scottish play, Macbeth. Using the script as a source of inspiration, students will explore silhouette, texture & shape in set and costume design through paper manipulation and other techniques. Based in the atmospheric Theatre & Performance gallery, students will be encouraged to analyse, document and interpret objects from the Museum’s collection developing their critical and creative thinking skills. Students will work to different constraints including time, colour and media that will encourage them to work outside their comfort zone and allow spontaneity to play a part in the design process. The activities are a form of idea generation encouraging the students to view their sketchbooks as a place to experiment and develop individual designs. The tasks can be applied to different areas of art and design practice and are aimed to be taken back into the classroom and incorporated into future work.

Information about the Designer:
Juliet Shillingford has worked extensively as a theatre designer for a number of years designing over eighty professional productions. Her work encompasses designs of varying scales and budgets from small scale rural touring for new perspectives to large scale national tours. Her work as an educator has always gone alongside her design work teaching students of all ages from primary to degree level. More recently she has designed the interiors for two theatre foyers.
Galleries visited:
Theatre and Performance Rooms 103-106b

National Curriculum Links:
Art & Design
- Produce creative work, exploring their ideas and recording their experiences
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques
- Evaluate and analyse creative works using the language of art, craft and design
- Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.
- Students will learn a range of techniques to explore their ideas
DT
- Evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world
- develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based too

Arts Award Links:
Bronze Award
Unit 1: Part A, Part B & Part C (Some follow up work required)
Silver Award
Unit 1: Part C & D (Some follow up work required)

Follow up activities:
- Use the V&A website (collections.vam.ac.uk) to research the objects from the galleries that inspired your sketchbook drawings. What can you find out about the artist or designer who created these objects or artworks?
- Find other ways to document and record research and ideas in your sketchbook – add these to your drawing and annotations from the gallery. You could add layering and texture through cut out postcards, coloured card or photographs. Use your sketches as a starting point for an art or design project.

Booking Information:
Available: Selected dates
Timing: 90 minutes, starting at 11.00 & 13.00 daily, during the above dates.
Cost: FREE
Capacity: Maximum 20 students per session
Booking is essential: 020 7942 2000

www.vam.ac.uk/schools