SKETCHBOOK TOUR topics:

DETAILS
Spend time with the museum’s installations thinking deeply about space and looking closely at the details. Respond to a series of writing and drawing prompts that capture what you notice: the qualities that draw you in, the choices the artist made, how others interact with the installation, and how the space makes you feel.

COMPARE / CONTRAST
Inspired by artists in both our permanent collection and current exhibitions, go through a series of writing and drawing exercises that practice comparing and contrasting installations, pieces of various artworks, experiences, emotions and thoughts. Look closely, pay attention and think about how to share these thoughts through drawing and writing.

CHARACTER + STORY
Choose one or several installations and create a character that would live in that space. Use drawing and written description to come up with the history, strengths, weaknesses, career, style, likes and dislikes of your character. Be prepared to describe how your character responds to your chosen installation, or perhaps how they would interact with a creature from a different installation.

INSTALLATION LAB projects:

MYSTERY MATERIAL SHOWDOWN
Inspired by installation artists who use repetition or explore only one material. Students will be given just one mystery material (i.e. cardboard, pipe cleaners, toothpicks, masking tape, etc.) and they will have to create a new dynamic work of art using just that one material. Students will be challenged to think about their material in whole new ways.

CREATURE CREATION
Create a character that would live in an installation at the Mattress Factory. Come up with the story and details about the creature and then build a mask, puppet, prop or wearable that comes to life when it enters the museum.

IMAGINED LANDSCAPES
Inspired by installation artists who consider landscape and nature in their work. Create a real or imagined model landscape out of natural and manmade materials. Consider the landscapes near your home or school, inside or outside of buildings, or take inspiration from Mattress Factory installations and extend those environments into your own creation.