

U N - L E a R N

W i T h

M E

UN-LEARN WITH ME

You may need: paints, pens, pencils and paper

These activities aim to encourage the **childlike sense of play** that education and adult-conventions have diminished or are diminishing.

Reaching for these ideals will be uneasy, but extremely rewarding.

You will create outside of your comfort zone and because of that your creations are currently unfathomable.

After an activity, record your findings, analyse the outcome – what do you like? More importantly: record how you feel!

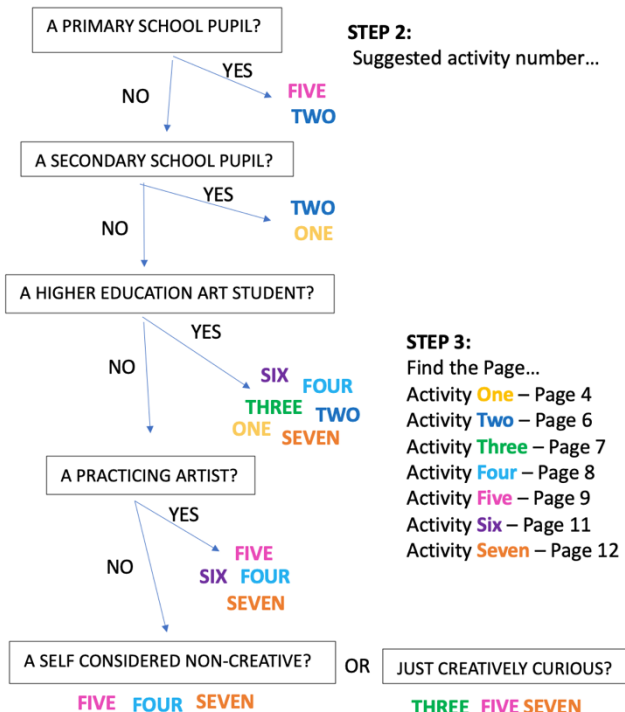
You can choose an activity for yourself; this is just a guide!

However, if you are unsure, please follow the chart on the next page!

Start Here:

STEP 1:

Are you ...



1: Work larger.

Whatever your usual medium, up the scale!

For example:

if you work from a sketchbook, work on loose paper and or pin it to a wall in order to think more curatorially.

What to unlearn:

Restrictions of small scales.
Confinements of flat surfaces.

1.1 Larger Gestures

Loosen up the grip, move freely and make grander gestures!

What to unlearn:

Small gestures that
lead to accuracy .

2: Use your hands!

If you use tools, stop! Work organically with your hands.

For Example:

Paint with your fingertips.

Tear up collage material.

What to unlearn:

Non physicality of tools.

Precise mark making.

Clean, cut lines.

Think:

How does the material feel in your hands? Can you see your fingerprints in your creation? How does the back of your palm create differently to your fingertips?

3: Make blindly.

Have your materials ready to use and in reach, then blindfold yourself and work from touch. Stop when you feel finished.

What to unlearn:

Visual aesthetic.

Desire for accuracy.

Overworking.

Think:

What sounds did you hear as you made?

What textures did you recognise? How do you feel about what you have made? Find two things you like about the outcome. Consider the shapes, lines and colours.

4: Choose for me activity.

Ask those around you or your peers to choose the materials for you.

For Example:

This could include:
the type of paints,
colour of paint, the
magazine cuttings,
pencils, or where to
photograph and draw.

What to unlearn:

Your own visual
aesthetic.

Artistic control.

Overthinking.

Think:

What were your initial
thoughts?- what do

you like about the
choice they made?

What do they like from
what you have made?

5: Create by chance.

Make more physically. Throw, drop and scatter.

For Example:

What happens when you shake and shake a bottle of ink?

What to unlearn:

Artistic control.
Lack of physicality.
Methodical accuracy.

Think:

Consider the shapes and patterns that have emerged. Can the physical action be seen in the end result? How many times can you create like this? – how is each outcome different?

5.5: Technological control.

The chance could also be more technological or digital.

For Example:

Use a shredder, or a photocopier to create. Play with images on the flatbed.

What to unlearn:

Artistic control.
Use of machines for sleek and accurate outcomes.
Creator ideology.

Think:

What is the correct orientation of the outcome?
Are there any happy accidents?
Who created this piece, you or the machine?

6: Re-work old works.

Use old, restricted, accurate, more channelled works - Tear them, create layers with them, manipulate them.

What to unlearn:

Artistic resolution –
the death of previously
made works.

Desire for new.

Think:

Reflect on how you and your practice has changed from the original work. What did you not like about the old pieces? What do you like about today's manipulation of them?

7. Unusual spaces.

Find, create in, exhibit in an unusual space.

What to unlearn:

Professionalism.

Creating for a white cube space.

The inability to work from a non-educational setting.

Think:

Consider the forgotten spaces of your home, impractical spaces, small spaces.

How can they be changed? How does the medium and materials mould to them?

7.1 Unusual mediums.

Create using found objects around your home.

For Example:

Draw in dust.

Paint using food.

What to unlearn:

Professionalism.

Adult conventions.

The lack of domesticity.

Desire for expensive,
well made and sourced
mediums.

7.2 Creative solutions/ domestic interventions.

Design and create a solution for a domestic problem.

For Example:

Prop up a table leg with images.

What to unlearn:

Untactile inanimate objects

The self-confessed non creativity.

The art object being a desired and idolised one.

Think:

What design will fit the function you need?

What is available to solve the problem there and then?