

WILLIAM KENTRIDGE

I AM NOT ME, THE HORSE IS NOT MINE



School Workshop Registration for *William Kentridge* - *I Am Not Me, The Horse Is Not Mine*.

Register your interest to participate in an educational animation workshop, produced by artist Todd Fuller, to be facilitated to schools during the *William Kentridge - I Am Not Me, The Horse Is Not Mine* at the Gosford Regional Gallery in June (exhibition dates: 17 June – 27 August 2023). The workshop will be centred around students using their own drawings to produce a short, animated film on their devices.

\$25 per high school student and \$15 per primary school student. Free to register, schools will be invoiced when numbers are confirmed.



Register via the QR code or
<https://www.trybooking.com/CGPXD>

Image: William Kentridge *I am not me, the horse is not mine* 2008 (still, detail), Art Gallery of New South Wales, gift of Anita Belgiorno-Nettis AM



Gosford
Regional
Gallery



This project is proudly supported
by the NSW Government through
the Blockbusters Funding initiative



Gosford Regional Gallery 19 June – 25 August 2023

Primary School Workshops

Primary Stage ES1-1 and 2-3 (9:30am-12:30pm)

- School excursions can be adapted for primary stages. Note: Stage 3 (Years 5 and 6) can use their own drawings to produce a short, animated film on their own device. These excursions require booking in advance and include a guided tour experience with free entry to *William Kentridge - I Am Not Me, The Horse Is Not Mine*.
- **COST** - \$15 per primary student

Rip and stick, recommended for Stage ES1- 1



Example of outcomes -Stage ES1 (Kindergarten).

Making

VAES1.1 Makes simple pictures and other kinds of artworks about things and experiences

- investigates stories and the features of fantasy and imaginative characters derived from their experience, imaginings, artworks, cartoons, illustrated books and other books, videos/films, and video games

VAES1.2 Experiments with a range of media in selected forms

- uses scissors to cut regular and irregular shapes from papers and cardboards and assembles these in a variety of ways by overlapping, repeating, layering patterns, gluing, and sticking
- investigates paper techniques such as tearing, rolling, fringing, crumpling

Appreciating

VAES1.3 Recognises some of the qualities of different artworks and begins to realise that artists make artworks

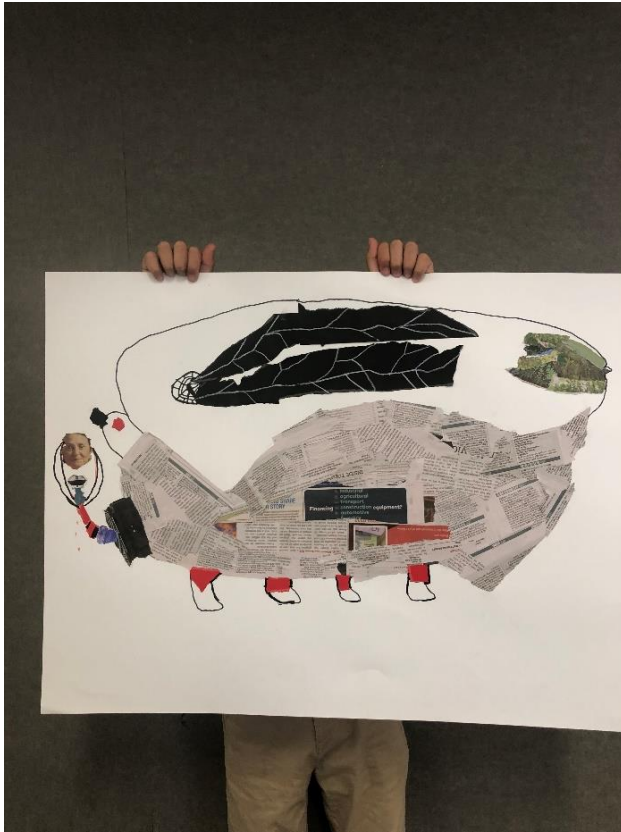
- identifies different colours, shapes, textures and other things of interest in artworks

VAES1.4 Communicates their ideas about pictures and other kinds of artworks

- talks about the artist who made the work and suggests that the artist has similar feelings to the things they represent in their artworks

Images: Orange Regional Gallery, Primary School Workshop

Drawing, rip and stick, recommended for Stage 1



Outcomes for stage 1 (years 1-2)

Making

VAS1.1 Makes artworks in a particular way about experiences of real and imaginary things.

- explores narrative devices by creating comic strips and illustrated stories derived from their experience and imaginative and other events in their lives, drawing on ideas from artworks, cartoons, illustrated books and other books, videos and films
- talks about significant features and relationships within their artworks, referring to such things as size, scale, proportion, colour

Appreciating

VAS1.3 Realises what artists do, who they are and what they make.

- talks about some of the symbols and techniques artists use in their making of art
- identifies particular qualities in artworks such as the way the subject matter is represented and the use of particular techniques and the effects these have in the artist's work and on viewers

VAS1.4 Begins to interpret the meaning of artworks, acknowledging the roles of artist and audience.

- recognises that artists may account for their work in different ways to an audience
- recognises that artists explore the world in particular ways in how they approach their artmaking and in the artworks they make.

Collage, moving parts, paper puppets, recommended for Stage 2



Outcomes for Stage 2 (years 3 and 4)

Making

VAS2.1 Represents the qualities of experiences and things that are interesting or beautiful by choosing among aspects of subject matter

- talks about and thinks about their intentions for artmaking and recognises how these affect their selection of ideas, materials, tools and techniques and methods of working
- focuses on details of subject matter and areas of beauty, interest, awe, wonder and delight, eg
 - facial expressions, body positions and body angles
 - activities people are involved in
 - the grace and speed of moving animals, birds, reptiles and fish
- seeks to investigate traditions in art suited to different subject matter (eg the landscape, the figure, the narrative, formal and abstract properties, the use of symbols) and uses these in their artmaking

VAS2.2 Uses the forms to suggest the qualities of subject matter

- emphasises or exaggerates certain qualities of selected subject matter by focusing on details, using distortion and elongation, changing viewpoint or enlarging or reducing the scale (eg in drawing, painting, digital works, video, sculpture)

Appreciating

VAS2.3 Acknowledges that artists make artworks for different reasons and that various interpretations are possible

- recognises that people have different views about artworks and their meanings that are informed by their understanding of such things as the circumstances of the work, the artist's intentions and skill, and what the work is about

VAS2.4 Identifies connections between subject matter in artworks and what they refer to and appreciates the use of particular techniques

- identifies resemblances between subject matter in artworks and the features of things as they exist in the world, recognising similarities and differences in how things are represented in the artworks

Animation, recommended for Stage 3

Stage 3 Years 5 and 6

Students will participate in an animation workshop produced by Sydney based artist Todd Fuller. Fuller works across several mediums integrating sculpture, moving image, performance and painting, and he is well known for his hand-drawn animations. Todd Fuller is, at his core, a draughtsman. Underpinning all aspects of his practice is a love of drawing and a belief in its power as a democratic medium to connect, engage and delight audiences. Fuller's workshop will be delivered by Gosford Regional Gallery to coincide with the exhibition of *William Kentridge - I Am Not Me, The Horse Is Not Mine* in June. These activities will be centred around students' own hand-drawings to produce animation on their own devices. Students, using their own drawings, will aim to produce a short, animated film.

Outcomes

Making

VAS3.1 Investigates subject matter in an attempt to represent likenesses of things in the world

- closely observes details of things in the world and seeks to make artworks about these using various techniques such as proportion, perspective, composition, foreshortening
- uses different artistic concepts (eg colour, tone, light, scale, abstract), and explores how symbols may be used in their interpretation of selected subject matter

VAS3.2 Makes artworks for different audiences, assembling materials in a variety of ways

- examines a range of concepts and their relationships to selected forms and experiments with such things as the expressive use of colour in painting or drawing, the abstract and/or monumental qualities of sculpture, the sequencing of events in a video, digital work or cartoon, the use of found objects and other objects in an installation or sculptural work

Appreciating

VAS3.3 Acknowledges that audiences respond in different ways to artworks and that there are different opinions about the value of artworks

- recognises that an artist may have a different view about the meaning of the work he or she has made, to the view of an audience who responds to it

VAS3.4 Communicates about the ways in which subject matter is represented in artworks

- identifies and describes the properties of different forms, materials and techniques in artworks and comments on how these are employed in the representation of subject matter
- discusses the artist's intention and/or the use of styles and techniques in selected works and considers the possible meanings of these works



Images: Animation workshop by artist Todd Fuller