

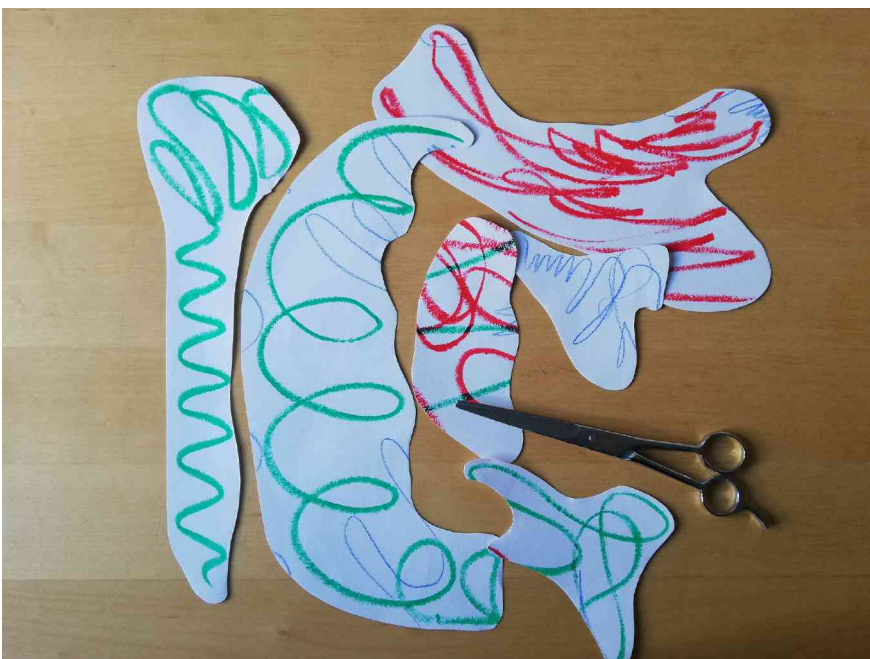
## Russolo's Music Mobile

Luigi Russolo (1885-1947) was a Futurist artist who was interested in sounds. He wrote The Art of Noises (1913) manifesto and made his own acoustic Intonarumori instruments inspired by the sounds of machinery. Here's some instructions to explore drawing sound and make your own hanging mobile.

- 1) Find some paper or recycled card and something to draw with.
- 2) Choose some music to draw to. Swing music works really well!
- 3) Feel the music and let your hands draw along to the sounds you hear.



- 4) Cut out the drawings you've made. You could use scissors or try tearing.



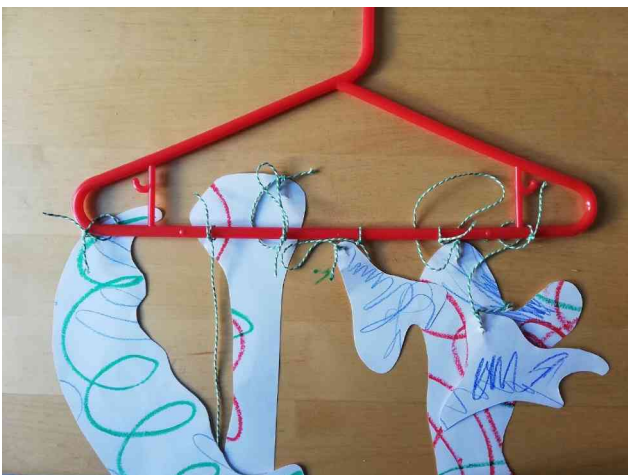
5) Make a hole with a hole punch or by pushing a pencil or pen through the paper.



6) Thread string of different lengths through your the holes in your shapes and tie in a knot.



7) Tie the string to a coat hanger to create your hanging mobile.





8) Try hanging your mobile in different places around your home.



**Top Tip:** Making your threads different lengths gives the shapes freedom to move.

**Explore:** Try pegging the string to your washing line or different places around your home.

**Research:** Draw along to different types of music and compare your drawings.

Luigi Russolo, Music (1911)

## Sensory Mark Making

Mark making is a term used to describe the different lines, patterns, and textures we create in a piece of art. It applies to any material on any surface, not only paint on canvas or pencil on paper. This activity uses a canvas made from flour and water paste to help you explore the various marks you can make. For a super sensory experience you could add spices for smells or colour your paste with natural food colourings.

1) In a bowl mix 2 tablespoons of flour and add water gradually to form a paste.



2) Find a clean hard surface and smooth out the paste to form your canvas. You can experiment with the thickness of the paste and size and shape of your canvas.





3) Explore the different marks you can make using just your fingers.



4) Experiment with other objects and tools to see what kinds of marks they make.



5) Smooth out your canvas to start again. Take photos of your marks or just play!

