

Key stage 2-4: Dream Jars



Key skills: design, creativity, 3D art skills, collaging, motor skills, art history (surrealism), literature research, creative/descriptive writing, handwriting.

Overview: Adapted from a workshop I delivered during Cardiff's 'City of the Unexpected' event celebrating Roald Dahl's 100th birthday in 2016 with National Theatre Wales and Wales Millennium Centre, this activity is inspired by *The BFG*. You will be making a dream or nightmare to keep safely in your own jar (process photos and examples below).

Activity	Resources Needed	Focus Areas
<p>Pick a dream or nightmare that you wish to create. This might be a recent dream of your own, or you could ask for the dream of someone in your house. You could research some dreams from your favourite books (<i>The BFG</i>, <i>Harry Potter series</i>, <i>It's Not A Bed, it's a Time Machine</i> all have good examples) – or invent your own.</p>	<p>Notepad and pen A favourite book to recap a dream from</p>	<p>Research Creative writing</p>
<p>Research: Surrealism – a 20th Century art movement which explored creativity and the unconscious – dreams were a big theme, and the images might help you to think outside your own creative box.</p>	<p>Visit the Tate Modern website for images. Artists to research: Andre Breton, Salvador Dali, Leonora Carrington, Rene Magritte, Max Ernst, Man Ray. (N.B. – you may wish to check on the suitability of some of the artwork for your learners) Films: <i>Labyrinth</i>, <i>MirrorMask</i>, <i>Return to Oz</i>, <i>Willy Wonka & the Chocolate Factory</i> (1971) (N.B. check the age suitability is appropriate)</p>	<p>Research: Art history, modern culture</p>
<p>Collect materials to make your dream/nightmare out of. Make a rough sketch how your particular dream or nightmare will look.</p>	<p>An empty, clean jar (jam jar size is ideal) Any of the following: (the list is not exhaustive, try to use junk/recycled items where you can) Old birthday/Christmas cards, magazines, beads, buttons, ribbon, shells, little plastic toys, cracker toys, dried flowers, twigs/sticks, lollipop sticks, feathers, postcards, old book pages, Lego pieces, modelling clay, paint, felt tips.</p>	<p>Planning Design Sketching</p>

Use the materials you have available to construct your dream. Try to think as 3D as possible. If you don't have the exact item you need, how can you make it?	Useful construction tools (whatever you have of the following): scissors, glue gun, glue, sticky dots, sellotape, double sided tape, string, wire, cereal box card, newspapers	3D art Motor skills Collaging Creative interpretation Drawing Colour use
Tips: It can be difficult to reach your hands into the jar, so try to construct items on a base outside the jar first, then lower the base inside. Tweezers or pliers might also help reach inside the jar. Sticky dots, double-sided tape, glue guns are all really useful to help items to stick.	Tweezers/pliers	Construction Problem solving
Be fun and inventive! Play with scale, put items where you wouldn't usually expect. Your dreams don't always make sense, and your dream jars don't have to follow the rules of logic.		Imagination Persistence
Think beyond the image you are creating: What else can you use to show this is a good dream? What else could you use to show it is a scary nightmare? Consider colours, textures and patterns.		Colour/texture/pattern choice Creative decision-making
When you are finished, write a description of your dream or nightmare onto a label. Attach the label to the neck of your jar.	Labels: paper luggage tags or gift tags, or you could make our own. String.	Creative writing handwriting
Think of a fun place or way to display your jar – can you use fairy lights? Can you make clouds to go around it?		Displaying work Being inventive

Process (sketches, materials, constructing your dream or nightmare:



Finished dream/nightmare jars and labels:





