ARTS AWARD DISCOVER
PART A: TAKING PART - DANCING ROBOTS

Check out the exhibition in Northern Gallery for Contemporary Art

Chad McCail: Toy

View the exhibition online here

**Follow these instructions to make your own basic robot, you can personalise it in any way you want.**

You will need:

- Card - Recycled cereal box. You could use a box with bright colour and big patterns so that it forms part of the decoration
- pencil
- pen
- ruler
- rubber
- scissors
- hole punch (if you have one)
- paper fasteners, or tin foil to make your own

Make sure you have all the materials you need

With a pencil draw a circle, square and rectangle onto your card. Have a look around your home and see if you can find any shapes you can draw around. If not, you can draw the shapes yourself by hand. We used a 6cm diameter circle for the head, a square 8cm x 8cm for the body, and the hips are 4cm x 7cm.
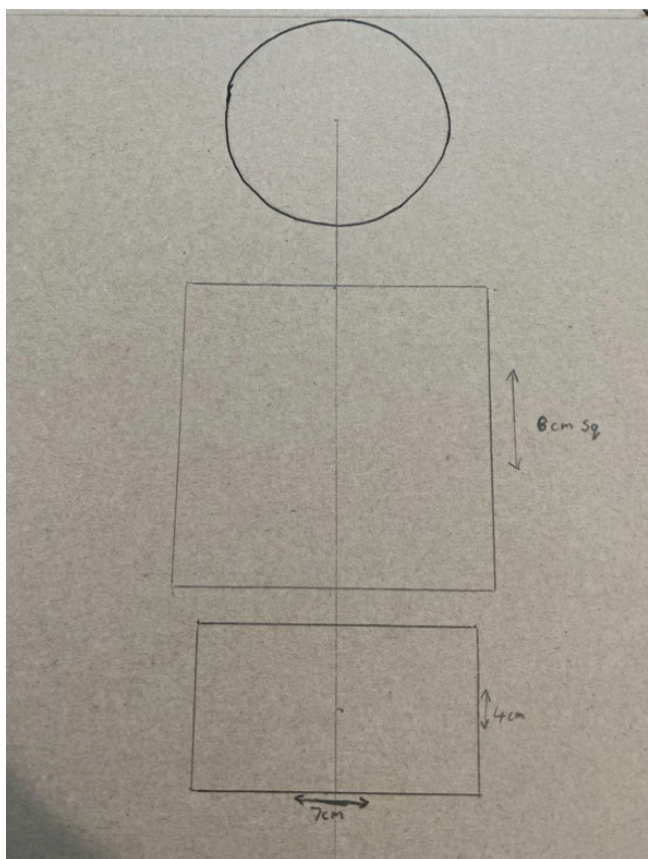
Now that you have drawn the head, body and hips your robot needs arms. Draw four rectangles onto the card; ours are 2.5cm x 4cm.
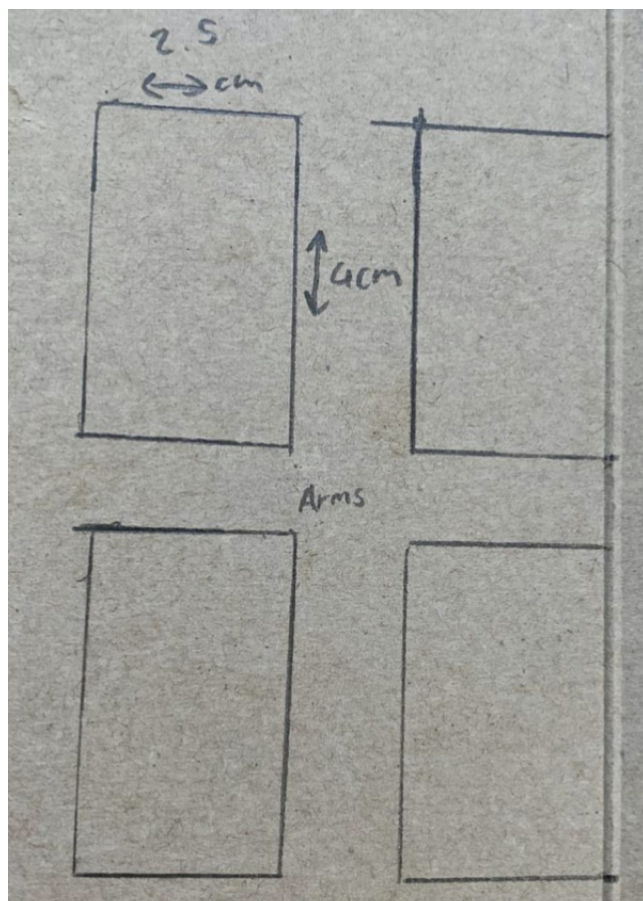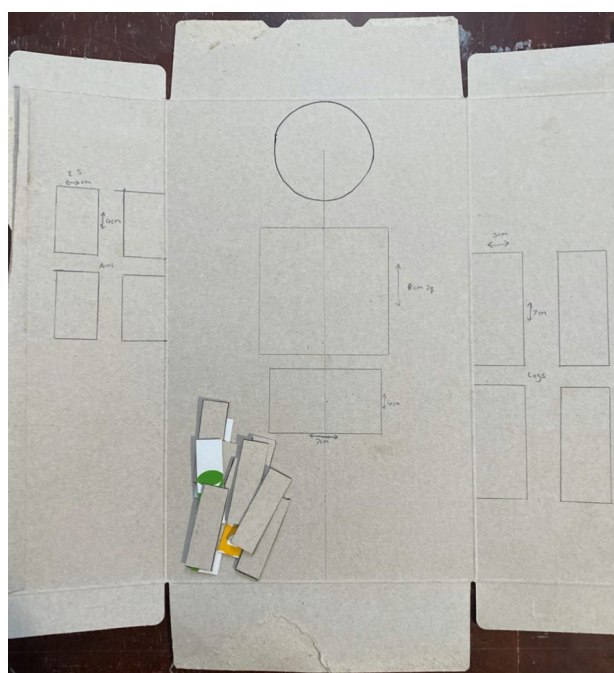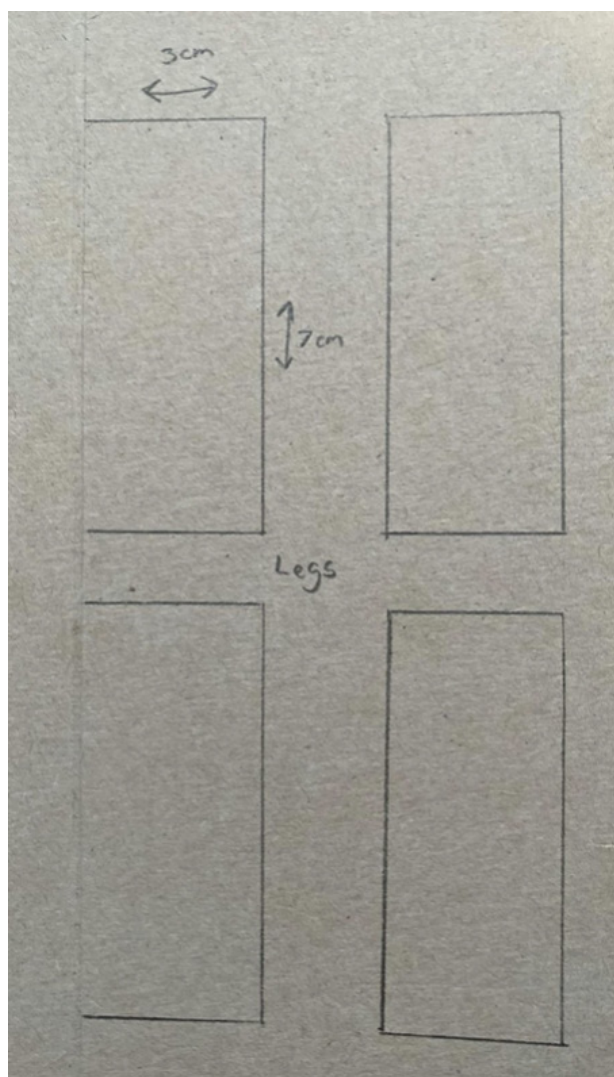
You now have the head, body, hips and arms so the last part your robot needs are legs. Like before draw 4 rectangles but this time a little longer than the arms; ours are 3cm x 7cm.

To join the head, body, arms, hips and legs together you need to cut 12 rectangular joints, each one is 5cm long and 1.5 cm wide.

You should now have drawn all the parts of your robot, it should look something like this.

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Cut out your shapes and decide how you are going to decorate your robot

To colour your robot's body and limbs use either crayons, coloured pencils, felt tips pens or paint. If you have any old magazines you could cut photos out and stick them on to your card. Be as creative as you can think of how many different ways you could decorate your robot before you start. Notice how we coloured our jointed parts in black so the main focus is on the arms and legs.
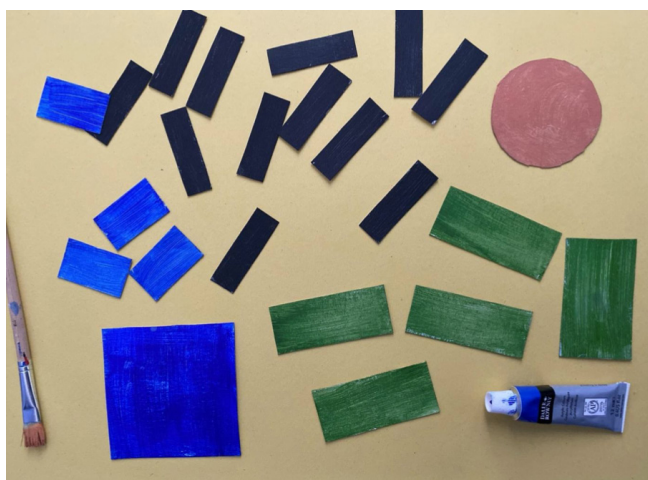
You should now have drawn all the parts of your robot, it should look something like this.

To make sure you have all the parts of your dancing robot. Lay the shapes out on the table like the photo.
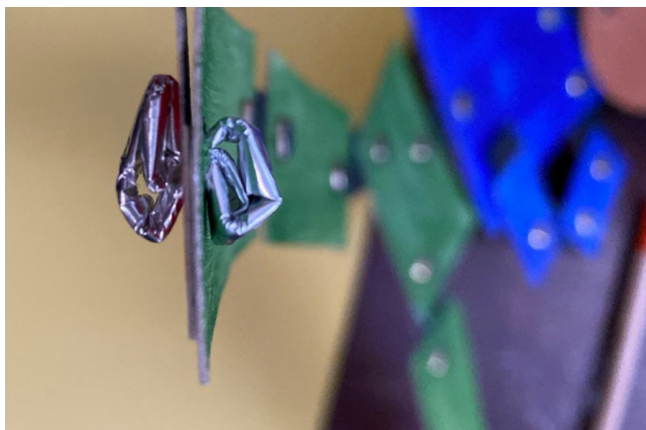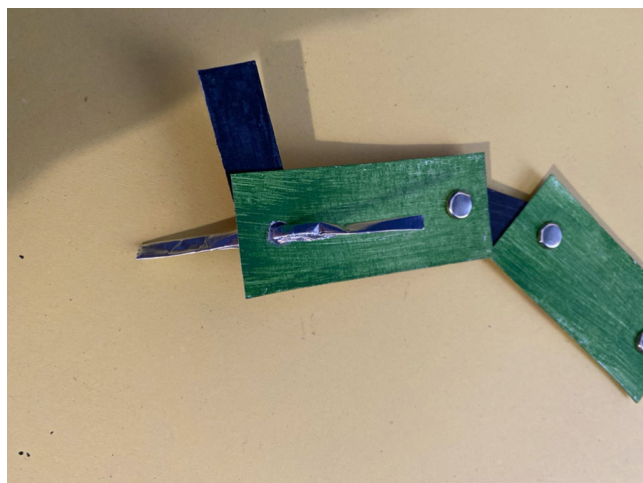
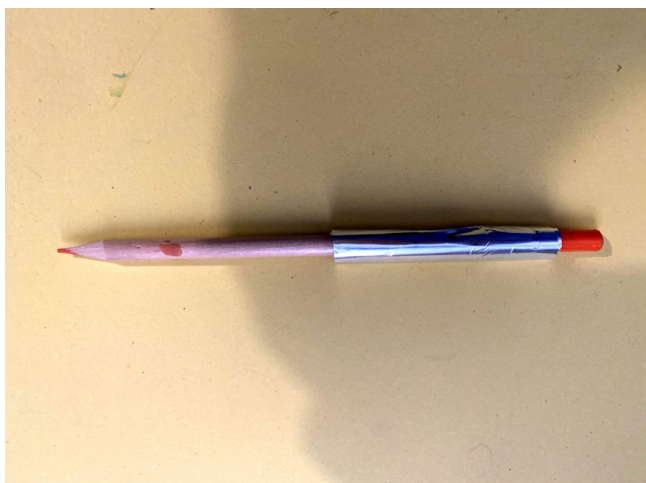Now comes the exciting part where you can start putting your dancing robot together. If you have a hole punch, make a hole in each part, make sure it isn't too close to the edge. If you don't have a hole punch you can use a metal skewer or scissors, but please ask an adult for help. Line up the first two parts, and push the fastener* through the hole and open it out. This will join the shapes together and let the robot move.

Arts Centre Washington

National Glass Centre

Northern Gallery for Contemporary Art

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MUSEUM & WINTER GARDENS

THE FIRE STATION

*If you don't have fasteners, we've made up a way of making your own. You'll just need tin foil...

Roll a small piece into a tube, poke it through the joint of the robot, and then fold the end down and flatten the excess. Try not to make it too tight or the joints won't move freely

Once you have fastened all the parts of the robot together you are ready to make your robot dance

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Well Done!! We'd love to see what you made so please share your finished robots with us on our social media pages and make sure to document what skills you have learnt for your arts awards! Don't forget to use the hashtag #SCartsaward.

Additional activities:

Make a scene set for your robot that will help tell its story.

Look at Chad's exhibition online, what could you use to make your own version of the landscape? One of the key things is how Chad plays with proportion of the figures and buildings so think about scale when you're creating your scene. Buildings and planes can be smaller than the figures.

Collect boxes and other recyclable items and use them to create a changeable landscape.

Why not download a free animation app on your parents/carers/guardians phone and create your own animation of your robot moving. What story are you going to tell?