



TRAVELLING EXHIBITION
young audiences

RECREATION CENTRE

A WORKSHOP WITH THE ARTIST
PETER ROBINSON

Centre
Pompidou

Centre Pompidou

www.centrepompidou.fr

RECREATION CENTRE

A WORKSHOP BY THE ARTIST PETER ROBINSON

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hors-les-murs

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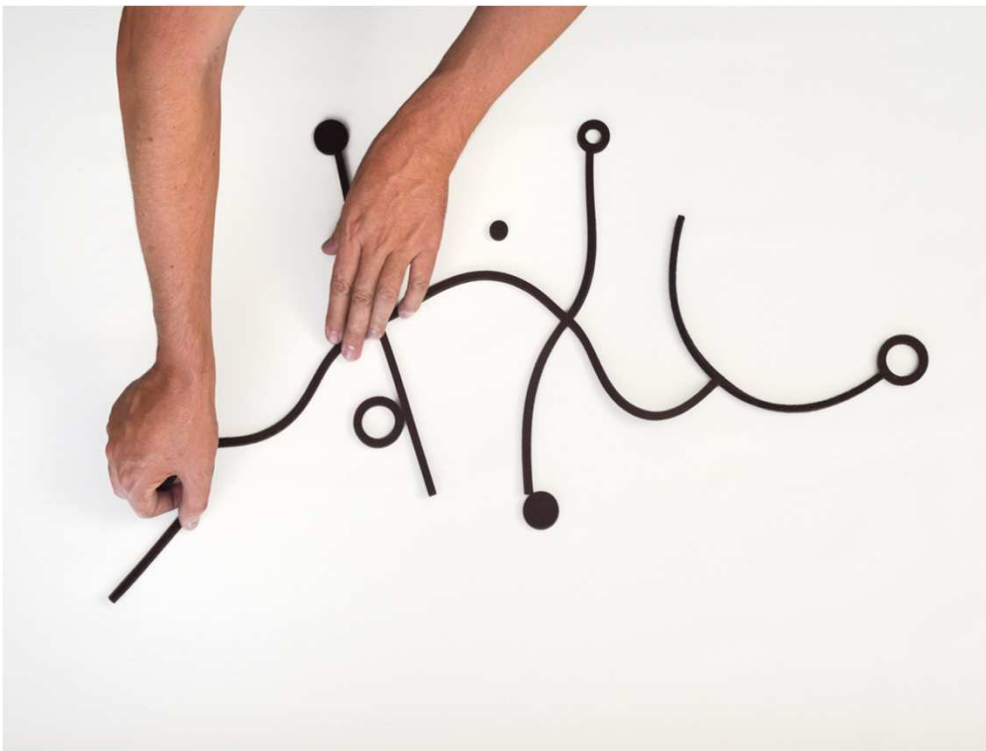
1 – GÉNÉRAL PRESENTATION

In April 2015, as part of the Centre Pompidou's Nouveau Festival "Aire de jeu" ("gaming area") programme, Peter Robinson has devised an installation entitled "Recreation Centre" for the workshop areas.

Based on the theme of games, Recreation Centre is an interactive work consisting of versatile, flexible shapes made of felt. Children are encouraged to handle them, play with them and create artwork/games, where they invent all the rules.

These compositions, sometimes abstract, sometimes recognisable – like hopscotch –, are a source of endless visual combinations.

The workshop is designed for children aged 2 to 5 and 6 to 10.



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2 –PETER ROBINSON: PROFILE

After studying sculpture at the Ilam School of Fine Arts School in Canterbury, Peter Robinson established a firm footing in the art scenes of New Zealand, Australia, Europe and the US. He represented New Zealand at the 46th Venice Biennial (2001), and also took part in the 13th Istanbul Biennial (2013). Peter Robinson lives and works in Auckland.

His installations and paintings make reference to his twofold cultural heritage: Maori and European. Known for his critical exploration of ethnic identity and origins, Peter Robinson creates political works that examine his Maori roots and the question of biculturalism.

His work also features another aspect: games, and the exploration of materials such as felt, polystyrene and iron.



ACTIVITIES

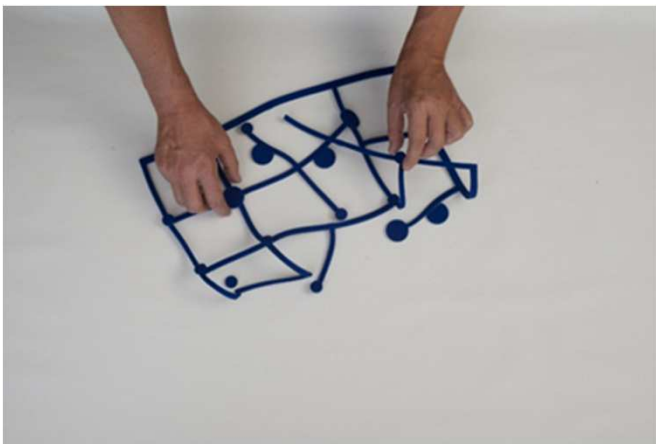
A. Educational goals

Why do we play?

With children, games are a fundamental activity linked to the development of the self. A child who does not play cannot achieve a balanced understanding of the world or society. We play for pleasure, to challenge ourselves or to establish social relationships. With Recreation Centre, actions based on games include:

- Building and playing together**
- Exploring the world of an artist**
- Inventing rules**
- Creating visual compositions**

There are no losers, only winners.



© Photo Alex North

3- ACTIVITIES

B. Order of events

- Before the audience come in
The shapes are laid out all together on the floor, like a shapeless carpet, to raise questions in people's minds.



- When the audience come in

The audience are seated all around, and the mediator can introduce the workshop along the following guidelines:

- 1 Presentation of the artist
- 2 The reason behind the theme of games
- 3 What the rules of the game are for
- 4 Get them to guess the name of the material – get them to touch it – talk about its fragility – show them all the possibilities of the material, etc. – do not mix the colours – do not stretch the shapes
- 5 Instructions: they should wash their hands and take off their shoes

This order of events has been previously discussed with the artist.

3- ACTIVITIES

C. DURING THE WORKSHOP

1) Discovering the material: the first explorations

Each child takes ten small pieces and starts by assembling them on the floor. They stand back and look at the result. The coordinator talks about little islands seen from the sky, isolated, lost in the ocean. They can compare it with a view from a plane.

2) They join forces and start assembling pieces to build up a visual landscape.

They take large pieces of felt and lay them out between the islands, delineating a random landscape seen from a plane. They stand back and look at it. Small children might like to pretend to be aeroplanes with outstretched arms, zooming around the landscape.



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3) Playing with the landscape: the game of Twister

Explain the rules of the game: children place both feet on a large circle, triangle, etc., or the right foot on a circle, left foot on a line, right hand on a triangle, etc.

If the children are older, ask one or two to invent rules for the game.



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4) They scrap everything and start again.

All the components are gathered together in a pile. They choose a common game that everybody knows, such as hopscotch, and using various pieces, create a hopscotch pattern with new rules.

At the end, everyone gives a demonstration.



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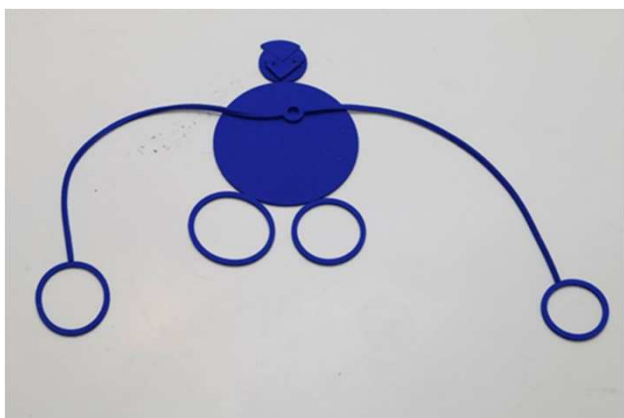
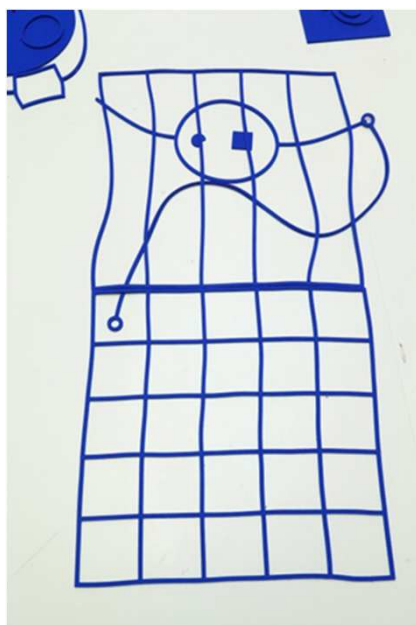
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5) If there is enough time:

They scrap everything and start again.

All the components are gathered together in a pile.

Everyone can then invent their own special animal or monster.



5 – TECHNICAL AND FINANCIAL INFORMATION

Insurance: paid for by the Centre Pompidou

Minimum exhibition area required: 150 m²

Volume: 1 m³

Weight: 50 kg

Exhibition components: 1 case

Storage area: 1 Crate (1m3)

COSTS COVERED BY THE PARTNER INSTITUTION:

Rental charge: on request

Artist's royalties: €1,000

Transport there and back

- ✓ Creation of signage: title, introductory text, profile of the artist, generic panel.
- ✓ Provision of flooring (very pale grey-beige) in plastic or exhibition carpeting (the shade will be provided by us)
- ✓ Provision of staff (for assembly and dismantling)
- ✓ Provision of coordinators (one coordinator per 15 children)

International

- ✓ Translation of texts
- ✓ Interpreter for the Centre Pompidou teams (assembly)

MISSIONS (1 mission) :

- ✓ 1 mission (travel, accommodation, daily meal allowance) for the exhibition curator to oversee the assembly process, train the coordinators, attend the exhibition preview and monitor the first activities.