



### Landscape of the Imagination

10am–4pm  
North atrium

Spacescapes, landscapes – can we make an imaginary landscape together? Inspired by Judy Darragh's *Limbo*, architectural models and your own creativity, we'll build a collaborative model world. Glue, draw, make and help us to fill this fantastic world with colour and detail.



### Transience

12–4pm  
Ground level

An on-site, four-hour continuous recording session! *Transience* will feature a surprise series of artists and musicians who randomly arrive, perform and leave. They will pack and unpack, overlap and interact with each other and with the passing parade of visitors – including YOU.

A sonicsfromscratch project facilitated by artist Phil Dadson with audio engineer John Kim and transient performers (find out who on the day!).



### Wrap Space: Performance Art Workshops with Mark Harvey

11.30am–12.15pm & 1.15–2pm  
Foyer

Splat, splot, wrap! In *Wrap Space* kids of all ages will be guided into responding to the architecture of the Gallery, the way visitors move through the spaces and the exhibition *Shout Whisper Wail!* The workshop will be run by artist Mark Harvey, a performance art specialist.

Workshop spaces limited (20 places per workshop). Show up early to guarantee a space. Children under 8 must be accompanied by an adult.



### Upright Piano: Live Performance

2pm  
*Shout, Whisper, Wail!*, Level 2

In association with *Shout Whisper Wail! The 2017 Chartwell Show*, please join us for a live performance of *Upright Piano*, a work by composer Samuel Holloway with the collective et al. *Upright Piano* will be realised live by Hermione Johnson. The piano and selections from the score are on display in the exhibition alongside et al.'s *DE NIEUWE STEM*.



### Colour Cuts

10am–4pm  
South atrium

Cut and collage with a rainbow of colour. Inspired by Judy Millar's installation *Rock Drop*, the works in *Colour is an Abstraction*, and the beautiful cut-outs of Lonnie Hutchinson, fold, twist and create your own sculptures and explore how colour and shape meet to create their own space of play. What can you make? A landscape? A skate park? A 3D tivaevae pattern?



### Squiggla: Mark-making in the World

10am–4pm  
Ground level

Join our collaborative drawing session. Find out about the free Squiggla app that encourages inventive mark-making and have a go! Take a line for a walk, make a shower of dots, create a shimmy of colour or a swirl of pattern. Be inspired by the artworks around you or just let your hand guide you – who knows where we'll end up?

Squiggla, available through iTunes and Google Play, is a creative learning application designed for users of all ages. Squiggling is a type of free-form line drawing – like doodling – where you just pick up a mark-making tool and let your instinct and imagination take over.

Supported by the Chartwell Trust.



### Amokura Tales: Story & Workshop

Story: 10.30–11.15am  
Ground level

Workshop: 11.15–12.15pm  
Studio

The story of a bird, a story of migration, a story of tāonga (treasures). Join Janneen Love, from Auckland Museum, to hear about the amokura (*Phaethon rubricauda*), a red-tailed bird and rare visitor to Aotearoa whose feathers were once highly prized. Look at the painting *The Legend of the Voyage to New Zealand* by Kennett Watkins, then work with Janneen to make your own tāonga from found materials. Can you make the ordinary into something extraordinary?

Workshop spaces limited (15 places). Show up early to guarantee a space. Children under 8 must be accompanied by an adult.



### Word Play

10am–4pm  
Ground level

Words are a way to create and reflect on the world around us. Invent your own stories and poems in Te Reo Māori and English using our word blocks.

# BIG DAY ART



Calling the World  
23 Jul 10am–4pm

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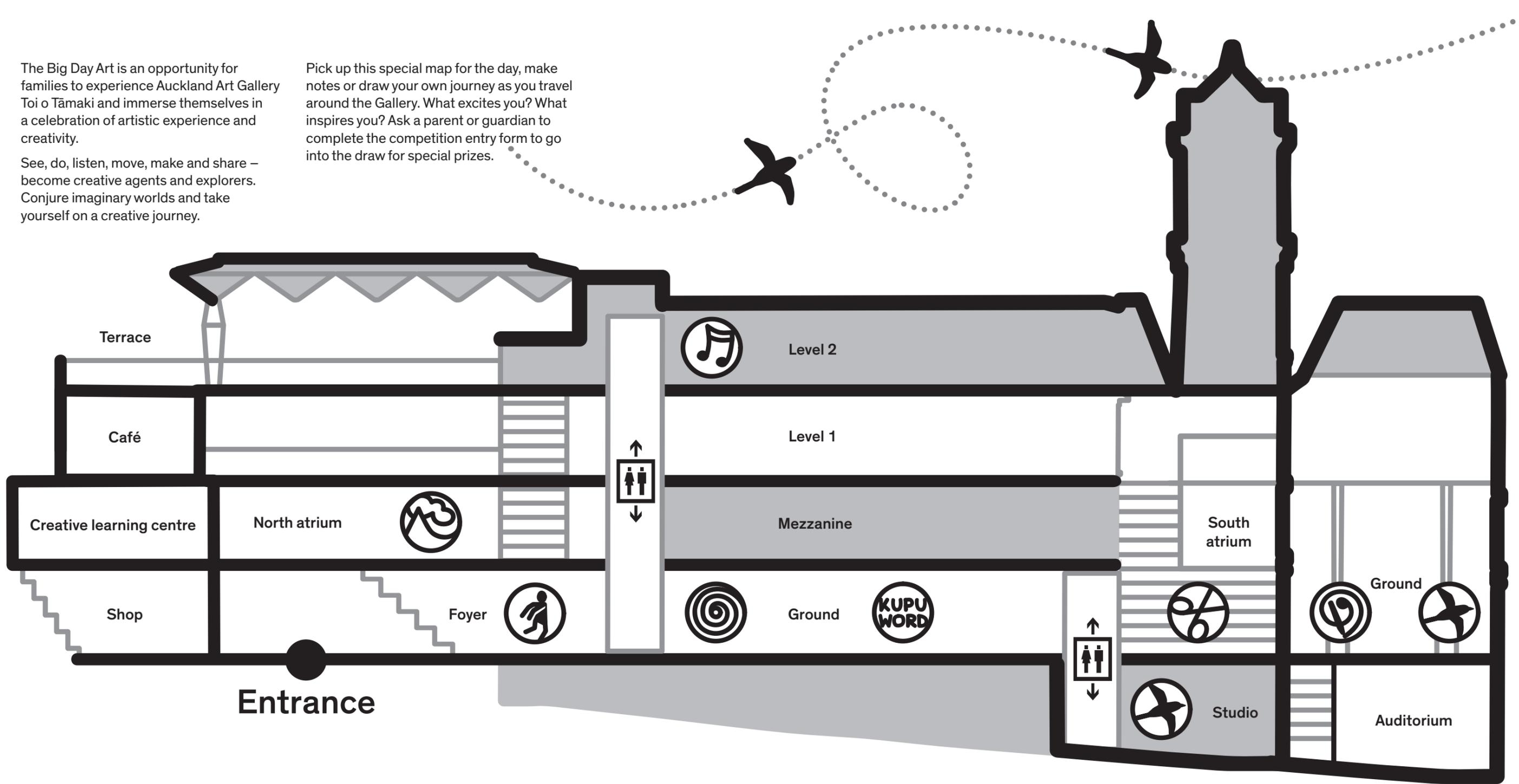
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The Big Day Art is an opportunity for families to experience Auckland Art Gallery Toi o Tāmaki and immerse themselves in a celebration of artistic experience and creativity.

See, do, listen, move, make and share – become creative agents and explorers. Conjure imaginary worlds and take yourself on a creative journey.

Pick up this special map for the day, make notes or draw your own journey as you travel around the Gallery. What excites you? What inspires you? Ask a parent or guardian to complete the competition entry form to go into the draw for special prizes.



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