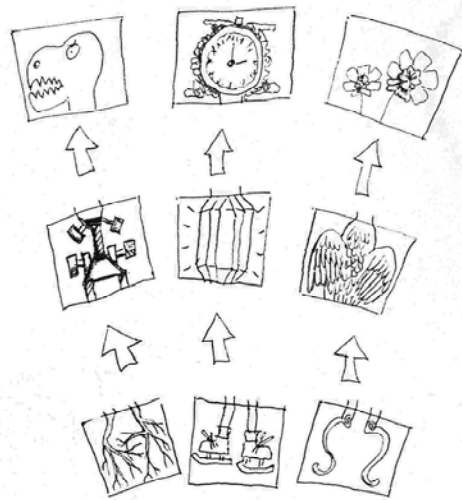


pArtworks

Join in with the biggest-ever game of museums and galleries Consequences!

Consequences is a drawing game which mixes up parts of different things to create something completely new and usually quite weird.

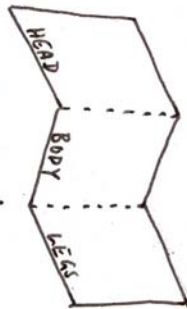
The Cambridge University Museums, Botanic Garden & the Folk Museum contain all sorts of wonderful objects waiting to be mixed up! Can you imagine a creature with the legs of an Egyptian mummy, the body of a penguin and the head of a *T. rex*? Or how about a tree trunk for legs, the body of Hercules and a head from a totem pole?



How to play Consequences:

1

Someone gets a scroll...



Pick up a pArtworks Scroll. Each scroll is divided into three sections: Head, Body and Legs. You can choose whether to start a new game on a new sheet, or pick up one that has already been started – these are the scrolls that are folded over with a section stuck down. You can carefully open them up to see what's already been drawn if you like but it's more fun if you don't.

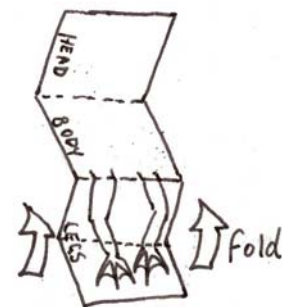
If you're starting a new game, you need to find something to be the Legs of a pArtworks creature. It can be real legs from a painting, sculpture or skeleton, or something else entirely which looks a bit leg-shaped; you decide! If you prefer, you could start with the Head in the same way.

Make a drawing of the legs you've chosen on the Legs section of the scroll.

Don't forget to include marks just above the line to show the next pArtworks artist where the tops of the legs are so that the Body can join up properly with the legs.

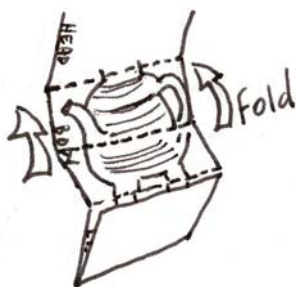
2

... adds legs...



Fold the edge of the paper up to the dotted line and use a sticker to secure the fold and hide what you have drawn. Put your scroll into the box, and have another go if you like.

3
...Someone
else adds a
body...

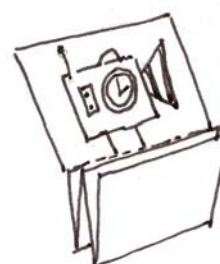


If you're drawing a Body, you do it in exactly the same way. Join your body on to the marks that show where the tops of the legs are, and make sure that you leave marks so that the next person can match the Head into the right place.

If you're drawing the head, make sure that you match it up with the top of the body so the pArtworks creature doesn't get neck ache!

Seal up the finished creature and pop it into the box...

4
... then
Someone
else adds
a head...



5
finished!



We are going to move the scrolls around between the different venues which are taking part in the game so that we get some really mixed-up museum creatures. There will be displays of some of the pArtworks creatures in many of the venues and a special pArtworks online gallery so that you can find out what sort of creature your drawing became a part of:
www.cam.ac.uk/museumevents/partworks



The Campaign for Drawing

RENAISSANCE
EAST OF ENGLAND
museums for
changing lives



This activity is part of the Big Draw 2007 at the University of Cambridge. To find out about lots of other free Big Draw activities happening during October look at the Cambridge University Museums events website: www.cam.ac.uk/museumevents.