

Ai Weiwei has used LEGO to recreate a photograph of himself dropping an antique vase. Which is the artwork? The original photograph, the brick copy or the action of dropping the vase? Or all three?

Try using your own LEGO to recreate a picture, photo or logo and ask your grown up to share it with us #TheLibertyOfDoubt

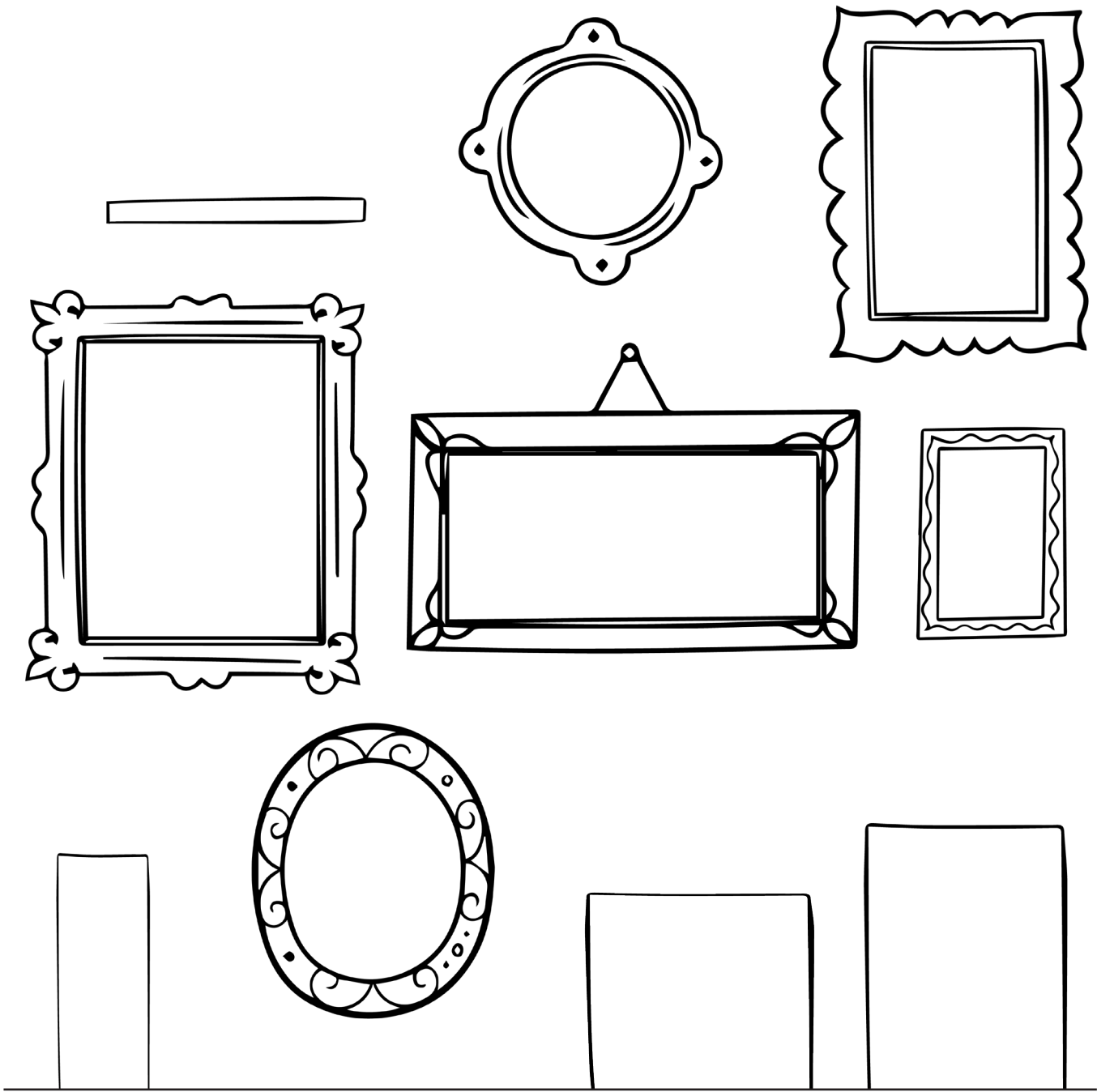
WORDSEARCH

Can you find the words below in the grid?
There is one word NOT included. Which one is it?

s	c	g	e	u	l	a	v	l	d	q	m
m	t	p	b	m	b	r	r	a	k	u	o
o	q	d	l	w	i	t	c	u	e	d	r
d	u	c	o	p	y	g	x	s	o	w	i
e	e	r	h	u	e	y	u	l	a	j	g
e	s	a	n	m	b	m	p	r	c	t	i
r	t	f	r	j	q	t	h	y	e	r	n
f	i	t	z	a	f	o	s	o	h	a	a
w	o	e	k	d	l	d	s	k	i	l	l
a	n	t	b	e	v	x	c	a	t	u	i

copy original question freedom cat
Warhol value art craft urn skill real
museum truth doubt jade

AI WEIWEI:
THE LIBERTY OF DOUBT



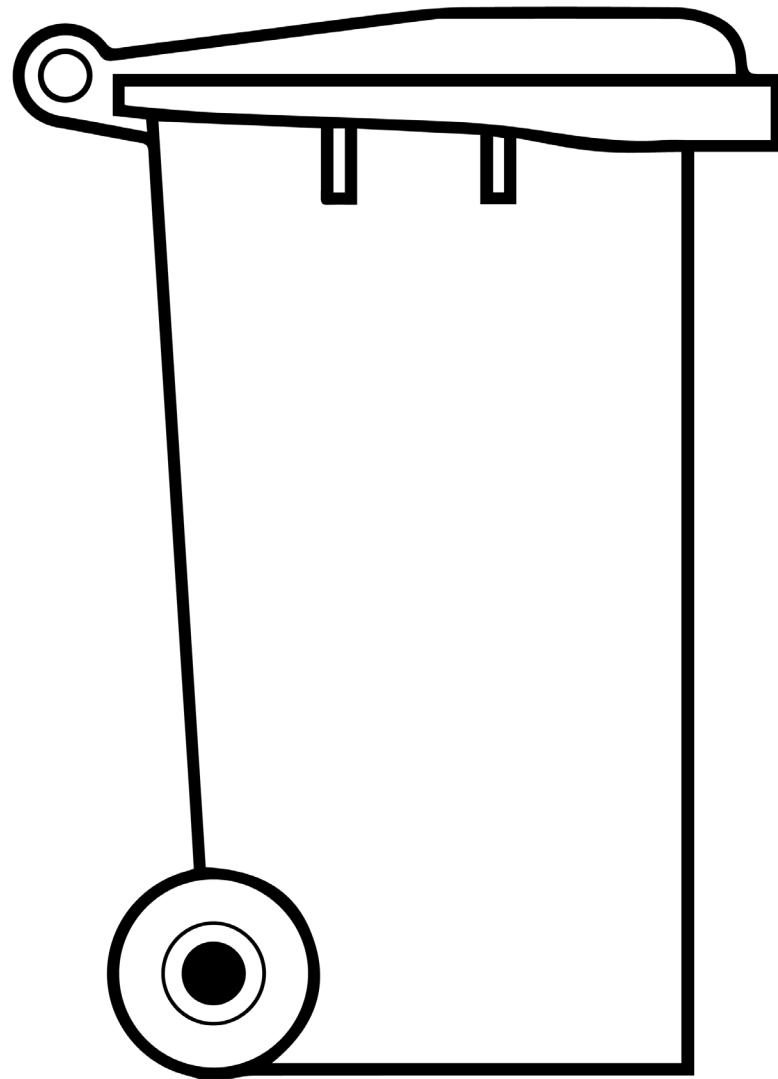
Why are some objects thought to be more important than others? Is it beauty? Is it uniqueness? Is it skill?

Who decides which objects are cared for in museums and which are not? Design your own exhibition in the gallery (above) full of whatever YOU find beautiful or inspiring, even if others might not agree with you.

Exhibition contains some adult material and films include scenes which some may find upsetting.

Have you ever thought about how many things in our daily lives are made, just to be thrown away? It might be the packaging for your take-away or even a mobile phone which will be quickly out of date.

In the bin, below, draw something you have used today which was made to be thrown away.



In our busy lives we often don't take the time to think about how we use the Earth's limited resources to make the things that we throw away.

By making some of these things in marble, a stone used by artists throughout history, Ai Weiwei asks us to think about what is truly valuable, and what is not.

ONCE UPON A TIME...

In the House at Kettle's Yard, the artist Ai Weiwei has placed two special Fairytale chairs.

Use the 'ingredients' below to create your own fairytale and share your story with a friend.

good
character/s

a problem

a solution

magic /
make-believe

nature

evil
character/s



...happily ever after.