



Foundling  
Museum

## **SCHOOLS RESOURCES – ART**

### **Picture Gallery and Court Room**

### **Art KS3 and KS4**

#### **Spend 10 minutes exploring the paintings in the Picture Gallery.**

- These artworks are all portraits. The trick with portraits is to look for objects around the sitter. These are often symbolic and give us clues about the sitter's identity.
- Pick one painting and draw some of the objects you can see, then annotate your drawings with what you think the objects represent about the sitter.
- Once you've made your individual drawings, sit opposite someone else and draw a portrait of them, surrounding your drawing with objects that represent their hobbies and interests.



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## **SCHOOLS RESOURCES – ART**

### **Picture Gallery and Court Room**

### **Art KS3 and KS4**

**Choose either the Picture Gallery or the Court Room and stand in it.**

- Draw a birds-eye view map of the room you are in, make sure you mark all of the artworks, artefacts and exits.
- Move through the space and think about how each artwork makes you feel.
- Draw on the map, using symbols, your feelings and responses to the works, noting which artworks you avoid or are drawn towards.
- Use small marks such as zigzags, dots or shapes to show how you moved through the room and what you felt.
- Swap your map with a partner and move through the space again, this time following their journey and their response.