

Tell Me a Story: Stone Head



This activity has been designed to support Arts Award Explore but can readily be adapted for other levels or used to inspire fun activities undertaken without formal Arts Award assessment.

The inspiration for this session is a stone head carving found in Luccombe.

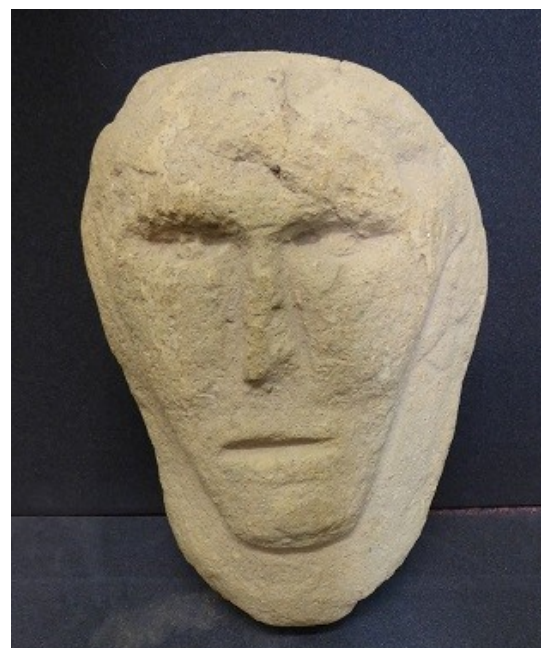
This stone head dates from the Iron Age or Roman period. It was found at the foot of a cliff at Luccombe and has been carved from a greensand boulder.

There have been two other stone heads from this period found on the Isle of Wight. One was found very close to Newport Roman Villa. The other head is much smaller and represents the god Janus who was the god of beginnings and transitions, doors and gateways. The Janus sculpture was found on Culver Cliff and has a face carved on both sides.

Initial discussion at Newport Roman Villa

In groups of 8-10, look at the stone head:

- ◆ How big is it? As big as your hand?
- ◆ Discuss who might have made it,
- ◆ Where do you think the stone came from?
- ◆ What kind of tools would have been used in its making?
- ◆ Does the head have a personality eg grumpy, fearful, always happy, gloomy?



Some heads look both ways. Stone heads were usually found above a doorway as if they were a guardian.

Aim: To create a story inspired by the stone head

Scenario: an important event has just happened in the Roman Villa and two stone heads positioned above different doorways have been witness to it all. Create a dialogue of gossip between the two heads.

To help you start: As a group think of four or five possible events that might have happened in the villa eg. wedding, robbery, murder, flood, fire. Vote to choose which one to use, or choose it randomly. Decide where the two heads are positioned.

Have two different perspectives one head sees one aspect, the other sees it differently or see different things happening.

Assign two people to each question. They need to think of answers for each of the heads to one of the questions below:

- ◆ What did you see?
- ◆ What did you hear?
- ◆ What did you smell?
- ◆ Who was involved?
- ◆ What will you do with the knowledge of the event?

Amalgamate information to create a dialogue. Use a storyboard/ short notes to collect answers. Work out how/who will perform dialogue. Practise.

Record on phone/tablet. If there is time, perform your dialogue in the museum for the rest of class.

After your visit

Practise your dialogue.

As a group, present your knowledge of the Roman Villa's stone head in assembly, or to another class. First say what you have learned from taking part in this activity and then as a group perform your dialogue.

If you're doing Arts Award, don't forget to record this and check the recording of the dialogue for audibility for assessment and re record if necessary. Ideally, ask the children to say their first names on the recording to ensure the recording can be matched with other assessment data.

Remote Learning Suggestion

Look at the photo of the stone head. Imagine you have witnessed some event at the villa eg. fire, flood, burglary. You are going to create an eyewitness account from the stone head's perspective

- ◆ What did you see?
- ◆ What did you hear?
- ◆ What did you smell?
- ◆ Who was involved?
- ◆ What will you do with the knowledge of the event?

Create a short video on your phone/tablet as if you were the head and had been the witness to an event. Imagine it is replaying in front of your eyes and describe what you are seeing/hearing smelling. It should be no longer than 2 minutes

Other suggestions to help achieve Arts Award

Don't forget that the creation of dialogue is one of the range of activities required to achieve Art Award 'Explore'. The evidence for this would be the recording of the presentation in a digital format (e.g.. memory stick or upload) to be submitted with the rest of the portfolio and accompanying photographs of participation in the activities/assemblies.

Children also need to give a personal response to their participation eg. "I enjoyed doing this because..."

Art activities

- ◆ Soap carving: tiny.cc/stone-carving
- ◆ Mod rock mask: tiny.cc/modrockmask
- ◆ Clay modelling tiny.cc/claymodel

Art institutions

Find out about:

- ◆ Newport Roman Villa: iwight.com/museums
- ◆ Sculpture parks eg: www.grizedalesculpture.org and yso.org.uk
- ◆ Quay Arts (Dave Badman's bird sculptures): www.quayarts.org

Other Sculptors

Local artists:

- ◆ David Badman: davebadman.co.uk
- ◆ Glyn Roberts: tiny.cc/glynroberts

National/international artists :

- ◆ Henry Moore: tiny.cc/henrymoore
- ◆ Emily Young (stone carver and environmental artist): www.emilyyoung.com
- ◆ Alberto Giacometti: tiny.cc/giacometti

Other Treasures from Newport Roman Villa

Hare brooch



This is a Roman brooch in the shape of a hare. It was made in the 2nd century AD but was found in an Anglo Saxon grave in Carisbrooke. The brooch is in good condition and must have had many owners between when it was made and when it was buried with its Anglo Saxon owner many hundreds of years later.

The brooch is made of copper alloy and has 3 enamelled cells, green, blue and red.

Activities

- ◆ Imagine this is a time travelling talisman. Make up a story about travelling back to the time when this brooch was worn
- ◆ Write a poem inspired by the brooch
- ◆ Create a fable like hare and tortoise
- ◆ Make fused 'glass' biscuits

Pot fragment

This is a Samian ware pot sherd found at Newport Roman Villa with lead rivetted repair. It dates from 110 to 130 AD and has a partial stamp reading "TA".



The Villa was built about 260/70 AD so this must have come with belongings from another house. Samian ware pottery was imported from France and was quite expensive. This piece looks like it has been broken and joined back together with a piece of lead.

Activities

Many pots similar to this one would have been used in food preparation. Here are some suggested activities inspired by the pot sherd:

- ◆ Kintsugi is the Japanese art of mending - put it back together and it is even more prized: tiny.cc/kintsugivideo Make up a story about how the pot came to be broken and put back together again.
- ◆ Imagine you are the potter. Record how you made the pot.

Arts Award

To achieve an Arts Award -Explore Level, children and young people have to collect evidence in an individual arts log of their experiences of:

- ◆ taking part in a range of arts activities, including a personal response about what has inspired them about taking part
- ◆ the work of artists or craftspeople and arts organisations
- ◆ creating a piece of artwork
- ◆ sharing with others what they have enjoyed and/or achieved through completing their Arts Award

Refer to the Arts Award website for detailed guidelines: www.artsaward.org.uk

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