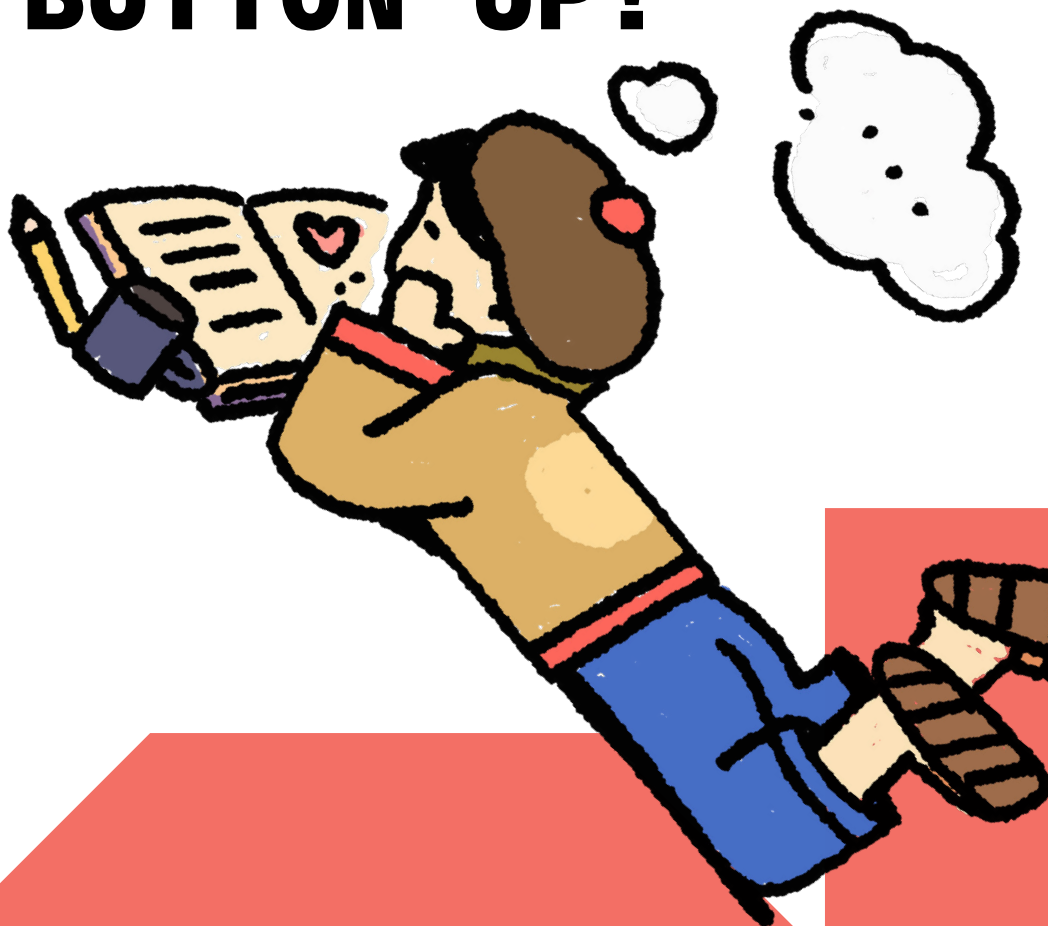


factory  
international  
presents

ACTIVITY PACK

# AI WEIWEI: BUTTON UP!



**AVIVA studios**

St. John's, Manchester [avivastudios.co.uk](http://avivastudios.co.uk)

## Once Upon Two Countries...

*This activity pack has been designed for children and families visiting Button Up! by Ai Weiwei at Aviva Studios, home of Factory International.*

*Through drawing, mapping and storytelling, it invites young people to explore some of the ideas, materials and journeys in the exhibition.*

*Ai Weiwei is an artist who's interested in how objects can tell stories about people, places and history. Across his work, everyday materials like buttons, toy bricks, wood and porcelain become ways of thinking about migration, trade, labour, memory and freedom.*

*The activities in this pack ask children to build islands, invent communities, make connections and imagine journeys across land and sea. There are no right or wrong answers. Like much of Ai Weiwei's work, this is about curiosity, experimentation and conversation.*

*When you turn this piece of paper, you will find two (almost) empty islands. It is up to you to fill them up! Draw the following things in order and cross them out once you're done:*

- 1. Draw two tiny houses in different colours, one on each island.*
- 2. Who lives in those houses? Draw them!*
- 3. They are hungry! Draw something around their house that they can eat.*
- 4. They feel lonely. Draw lots of houses and buildings to create cities.*
- 5. What's their favourite thing? Give them lots of it!*
- 6. Connect the two islands with a bridge, an airport and a port.*
- 7. They've worked really hard. Build their perfect holiday place where they can rest.*
- 8. They love the cities you've created for them. They ask that you design their flags.*
- 9. The cities want to gift each other a building. What is it? Add it to the cities.*
- 10. Go to the exhibition, or find your favourite Ai Weiwei artwork and add it to the map!*

Have you seen the kid living in the map?  
Help us to figure out what kind of adventures they had.

The kid's adventure started when their mum said:



'Buy one **BIG** button with  
this money, and trade it for  
something beautiful!'

What happened next?

Follow the kid and help us answer the questions:

- 1 - Did the kid buy the button?
- 2 - Where did the button end up?
- 3 - Did the kid get in trouble during their adventure?
- 4 - Did the kid find something beautiful?
- 5 - Did the kid get help bringing it back?
- 6 - What is the kid doing now?

