

There is very little furniture in the Atelier; some small chairs and tables, shelves for storage and a shelving unit on wheels. But the children explored these everyday objects in extraordinary ways too. When they began to use the surfaces of the small chairs for compositions with clay, we added a large chair to work on. Mayumi called it *'the monster's chair'* and a group of children worked carefully together to paint it monster colours.

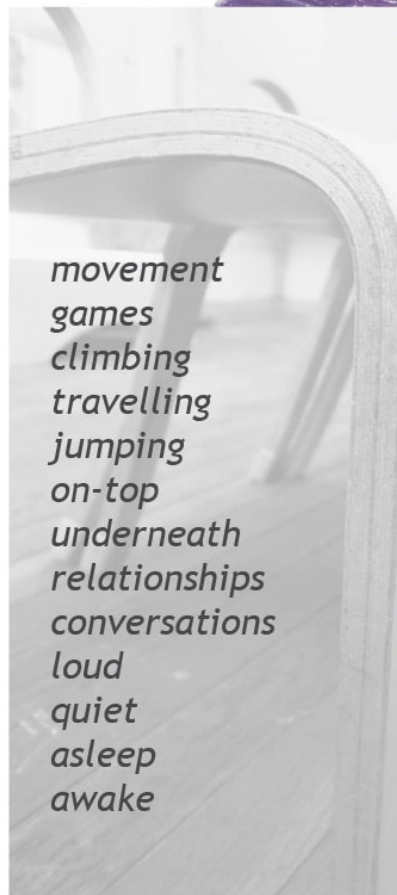
Different spaces were associated with different sounds and ways of being. On the empty shelving unit the children lay down and helped each other to sleep. Standing on top of the monster's chair or the shelves they wanted to shout and sing, and Lennie often called out loudly and authoritatively: *'Captain!'*

From these explorations of single pieces of furniture, the children invented games in which many pieces were used in sequence. The big chair and a group of little chairs were lined up and a new tunnel appeared underneath; the children climbed onto the chairs and travelled along, jumping off the final small chair in front of their large monster painting. Lennie reached out to the monster painting before he jumped and strong connections began between games, spaces, and stories in our Atelier world.



'It's the monster's chair'

Mayumi [2:3]



movement
games
climbing
travelling
jumping
on-top
underneath
relationships
conversations
loud
quiet
asleep
awake

