

NO STRINGS: FELIEKE VAN DER LEEST AND OBJECT STORYTELLING

Felieke van der Leest makes fantastic pieces of jewellery that are really imaginative and flamboyant. She starts with a toy and then adorns it with beautifully beaded clothes or objects to bring it to life. You can see her work in our online exhibition and also read more about her, click [here](#) to go to our website.

You are the Designer!

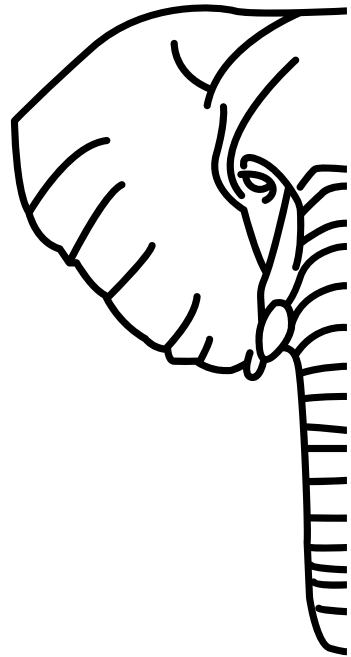
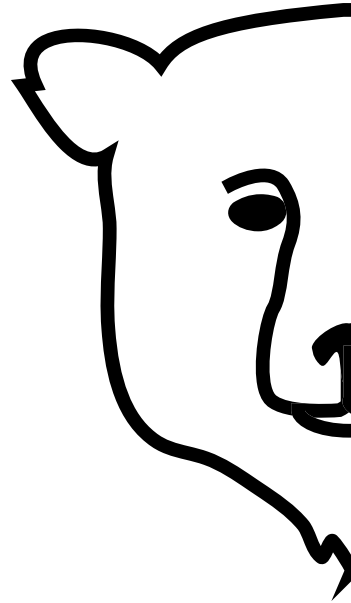
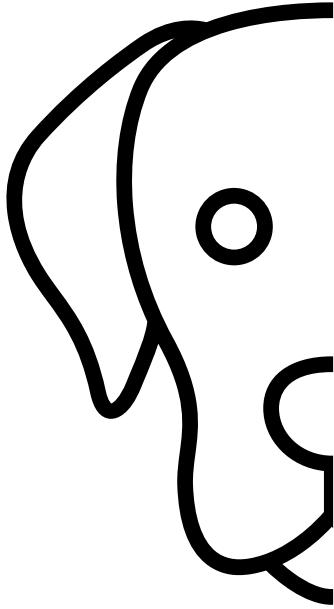
This necklace is called Game of Cheaters. The two toy cheaters have been given beaded jumpers which connect to become the main part of the necklace. The whole piece is symmetrical, which means it's the same on both side.



Felieke van der Leest,
Game of the Cheetahs

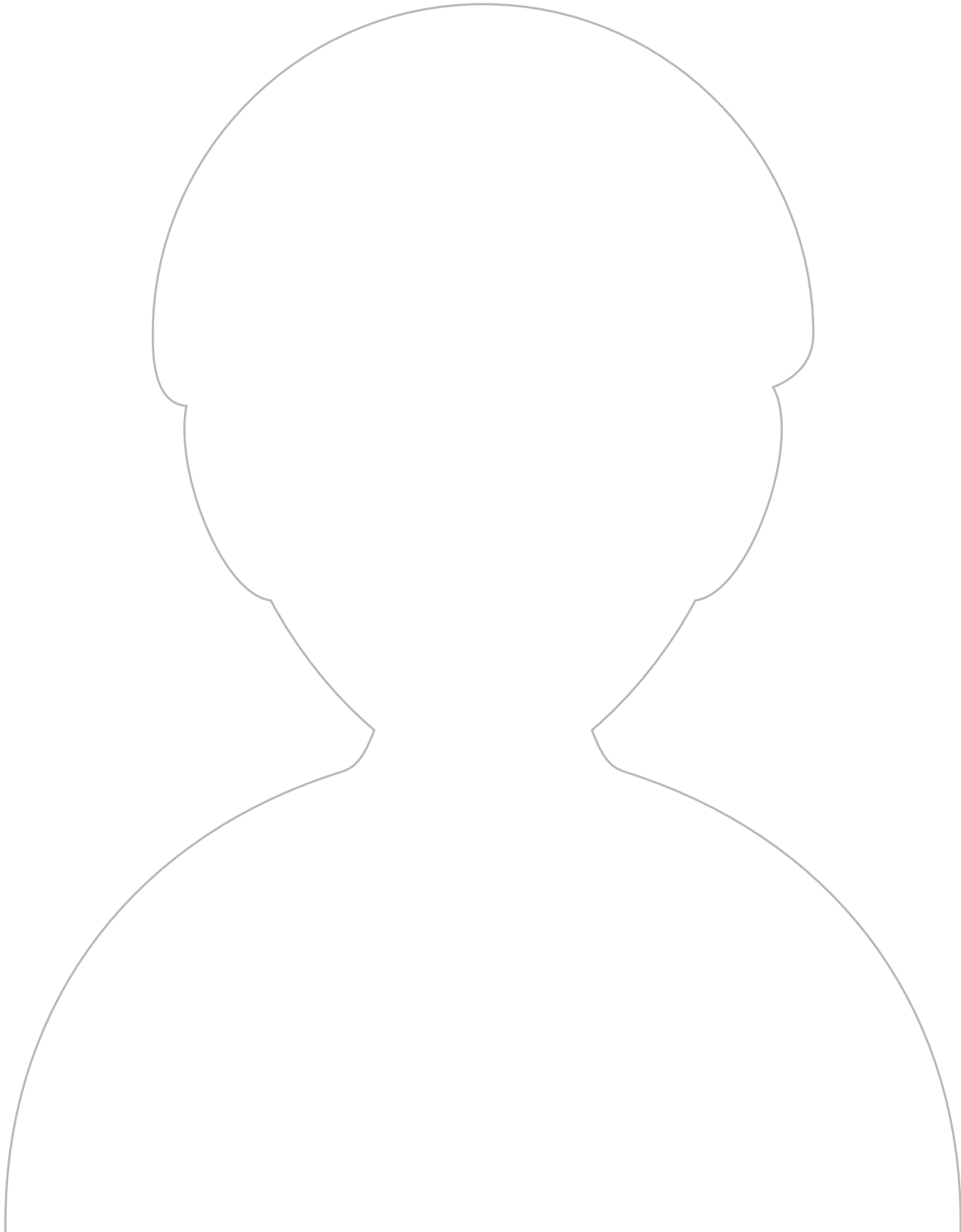
NO STRINGS: FELIEKE VAN DER LEEST AND OBJECT STORYTELLING

Practice symmetrical drawing with these animals, finish the other half by imagining there's a mirror down the middle.



NO STRINGS: FELIEKE VAN DER LEEST AND OBJECT STORYTELLING

Design your own piece of animal themed jewellery on this figure, try and make it symmetrical.



NO STRINGS: FELIEKE VAN DER LEEST AND OBJECT STORYTELLING

On her website Felieke has this quote:

“When I am working with colours, I feel like a painter.
When I am working with metal, I feel like a constructor.
And when I am working with toys, I feel like a child.”

Being an artist means you can be all of these things at once and let your imagination create something unique that nobody else will have seen before. This artwork is called Yellow Kelly – the title describes the piece really well and gives it an identity and character.

What's Going On?

What do you think Yellow Kelly is doing?
Discuss with the people you live with, what's its story?

Now it's your turn to get imaginative! Your first challenge is to make a toy come to life like Felieke does.

Find a very small toy, (it doesn't have to be small but you can use it for the next activity if it is).

First you need to create a character for it, use these questions to help you:

How would you describe it? Use a range of adjectives to describe its colours, textures and shape

Where does it live?

What does it like doing?

What's its character like?

Now you know more about your toy you can give it a name. Try to think of something that in some way describes it to others, like Yellow Kelly does.



Felieke van der Leest,
Yellow Kelly



Miniature Worlds

You will need:

- Glass jar
- Small toy - make sure your toy fits inside the neck of the jar
- Permanent marker pens or paper and colouring pencils / paint / felt tips
- Clear tape
- Toilet roll tube
- Scissors
- Tin foil



Decorate your jar in whatever way you choose – we used marker pens but you could draw a scene on paper and wrap it round the outside. Remember to leave space to look in through the front.

We wanted our toy to be higher up in the jar so we made it a platform – get inventive with things you have around you. We used the lid of a herb jar to give it a green perch and stuck it down with tape.



NO STRINGS: FELIEKE VAN DER LEEST AND OBJECT STORYTELLING

The easiest way to create a platform is to use a toilet roll tube. Cut it to the height you want plus 1cm. Cut down from the top by 1cm and fold the tabs down to make a sturdy top.

Then we covered it in tin foil – we used the dull side so it's less noticeable inside our finished artwork.



Place your toy on top and carefully pop the jar over it to complete its world!

