



PUGIN's Craft Repeated Pattern

ACTIVITY 05

KS2 / KS3

50 minutes

What you will need:

- Stencil film / greaseproof paper / thin acetate sheet
- Scissors / Craft knife (*with adult supervision - always cut away from yourself*)
- Paint
- Brushes (*preferably stencil brushes - these can be easily made by cutting decorating brush bristles shorter*)
- Sponges
- Paper / Roll of Lining paper

Students will be introduced briefly to Pugin's approach. The block printing process will be explained and some examples shown. Books may be passed round for students to look at.



- 1 Students will be required to create a simple template either based on a Pugin design or using their own design.
- 2 Transfer the design to the stencil paper and cut out using a craft knife or scissors (*with adult supervision - always cut away from yourself*).
- 3 Place the stencil onto the paper and very carefully brush or stipple paint within the cut-out area. Lift off the stencil to reveal the design.
- 4 Repeat this process to create a repeated pattern or to create other designs from the one stencil.
- 5 Try rotating the stencil by 90°, 180°, 270° and 360° and repeating it to make a circular pattern.

This process can be developed by using several colours of paint or by making multiple stencils to produce a multi-coloured design.

Students can work out how to make the repeated pattern regular by looking at how wallpaper or fabric is designed and the repeats measured.

Ask the students to experiment with printing onto different coloured backgrounds or coloured paper – how does this affect the pattern?

Try transferring the design to a digital format and make a repeated digital pattern.



Teaching points:

Opportunity to illustrate and discuss the characteristics of a Pugin design and show their relevance in a contemporary context by showing example of modern designs such as textiles and wallpaper.



THE PUGIN SOCIETY

All information sheets and activities can be downloaded in PDF format from thepuginsociety.co.uk/operation-pugin

