



On-line Eco Art Workshop **MARIONETTES**

This activity is suitable for children in grades Yr 4 to Yr 6 as it is aligned to the [Australian Curriculum](#) standards for Visual Arts.

Puppets are a piece of sculptural art. Students can use their re-machinations to explore the features and design of functional objects to recreate their favourite characters from fact or fiction.

During the construction process, children can consider their creation's unique features and functions as well as Visual Arts elements and concepts.

Makes: 4 marionette puppets

Level: Easy/Medium

Time: 90 to 120 minutes

Materials: Disposable cups & lids
Cardboard rolls
Perforated plastic rectangles
Chop sticks
Wire & string
Paper & card
Rubber & cork
Sticky-back foam
Fabric off-cuts
Sticky-back plastic
Magazine paper

Tools: Scissors
Staplers
Pencil, pen & ruler
PVA, craft glue or water-based paste
Hole puncher
Sticky Tape (but challenge yourself to find alternatives)

Optional tools: Box cutter
Cutting mat
Hot glue gun
Needle & thread
Awl



Congratulations on choosing to reuse with RGQ! We're very excited to be making marionette puppets with you today. Let's get started!

What's in your box?

Before we get cracking into the Making side of things, we recommend pouring the contents of your box out in front of you and having a bit of rummage to see what you can find...

**What shapes do you see?
What interesting mix of textures can you find?**



Have a closer look at all the materials in front of you. Do you see these shapes and textures coming together to form a head, a body, a creature, or a facial feature?



If it helps you to visualise your marionette, try sorting your materials into groups...

Head bits

Limb bits

Puppet control bits

Puppet string bits

body bits

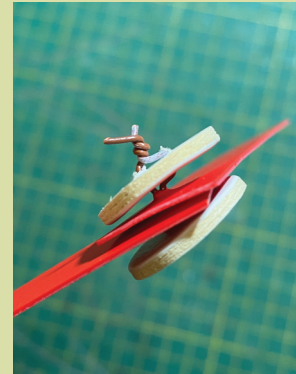
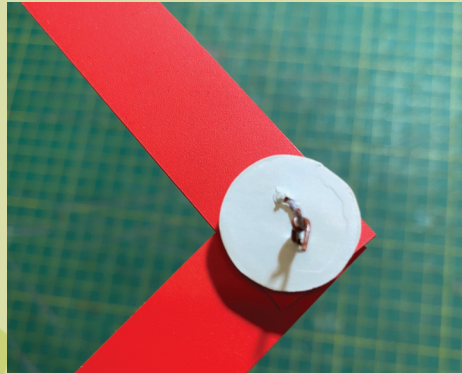
decorative bits

joining bits

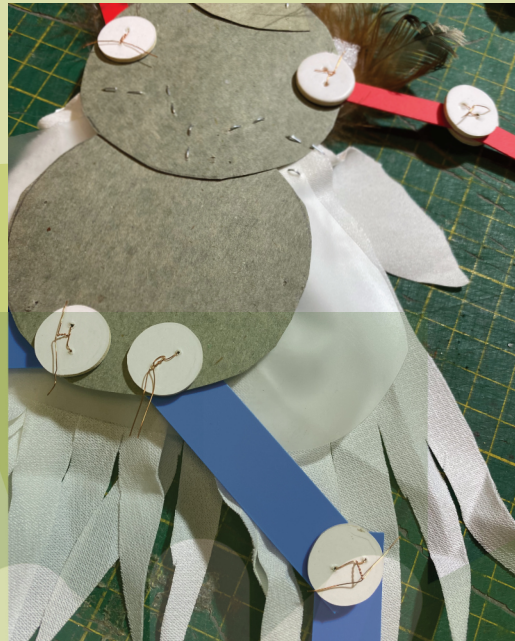
Are you getting a better idea of how your marionette will possibly look? The next question we want to help you figure out is:

How will our marionettes move?

The key to building a puppet that can dance, run and jump is by constructing articulated joints.



Just like a real person, our puppet bends at the shoulder, elbow, hip and knee. These are all articulated joints.



To make your articulated joints:


Each joint requires two dots (punctured like a button), wire and two strips of plastic or card (also punctured with 2 holes).

1. Sandwich the two strips between each white dot with 'button holes' aligned.
2. Thread the wire as you would a button; tight enough to bind but loose enough for the strips to move freely.
3. Twist the wire ends together to close the joint.

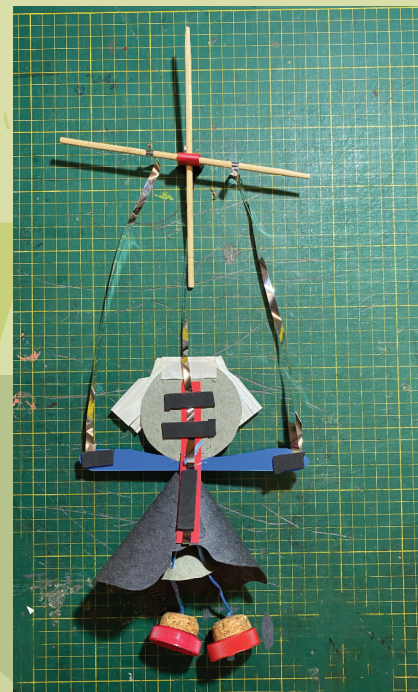
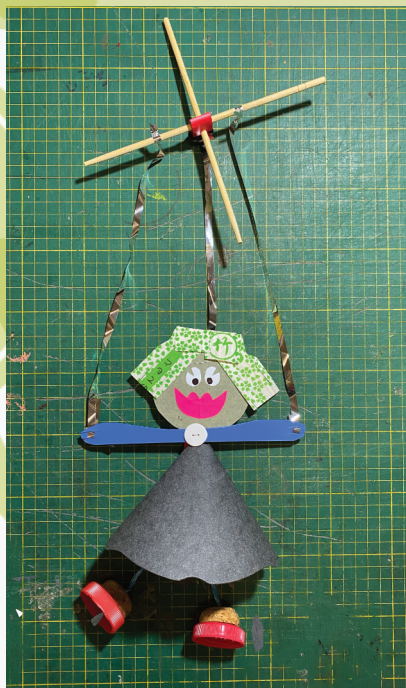
We think you made some wise choices with your marionette's character, body and moveable parts. **Great job!** Now it's time to join all those sections together. To help you out, here are...

Our tips for joining bits together

- Use the sticky-back foam and sticky-back plastic as an alternative to sticky tape.
- A stapler is your best friend and a great no-glue alternative for fixing fabric to card or plastic.
- We showed you how to use the wire to build the limbs. If you run out of wire, try using bread ties instead!
- If you use PVA glue for any joining, allow enough time for it to dry before putting on a show with your marionette.



Here's a closer look at how we've chosen to join some of our puppets together.



We're almost finished! Let's have a quick recap on what we've covered so far:

Explored our box of materials

Visualised how your marionette may look and move

Created articulated joints

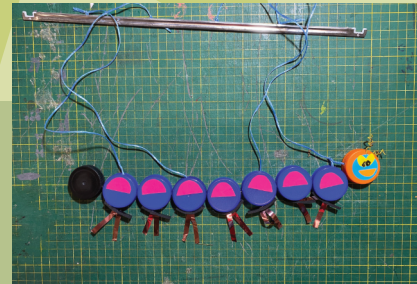
Joined all our fixed and moveable elements together



All that's left to do is to add the strings and fix them to a control!

For the strings you can use the party ribbon in your pack. For the puppet controls you can use the chopsticks or the soft metal strips (as pictured on the left).

1. Cut extra long pieces of string and fix one end of each to the hands and feet of your puppet.
2. Lay your puppet flat on the table with the strings laid neatly above so that they ascend to meet the puppet control (as pictured below).
3. Loosely knot the strings to the control, then test your marionette.
4. Readjust the length of each string until you're happy with how your puppet moves.
5. Tighten the knots to the control.



Once the last knot is tightened, you're done!

Congratulations, you're now the proud owner of a self-designed, self-built MARIONETTE PUPPET!

Our on-line workshop can be found at our [RGQ TV](#) Youtube channel.

We love seeing what our workshop crafters create, so please send us photos or videos.

Otherwise tag us on [Instagram](#) or [Facebook](#) with the hashtag, [#rgqworkshops](#).

