

Making Mascots



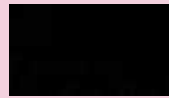
Did you know that in Japan they have mascots called Yuru-kyara? These mascots are usually created to promote a place or region, event, organisation or business. They are characterised by their kawaii (cute) and unsophisticated designs, often incorporating motifs that represent local culture, history or produce.

Imagine if your community had their own mascot? Why would your mascot be important to where you live? What would it say about your community?

You can find out more about the Tyne Derwent Way at www.tynderwentway.co.uk

If this has captured your imagination you can find out what has inspired us at:

www.tynderwentway.co.uk/Travelling-Through-Tyne



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Authority

Travelling Through Tyne is a series of creative and imaginative activities that explores the past, present and future and invites us to consider how we can be good ancestors.

It is about looking closely, thinking deeply and imagining boldly with the people and places that make the Tyne Derwent Way home.

These series of activities have been designed for you to use as a starting point to explore your community. You are free to use your imagination and build on what we have done.

Travelling through Tyne was created for the Tyne Derwent Way by Dingy Butterflies CIC and artists Chris Folwell and Liv Hunt. It was inspired by the Amateur Ancestor Project created by Justine Boussard.

Thank you to residents of Dunston and Teams, The Drop In, Riverside Primary Academy, Art Diamonds, Land of Oak and Iron, Rosewood Care Home and Kingsmeadow Community School.

Photos by Dingy Butterflies, Liv Hunt, Chris Folwell and Tyne Derwent Way. Dunston Staiths: Beamish (c.1934)

www.dingybutterflies.org



THE
AMATEUR
ANCESTOR
PROJECT

Travelling Through Tyne



Making Mascots

1.

LET'S TRAVEL THROUGH TIME

Let's travel through time! You can use this weblink or the QR code to show you how to do this: https://youtu.be/AYnrtphO_RY.

How far into the past and future are you travelling? When you get to the past and travel to the future you might want to ask yourself:

What is your community's mascot, logo or symbol?

How is it different from your time and what has changed?

What does it symbolise?

Remember your mascot represents how you'd like your community to be in the future. Think about what you find out when travelling in time and connect it to where you live.

Use some of the "What if..." questions from the front of this resource if you want some inspiration.



2.

MAKING A MASCOT

First of all, design your mascot on paper.

Use the questions below to think about what it looks like and what its personality and character is.

You might be tempted to imagine a future based on your fears, but we encourage you to travel to a future built on your hopes.

Where does your mascot live? In water, on land, in the trees or somewhere else in your community?

Is it from the past, present or future? Does it look old or futuristic? How does this connect to where you live?

What does your mascot look like? Is it an animal, human or new creature? Does it have lots of arms, legs, eyes or tails? Is it covered in feathers? Is it big or small? What colour is it?

What is your mascot made from? Wood, plastic, fabric, water, fire air, earth or recycled materials. It could be anything! What can you see where you live?

Does it have special powers? Can it fly, swim or run fast? Can it teleport, change shape or make sounds?

What is your mascot's personality? Is it shy, brave, confident, friendly, mischievous? Is it a carer, guardian or explorer?

Bring your mascot to life. Now make a model of it. Which materials would work best for your mascot? You can use clay, wood, fabric, and paint it. The choice is yours!

Everything around you has been imagined at some time. Imagine a future worth hoping for. Let's harness our imaginations to create beautiful futures.