

Name: _____

School: _____

Welcome to the exhibition **Sensorium 360°**!

Sensorium 360° is an exhibition that explores the fascinating and diverse world of the human senses: beyond the commonly known senses of **sight, touch, smell, hearing** and **taste**, even more senses have been identified by scientists. For example, did you know that the human body's ability to detect movement is a sense? In this exhibition, artists from Southeast Asia and Asia have explored how we experience these diverse senses, and how they make us look at our world differently.

What is 360°?

In geometry, we can measure angles in degrees. There are 360 degrees in one full rotation (in other words, one complete circle around).

The degree symbol (°) is used to represent degrees of arc in geometry and degrees of temperature (e.g. the average daily temperature in Singapore for the month of July is 28°C).



If you are here (marked by the 'X'), draw a circle around you.

Let's try this!

Which part of your body do you use to **taste** food?

Draw what you think it looks like in the space below:

Draw the animal that has the biggest ears you can imagine:

What are you using to **hold** your pencil or pen?

List 5 other things you do using this:

- 1.
- 2.
- 3.
- 4.
- 5.

Draw your own nose!

List three things that can help you see better:

- 1.
- 2.
- 3.

What is your favourite smell?

DID YOU KNOW?

Other human senses have been identified by scientists beyond the traditional five senses, such as the sense of **balance** (equilibrioception), sense of **heat** and **cold** (thermoception), sense of **pain** (nociception), sense of **movement** (kinesthetic sense or proprioception), and even the sense of the passage of **time** (chronoception)!

Before exploring the first artwork, take the time to read the questions and answers below:

Q. What is braille?

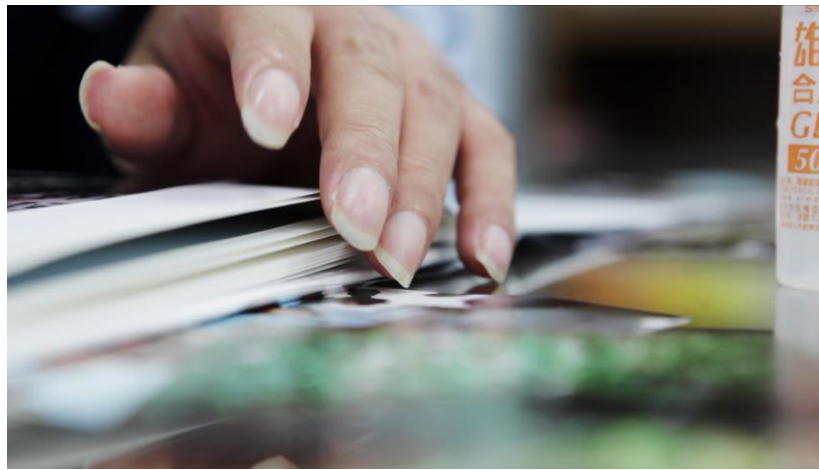
A. Braille is a series of raised dots that can be read by the fingers by people who are visually impaired. As braille is a writing system and not a language, it can be translated into various languages, such as English, French, Chinese and Arabic.

Q. How was braille invented?

A. Braille was invented by the French educator Louis Braille in the early 1800s, when he was just 15 years old. He was inspired by the military code known as 'night writing', which could be perceived by soldiers using their sense of touch, even in the dark.



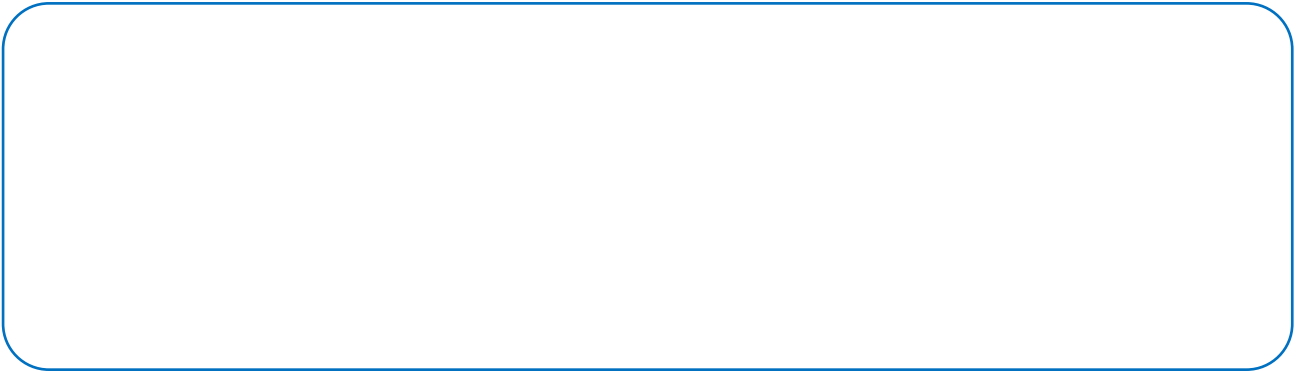
Now, enter the first floor gallery and look for the artwork *Unseen: Touch Field* by the artist [Alecia Neo](#).



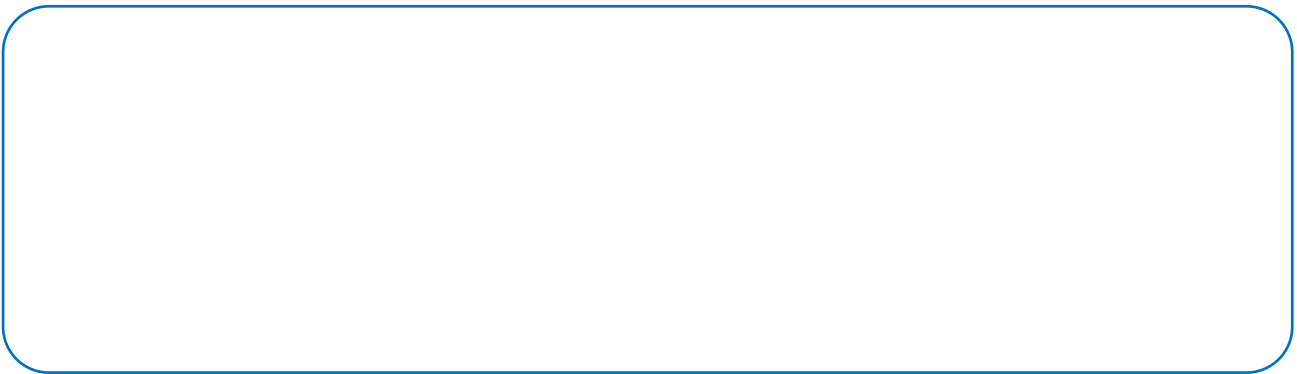
Take your time exploring this room, and feel your way around carefully.

1. What does this drawing feel like?

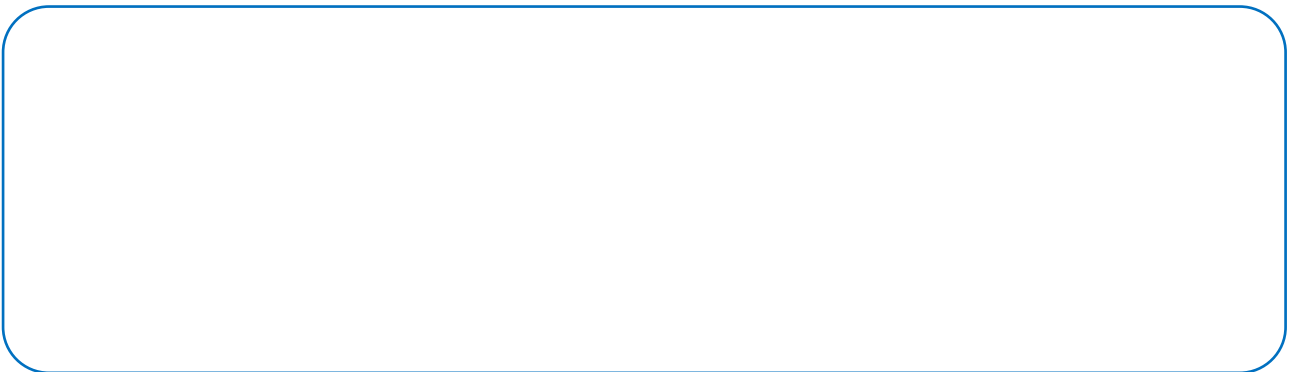
2. Why do you think braille was chosen as a material to create this artwork?



3. Which finger(s) did you use most to experience this artwork? Compare your answer with your friends.



4. Which sense(es) do you think the artist is trying to explore with this work, and why?





Now, enter the first floor gallery and look for the artwork *Twining Machine 4.0* by the artist Tad Ermitaño.



5. Stand in front of the artwork and strike your favourite pose. What do you notice on the screen?

6. How is this artwork different from your mirror at home?

7. Why do you think the artist named this work *Twining Machine*?



Now, head into the other first floor gallery and look for the artwork *noon-nom* by the artist [Pinaree Sanpitak](#).



8. How many soft sculptures can you count in the gallery? How many are there in each colour?

9. How do you feel when you touch these sculptures?

10. What do these sculptures remind you of?

Let's try this!

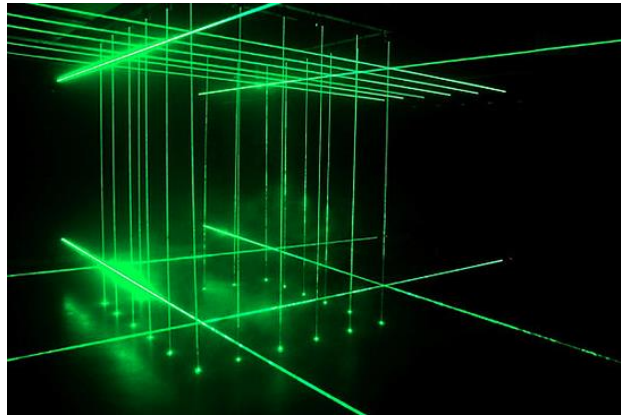
Draw your favourite soft toy in the space below:





Head further inside the gallery and look for the artwork *Cage* by the artist *Li Hui*.

Take your time viewing this artwork, and be careful when walking inside the gallery space!



11. Look carefully at the artwork. What material has the artist used to create this work?

12. What is the function of a cage? Why would you put anything in a cage?

13. Imagine if you were an animal in a cage. What animal would you be and how would you feel?

14. How did you feel when you were walking around the room? Circle the words below, or write them down in the space provided.

Confused

Imbalanced

Other feelings?: _____

Free

Excited

Unsure

Trapped

Angry



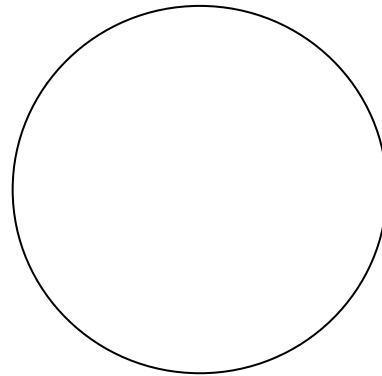
Now, look for the room titled [Sensorium](#), also located on the second floor.

Make use of the shape of the circles below to illustrate the following five senses: taste, smell, sight, hearing and balance. An example (for the sense of balance) has been drawn for you!

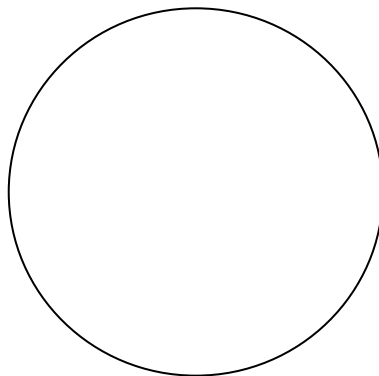
Balance



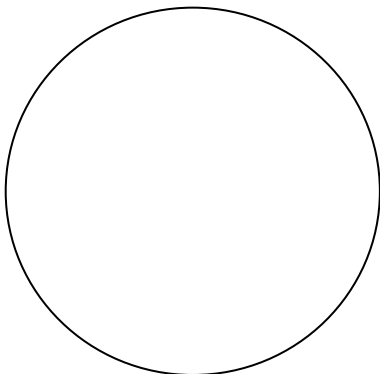
Sight



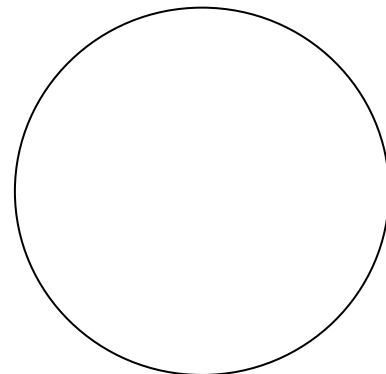
Taste



Hearing



Smell



My day at SAM...

Complete this page and pass it to your teacher to deposit at the SAM Front Desk.

Name	School	Age	Exhibition Title

I found the activity sheet...

- Very easy Quite easy Okay A little difficult Very difficult

I found the activities in the worksheet...

- Very interesting Quite interesting Okay Not so interesting Not interesting at all

I would like future activity sheets to have...



3 things I have learnt...



2 things I would like to find out more about...



1 thing I hope I can see more of at the museum...

***For Teachers to note:**

Please collect all the pages as a single bundle and deposit them at the SAM Front Desk.

Suggested Answers

1. Free response. E.g. The drawing feels like braille, as it is a series of raised dots which can be felt with the fingers.
2. Free response. E.g. The artist has used braille to create a cityscape in the gallery, so that instead of 'seeing' the artwork, visitors have to touch and feel their way around the artwork in order to experience it. This creates a different and interesting way of experiencing or 'seeing' a city landscape. This also enables visitors to empathise with visually impaired people in a small way, as they have the chance to experience what is like to rely on the other senses instead of sight while they are in this gallery.
3. Free response. E.g. I used my thumb/index finger/all my fingers to explore this artwork.
4. The sense of touch. Free response. E.g. The artist has created an artwork where it is difficult for visitors to use their sight to experience the artwork, and instead they have to use their sense of touch to feel and experience the artwork.
5. Free response. E.g. I notice myself striking that pose or making that action, but with a slightly delayed response.
6. Free response. E.g. The artwork is not an accurate reflection of myself, as there is a five-second time lag between my reflection and what is shown on the screen.
7. Free response. E.g. With this work, the artist has created a machine which creates a 'twin' of any visitor who stands in front of it.
8. Free response.
9. Free response. E.g. I feel safe when I touch these sculptures, or I feel comforted/secure/comfortable etc.
10. Free response. E.g. These sculptures remind me of my favourite soft toys from when I was a child.
11. The artist has used laser beams and fog to create his work.
12. A cage is an enclosure, which is used to trap, confine or protect something, such as animals – for example, when they are captured in the wild, or for display in zoos.
13. Free response. E.g. I would be a tiger/bear/lion etc. I would feel trapped/scared/angry/helpless etc.
14. Free response.