Action sheet A What identities do you have?

Look closely at the object. If there is anything that irritates or surprises you, then name this by writing down a question on the object for yourself. We will work with this!



TAKE A FEW SLIPS OF PAPER AND WRITE DOWN ON EACH OF THEM AN OBSERVATION ABOUT THE OBJECT:



- What material is it made of?
- What is its form and colour?
- What could it have been?
- Do you know any similar things?
- What could have been the significance of this object at one time and what do you see in it?





HANG YOUR SLIPS OF PAPER WITH THE OBSERVATIONS NEXT TO THE OBJECT.

Following this, we will read our cards out aloud and in each case try to describe what (which of the object's details) induced you to make this observation!



Action sheet B What parts form the whole?

Possible search terms: e.g. blue-and-white tableware/ceramics,

mosque lamp etc

Go on the internet and search for similar motifs with the aid of search terms via image search.

2. WHAT IS THE IMPRESSION YOU GET? TRY TO FIND WEBSITES WHICH TELL YOU ABOUT THE MIGRATION AND THE HISTORY OF THE FORM, MOTIFS AND COLOURS!

3. EVALUATION IN THE LARGE GROUP

- Why is blue-and-white painting and ornamentation widely distributed in ceramics around the world?
- What led to the migration of motifs and techniques?
- When and how do motifs intermingle? What are the possible reasons for this?
- Does the form of an object tell us something about its (former) function and use?

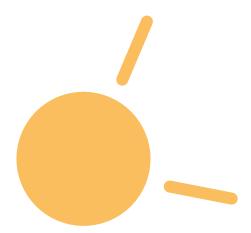


Action sheet C Sun How many layers does your identity have?



1. DRAW THE RAYS OF THE SUN. EACH RAY STANDS FOR AN IM-PORTANT FEATURE, A CHARACTERISTIC OF YOUR IDENTITY! WRITE ONE CHARACTERISTIC ON EACH RAY OF THE SUN – DRAW AS MANY RAYS AS YOU NEED!

What makes you different from others?
What connects you to them?
Which groups do you feel that you belong to?
How would you introduce yourself to a stranger?





2. WEIGHT YOUR FEATURES BY DRAWING IMPORTANT RAYS THICKER OR IN A DIFFERENT COLOUR.

Consider which of your features is the most important to you?
What makes you the person you are?



Info sheet Mosque Lamp

Object Mosque lamp

Inventory no. 1900, 125

Period First half 10th century AH/

Early 16th century AD

Place Iznik, Turkey

Material Ceramic (clay and quartz)

Size 30 cm long



WHAT IS A MOSQUE LAMP?

Mosque lamps are vessels which hang from the ceiling and which contain a compartment for oil (this is why they are called "Ampeln" (lamps) – in Latin an oil lamp is called "ampulla". This is where our present term "Ampel" comes from for traffic lights). Usually they are made of glass.

WHAT CAN BE SAID ABOUT THIS OBJECT?

The form of the mosque lamp is typical for this period. It has three handles on the sides which serve to hang it up. The décor is in a pale and a dark blue tone. The names "Allah" und "Muhammad" can be read in Arabic script in the cartouches around the neck of the mosque lamp. Geometric and vegetable ornamentation can be recognised.

The mosque lamp's design is unusual: the Islamic form is combined with a Chinese-in-spired blue-and-white design. Chinese-style objects were especially popular at the time when it was made.

HOW WAS A MOSQUE LAMP USED?

Water was usually poured into the lamp and a small dish with oil and wicks was placed in it. In this way it was used to give light. The glass mosque lamps shone in all directions. If the ceramic mosque lamp was used for illumination, then it could only shine upwards since the material was not transparent.

THE DESIGN

The Turkish city of Iznik, from which this mosque lamp comes, was the centre for ceramics in the Ottoman Empire. There was great interest in Chinese-style objects there and in the whole of the empire at the time the lamp was made. The taste of this period is called "Ottoman Chinoiserie". During this time many blue-and-white ceramics were produced in Iznik. They tried to imitate the famous Chinese porcelain and its appearance. This mosque lamp from the Ottoman Empire combines therefore a form from the mosques with a Chinese-style décor and Arabic script.

