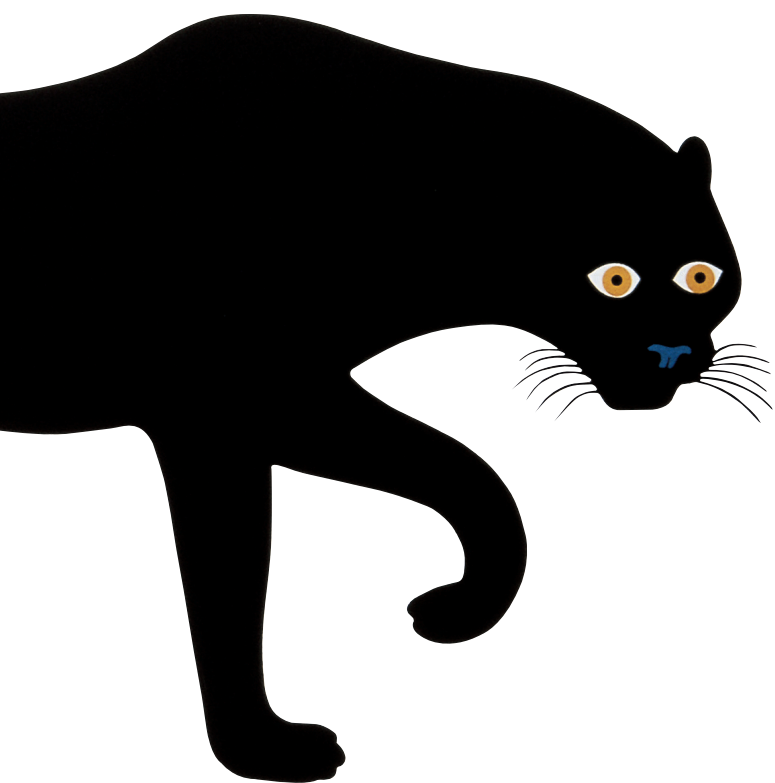


THE FABLE FAMILY TRAIL



ENZO MARI

CURATED BY HANS ULRICH OBRIST
WITH FRANCESCA GIACOMELLI

the
DESIGN
MUSEUM

An exhibition produced by



Triennale
Milano

Supported at the Design Museum by

istitutomarangoni 
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FABLES

A fable is a short story, usually featuring animals or forces of nature, that can tell us something important about life. For example, Aesop's fable The Tortoise and the Hare.

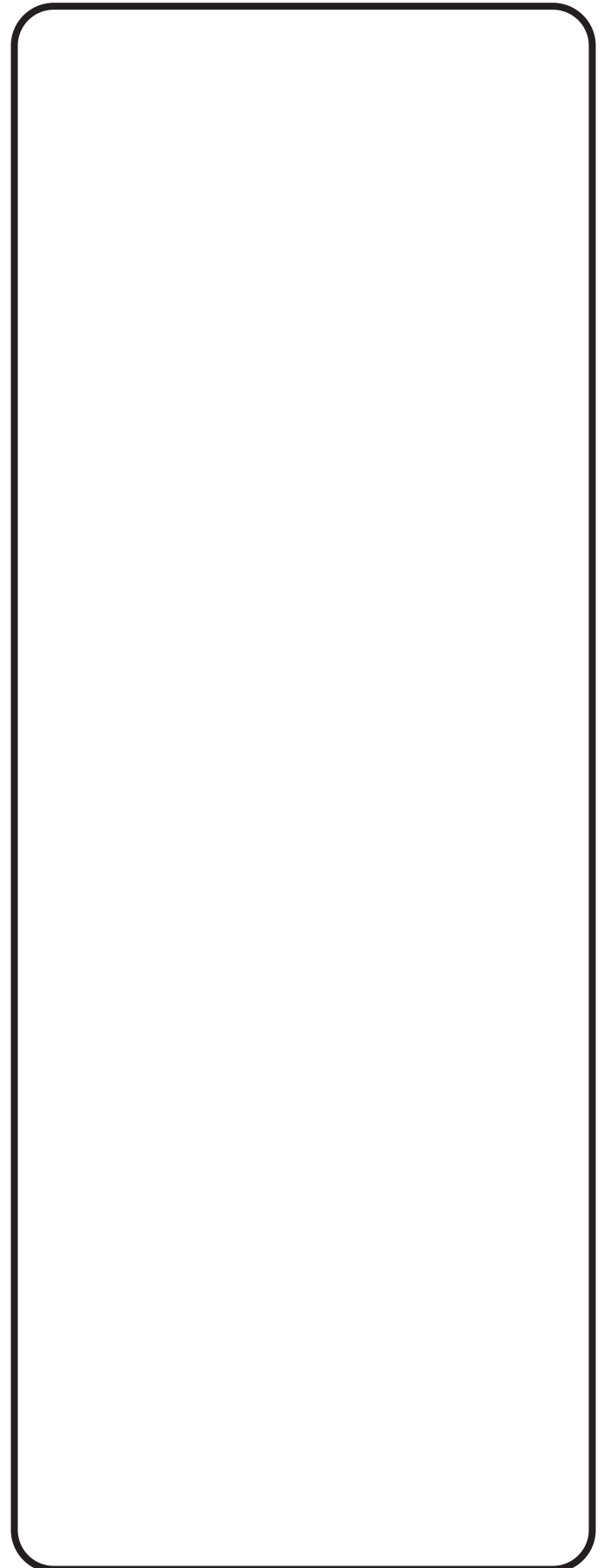
In 1957 Enzo Mari designed The Fable Game, a picture-based game of panels with images and symbols. Stories could be created by placing the panels in any combination.

Can you find all these designs in the exhibition that were inspired by nature?

- A black wolf
- Two yellow dogs
- A pink pig
- Your favourite butterfly
- A cloud for a coat
- Two blue hares
- A volcano erupting
- A neon whale

If you can't find one of them, please ask a member of staff for help.

Can you pick one or more things from the list opposite to draw or write a short story about below?

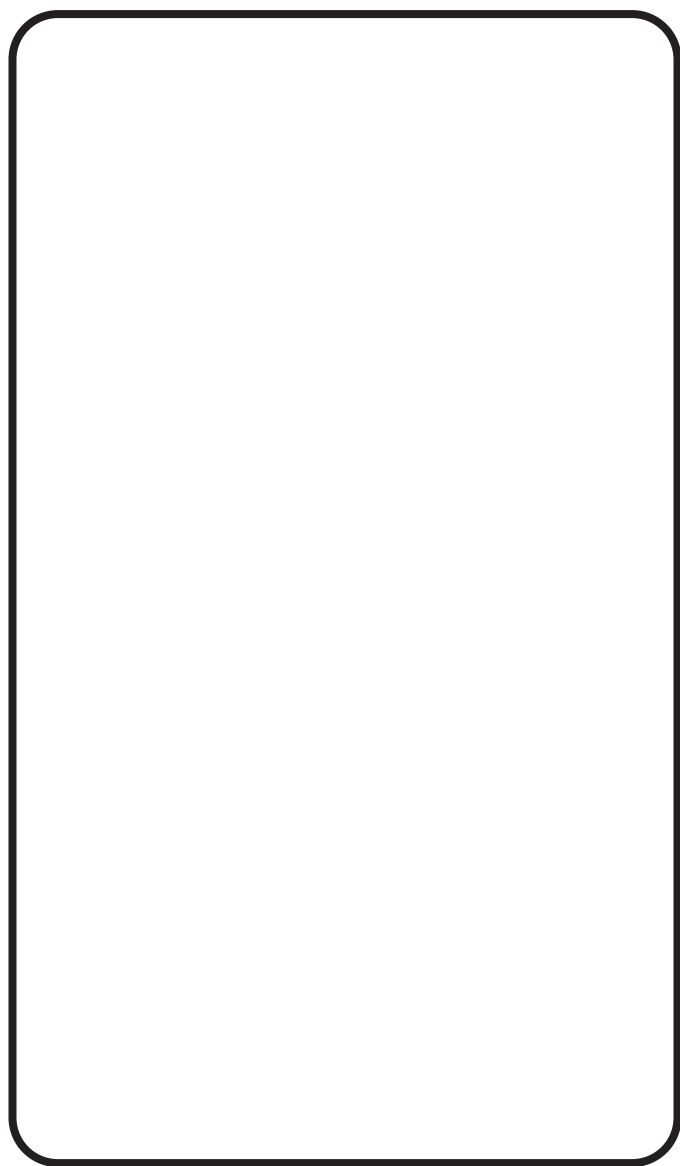


PUZZLES

Tessellation is a series of shapes that fit together in a pattern with no gaps or overlaps.

In 1957 Enzo Mari designed '16 Animals' for Danese Milano which is a puzzle of tessellated wooden shapes. You can find this design in first room.

Can you draw outlines of some of the animals you have spotted in the exhibition and then join them up with lines to make a tessellated pattern?



You can ask your adult to share your story or puzzle on social media using @designmuseum and the hashtag #EnzoMariExhibition so that we can enjoy your ideas too!