“I feel terrible that I missed my chance to ask my father questions and to hear the answers straight from his mouth. It wouldn’t even have mattered much what those answers were—just that I had asked and he had answered would have been priceless.”

Ai Weiwei
The Making Sense
Chatterbox
A two-player game
for all ages

PRINTING INSTRUCTIONS
1. Print this document on a sheet of A3 paper at actual size or 100% scale
2. Make sure to print double sided
3. The first two pages are the chatterbox game
4. The third page contains assembly instructions
5. Once you have printed everything, cut the lines indicated with the scissor icon
6. Follow the instructions to assemble, find a partner to play with and have fun

PAST

Self

PresenT

WORLD

“Creativity is the power to reject the past, and to change the future in order to seek new potential.”

Objects carry a lot of our understanding about who we are.

Without destroying certain things, there can be no room for creation.

For Ai Weiwei, design’s significance is in its potential to give form to our memories and experiences.

Creativity is the power to reject the past, and to change the status quo, and to seek new potential.

A two-player game for all ages

PAST

Self

PresenT

WORLD

“Liberty is about our rights to question everything.”

All my work is based on the motto ‘respect life and never forget’.

We call it progress, but is it?

Without destroying certain things, there can be no room for creation.

For Ai Weiwei, design’s significance is in its potential to give form to our memories and experiences.

Creativity is the power to reject the past, and to change the status quo, and to seek new potential.

Artwork No. 4: SPOUTS

“Artwork No. 26: STUDY OF PERSPECTIVE

For Ai Weiwei, design’s significance is in its potential to give form to our memories and experiences.”

Artwork No. 3: IPHONE CUTOUT

“Without destroying certain things, there can be no room for creation.”

Artwork No. 14: THROUGH

Creativity is the power to reject the past, and to change the status quo, and to seek new potential.

Artwork No. 26: STUDY OF PERSPECTIVE

For Ai Weiwei, design’s significance is in its potential to give form to our memories and experiences.

Artwork No. 32: MARBLE TAKEOUT BOX

“By changing the meaning of the object, shaking its foundations, we are also changing our own condition. We can question what we are.”

Artwork No. 30: GLASS HELMET

“Objects carry a lot of our understanding about who we are.”

Artwork No. 39: HANGER

“What skills have you forgotten, that you learnt when you were younger?”

Imagine a Museum of Empathy.

What objects would you display and why?

Is there an object in your life that is useless but valuable? Why does it matter to you?

Which object on display best describes you, and why?

If you could erase something from the past, what would it be?

If you were creating a time capsule, what objects would you put in it for future generations?

Think of a question you are inspired to ask by this exhibition and ask it without using your voice.

If you could destroy something, for a good reason, what would it be and why?
**GAME INSTRUCTIONS**

1. Fold the paper to make a chatterbox (see diagrams)
2. Take it in turns with your partner to pick a word (PAST, PRESENT, SELF, WORLD)
3. Spell out the word as you open and close the chatterbox. (i.e. PAST=4 letters, move 4 times)
4. Read out the question on the inside of the word to your partner so they can answer it
5. Unfold the flap to reveal a quote or an idea from Ai Weiwei
6. Find the artwork it relates to, by locating the corresponding number in the exhibition

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**The Making Sense Chatterbox**

**A two-player game for all ages**