

WILLIAM KENTRIDGE

THE PULL OF GRAVITY

Spend time together sharing thoughts and ideas, experiencing the exhibition in different ways.

William Kentridge lives and works in Johannesburg, South Africa. He's best known for his hand-drawn animated films, charcoal drawings, theatre and opera productions, and sculptures.

William tells powerful stories about history, memory, and imagination. He shows us how just a few lines or shapes can suggest much bigger ideas and offers visual clues.

Through his art, William invites us to look closely, think deeply, and be curious about the world around us.

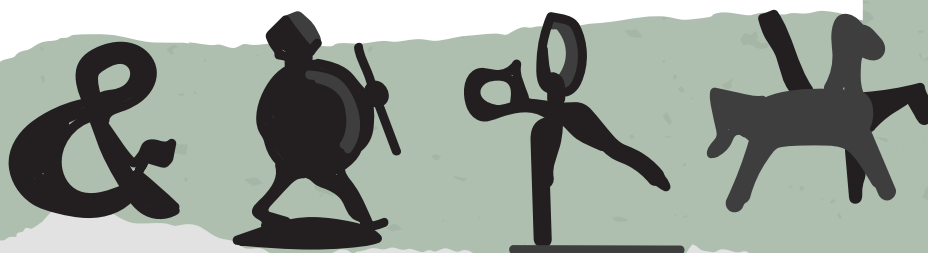
ROOM ONE

Spend time looking at the small sculptures on the wall. Imagine they spell words. What might they be saying?

Talk together and create a story based on what you see.

**Find a sculpture that captures your curiosity.
Imagine it could move, talk, or even sing.
What would that look and sound like?**

William often transforms everyday objects, giving them new personalities. How many objects can you recognise? What do you think they might be feeling or thinking?



Seek out *Processione di Riparazioniste*.

William tells stories about ordinary people and the struggles they can face. Here he explores people that fix, mend and repair.

Talk together about what you can see. What are the people doing, and who might they be? What might they be fixing?

Why is it important to tell stories about everyday people and the work they do?

Think about people you know who help fix or care for things or others, what are their stories?

How could you celebrate them?





William often creates processions of objects, people or things.

Think about when you might see a large group of people together like this.

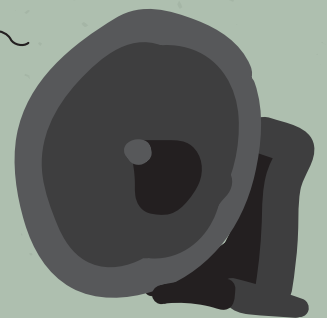
Think about protests, asylum seekers moving to safety, or large groups of children moving together

Think about whether you like being in a large group or prefer being in a small group.

William's films mix art, theatre, and memory to show how the past still lives with us today. Using puppets, actors, music, dance, objects, and stop-motion animation, they explore ideas like hope and struggle.

Imagine you were making a film about something you wanted to share with the world. What story would your film tell? Would it be about something important to you, a big issue in the world, something you've seen that made you think, or something funny?

Make a film capturing your day. It could be a moment, a feeling, a sound, or something that caught your eye. What would you want to remember or share?



ROOM THREE

Statues of horses and riders are often seen in public spaces, as symbols of power, pride, or military victory. In William's sculptures, the horse becomes something more playful and open to interpretation.

Look closely: each horse carries a nose instead of a rider.

Why do you think that is? What might a nose represent? Is it leading, sniffing, searching or maybe even listening?

Talk together about how this changes what we expect from a traditional horse sculpture.

Who do we usually see celebrated in public spaces? Who is missing?



Share your visit and
your thoughts
@YSPsculpture

Supported by

SAKANA
FOUNDATION

GOODMAN GALLERY

HAUSER & WIRTH

LIA RUMMA

WILLIAM KENTRIDGE
EXHIBITION CIRCLE

Logistics partner

CRUZIER

Additional support

STONEHAGE
FLEMING



Supported using public funding by
ARTS COUNCIL
ENGLAND

ROGER
EVANS

LIZ AND TERRY
BRAMALL FOUNDATION



Garfield Weston
FOUNDATION

Wakefieldcouncil

DUNARD
FUND