

Nature as a resource to create inventions

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After Naphat (3.6) chose a leaf during outdoor play, he then picked a long stick. He found a way to insert the stick into the leaf. He showed us the device he had invented and started playing with it as if he was making it fly. When we asked Naphat what this was, he replied with joy, “*a toy dolphin.*” We think that this toy perhaps could be an imitation of what he sees in the night markets where sellers bring diverse toys that move and can be thrown up in the sky. It could be a representation of his perceptions in the toys people invent. He was excited to make the leaf move as he used the stick creating an indirect force. Repeatedly he asked us to look at his new invention, and while the leaf continued to fall, he persisted with patience to put it back on.



As we observed how important this invention was to Naphat, we asked if he wanted to bring it into the Atelier and explore ways of drawing it. He accepted our invitation. We placed his toy over a long white paper and next to it, the same size paper where he developed an observational drawing that represented in a two-dimensional way what he had done, simulating a backward design. During this process he measured the size of the leaf [the toy] with his hand almost inferring the similarities in size. He innately measured the length trying to capture a precise drawing. Finally, we provided similar colors and encouraged Naphat to find the matching shades to the leaf and the stick.

