

Tadhg Charles, Ley Lines - sharing stories through technology

24 Jan - 17 Jun 2026

SPACE Ilford, 10 Oakfield Rd, IG1 1ZJ



Today, technology connects us more than ever, but it can also isolate us and blur the truth of what we see.

This exhibition brings together stories, objects, and digital experiments created by Redbridge residents through a six-week series of participatory workshops. The project asked the question: how do we understand through the things we keep, the routes we walk, and can technology help us understand and share this with one another?

“The title ‘Leylines’ actually came about as a way of describing these invisible connections between things – the invisible leylines and connections between objects, people and place and how these often overlooked and invisible leylines help people’s understanding of an area, a person, a place and a community.” – Tadhg Charles

Book your school visit on Tuesdays, Wednesdays or Thursdays. No more than 30 students per visit, 2 visits per day, for up to 90 minutes. Visits can start from 10am – please book with Daniel Picone, daniel@spacestudios.org.uk.

For teachers:

Materials and processes

Participatory Action Research (PAR)

- Participants were not just subjects of the study but co-creators of the work. Practice-Based Research recognised making and experimenting as forms of knowledge in their own right.

Infraordinary

- The project focused on small, everyday details (e.g. from a local roundabout to a broken peg) as carriers of cultural memory.

Critical digital heritage

- Participants were encouraged to reflect on what is gained and lost when stories are digitised, while object biography framed artefacts as witnesses to lived experience.

Personal storytelling and digital tools

- The exhibition includes works made by 3D scanning, photogrammetry and sound recording. Writing from the perspective of everyday objects, capturing ambient sounds of familiar places, creating digital replicas of personal artefacts, and reimagining Redbridge through both physical and digital forms.

Things to think about:



- Storytelling and creating a visual image from words.
- Listen, look closer, reflect.
- Role of craft in contemporary design

Suggestions:

Writing about the object

Imagine you are an object. Without telling your classmates what you are, can you describe how you are made? What does it feel like to be you? How old are you? Are you one object or made up of many things? What is happening inside of you? Think of your colour, texture, pattern and weight. Do you have a purpose? Before you name the object - can people guess what you are and where you might be found from your description?

Reflect and discuss

Tadhg used 3D printing to make the artworks. What are the possibilities of using this technology? If you could print anything at all, what would you print and why? How could this be useful in society? Is there anything you would **not** be able to print?

Making Sculpture

As a group, make a collaborative sculpture by collecting everyday materials and keepsakes. Think of what you can see from each side. How will you design the sculpture? Do you need a frame to build onto? Are you designed to last a long time? How does it look from different angles?

Everyday object as art

Treat an everyday object like a work of art in your classroom. What happens when you put something ordinary on a plinth or pedestal? How does this change the meaning of an object when you turn it into a work of art?

Artists / art history:

The Arts and Crafts Movement and William Morris - designer, craftsman, writer, social activist, and conservationist

Georges Perec and the notion of the infraordinary

Form follows function - an object's shape should be primarily determined by its purpose, not its beauty.

Readymades - found objects presented as works of art e.g. Marcel Duchamp

Assemblage - Hew Locke explores identity, history and colonialism through large scale sculpture and the importance of objects.

Useful words:



Assemblage, Biography, Biographical, Description, Digital Heritage, Disposable, Environment, Familiar, Ephemeral, Everyday, Imaginative, Infraordinary, Memory, Mundane, Object, Ordinary, Pattern, Pedestal, Personal, Plinth, Practical, Print, Purpose, Readymade, Reflect, Replica, Scanning, Sculpture, Storytelling, Technology, Texture, Weight



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