

Lowenfeld World Technique: All Objects

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(extract from MS 1956)

A: Living Creatures

People

They should be sufficient in number and in type to give a representation of a population of towns, villages, of schools and of families, to make processions, armies and battles between different groups. There should be duplicates of a number of items to symbolise different aspects of the self, to stress the importance of a certain group of using a number of a kind etc.

Men

Ordinary civilians, city and rural; standing, walking, running and seated.

Men in specific occupations:

Country:	Farmers
	Farm-hands with animals
	Farm labourers with tools etc.
	Shepherd
	Tramp
Town:	Policemen
	Firemen
	Doctor

Ambulance men
Zoo attendants
Workmen
Clergyman and priest
Postman
Men in white, representing cooks, milkmen, butcher, miller, etc.

Railway: Stationmaster
Porters (some with trolley and luggage)
Travellers with luggage

Sea: Deep sea fisherman
Diver

Men in out-of-doors activities:

Skiers	Footballers
Hiker	Runners
On (motor) bicycles	Drivers
On horseback	Seated old men

Special People of Present and Previous Periods

King
Pope, Bishop, Cardinals, Monks etc.
Men in period dresses
Knights in armour, standing and on horseback
Vikings
Cowboys with guns, lassos, on horseback and on foot
Toreador (with bull)
"Space men"
Historic figures such as Robin Hood and others

Women

Ordinary civilians, city and rural; standing, walking running and seated

Women in specific occupations such as:

Country: Farmer's wife
Women with animals
Milkmaids
Landgirls
Women with pails, broom etc.

Town Policewomen
Nursing sisters
Nurses
Teachers
Women with pram
Travellers with suitcase

Women in out-of-door activities

Rider
Hikers
On (motor) bicycle
Seated old women

Special People of present and Previous Periods

Queen
Women in period dresses
Cowgirls

Armed Forces (Men and Women)

Soldiers in uniform, mounted and on foot

Airmen

Sailors

} from different periods

Guardsmen in full dress

Army bands

Red Cross ambulance men

Wounded men, stretchers and bearers

Women in service uniform

Red Cross nurses

Entertainers (Men and Women)

Circus performers: Clowns, strong men, ring master, man on stilts etc.,
Including performing animals

Dancers.

Musicians with all sorts of instruments.

Other Races

Fighting Indians on foot and on horseback, running, creeping etc.

Indians in camp with squaws, fire, wigwam, canoe, totem pole etc.

Zulus with spears, assegais etc.

Eskimos with igloo, dogtrains, canoe

Bedouins with camels

Any other members of other races that are available.

Phantasy & Folk-Lore Figures:

Witch	Father Christmas
Fairy queen	Snow-white
Dwarfs	Red Ridinghood
Gnomes	Mickey Mouse
Giants	Donald Duck
Angels	etc.

Animals

Wild Animals

These should combine a fair amount of fierce as well as docile types; they should be in varied positions, such as standing, running and lying; when available they should include both sexes and their young ones as well. The number of each type should be sufficient to present 'families' and duplicates should be present of each type for the same reason as mentioned under 'People'.

Elephants (some trumpeting)	Snakes of various kinds
Giraffes	Crocodiles
Camels	Alligators
Kangaroos	Reptiles
Hippopotamuses	
Rhinoceroses	
Bison	
Leopards	
Tigers	Spiders
Lions	Caterpillars
Brown bears	Insects
Polar bears	
Wolves	
Hyenas	

Walruses

Seals

Monkeys

Orang-outangs

Llamas

Mountain goats

Antelope

Zebras

Fox

Deer

Hares

Penguins

Pelicans

Storks

Owl

Eagle

Parrot

Domestic Animals

These should combine as many types as possible of animals belonging to farm and house and be sufficient in number to finish an ordinary farm.

Horses, such as packhorses, carthorses, ponies, hunters; some grazing, running galloping etc.

Foals

Cows, some grazing, being milked etc.

Bulls

Calves

Sheep

Rams

Lambs

Pigs (pink and black)

Sow with piglets

Swans

Ducks and ducklings

Geese and goslings

Cocks, hens and chickens

Pheasants

Turkeys

	Peacocks
Goats	Pigeons
Donkeys	etc.
Tame rabbits	
Cats	
Kittens	
Dogs of various types	
Etc.	

Phantasy Animals

If they are to be found, some belonging to this category should be included, such as:

Dragons	'space animals'
Monsters	Pre-historic animals

B: Scenery

Buildings

These should include private houses and public buildings and be sufficient in number in construct towns and villages. Some houses should be so simple that they can stand for almost anything or be easily converted into something specially desired. If it is possible to get houses of a style common in a country other than the one to which the maker belongs, it is of value to add some of these in order to be able to make the 'foreign' scenery

Private houses for country and town	Church
Farm buildings, barns and sheds	School
Shops and market stalls	Hospital
Garage (with petrol pumps)	Post office
Burnt-out and damaged house	Station
Manor houses and castles	Prison

Fortress and other strongholds

Countryside

This should make possible the construction of landscapes and seascapes. There should be trees enough to create woods and jungles, bushes enough to make hedges and so on; it is desirable to have objects made of different material such as wood and metal to create a different effect.

Trees: Large trees with foliage; flowering trees conifers (several sizes) and Christmas trees, dead trees with branches cut off; fallen trees, palms and other tropical vegetation available

Bushes: Hedges of many sizes and kind

Flowers: For park and garden

Fences: With or without gates (in large number)

Metal railings (for Zoos etc.)

Stiles and Turnstiles

Bridges: Large and small ones, including railway bridges

C: Transport

Road transport, civil: Should include mechanical and horse-drawn vehicles of all kinds and sizes

Ordinary everyday vehicles:

Cars and taxis

Buses and trams

Coaches

Lorries, open and covered

Tip-up lorries
Lorries carrying liquid in bulk
Delivery vans
Furniture removal vans
Dust carts
Caravans
Carts of all kinds (hay-, milk-, etc)
Ice cream carts
Motor bicycles (some with side-cars)
Push bicycles
Sleighs

Vehicles suggesting danger:

Fire engines
Police cars and bicycles
Ambulances
Breakdown vans
Racing cars

Vehicles connected with history, splendour and adventure

Golden state coach
Stagecoach
West American covered wagon
Gipsy caravan
Travelling circus carts and cages

Road transport, military:

Armoured cars
Tanks

Army lorries

Jeeps

Mobile guns

Railway transport

Stearns and electric passenger trains

Goods trains, including coal wagons, transport of liquid in bulk, open wagons that can be filled.

Sea

Ships and boats should be of two kinds: some which will float and some that cannot float; this may be of importance when real water is used: they should include civilian and military types.

Civil

Large passenger liners

Ordinary steamboats

Cargo boats

Pleasure boats and yachts

Sailing boats

Rowing boats

Naval

Aircraft carriers

Battleships

Submarines

Special & Period such as:

Indian canoes

Gondolas

Galleons

Air

This again should include civilian as well as military type

Civil

Aeroplanes of different sizes

Airships

Jet planes

Military

Bombers of different sizes

Fighters

Troop carriers

Phantasy

Spaceships

D: Equipment (Exterior and interior)

Road and town

Telephone poles

Road signs

Milestones

Traffic lights

Road lamps

Petrol pumps

Telephone boxes

Police boxes

Pillar boxes (letter b.)

Newspaper kiosks

Implements for Road and Farm

Bulldozer, steamroller, cement mixer etc.

Tractor, harrow, plough etc.

Farm, garden and park

Beehives	Ladders of diff. sizes
Hencoops	Wheelbarrow
Dog kennels	Lawnmower
Pigeon cotes	Watering can
Drinking troughs	Spades
Milk cans	Forks
Wells	Rakes
Water pumps	
Haystacks	Benchmarks
Sheafs of corn	Tables of chairs
Scarecrow	Rockery
Windmill	Paving pieces
	Grass

Children's Playground and Fairs

Slides	Merry-go-around
Swing	Swimming pool

House, Hospital, School and other buildings

Furniture of suitable size
Hospital beds and equipment
Equipment for baker's, butcher's barber's shops etc.
Plates, cups, food.

Miscellaneous

Lighthouse
Snowman