**Workshop overview**: Throwing workshop: demonstrating my way of working with the wheel and sharing how the process of firing with wood can influence and inspire work development, guiding form, surface and glaze considerations in relations to kiln placement and each wood firing as ongoing momentum.

## Friday evening: 6-8 approx.

Introduction to me as a maker and my work, throwing demonstration and power point/slides if available?

- 6-7 intro slides
- Throwing demo open questions??

## Saturday: 10-5

- Brief introduction breakdown of weekend
- Short throwing demo before each participant joins in with 1 hours throwing exercise
  producing 4-6 bowls. This session will concentrate on repetition throwing easing into the
  weekend allowing people to get used to wheels and aiming to throw to a gauge.
- break
- Increasing the size multiply earlier throwing weight and look to produce larger version or accompanying piece for earlier bowls.
- Lunch
- Introduce glaze and firing considerations- demonstrate/then support use of foot rings and adding thrown ribs, small handles or exposed rims to enhance glaze and firing.
- Break
- Demo of re constructed containers: this demo will concentrate on form leaving bare clay ready for glaze or fire.
- Maybe introduce slip to thrown pieces if clay consistency good
- Roll slabs for bases ready for tomorrow's re constructed containers
- Assess and store work looking at clay consistency.

## Sunday: 10 – 4-4.30

- Assess consistency of clay and store pieces ready for finishing
- Turning demo/session looking again at foot rings and thrown ribs, small handles with glaze and firing in mind
- Break
- Adding small handles, Introducing slip to inner surfaces of bowls if desired.
- Demo -construction of modified containers adding slab bases where required.
- Lunch
- Discuss and share some of my glaze recipes thoughts and application methods.
- Open session aiming to complete all works in progress and finish off work ready for drying.
- break
- Final recap condense main themes and use my examples as point of reference.
- Studio clean thorough and wash down