

Give This Book a Name



You may be reading this having picked it up and not having a clue what the title means. Try it again. Well, it's an instruction for a start. A task, if you like.

The second thing you may have read might be the title of this introduction. Down there on you're right. You now have more information: as well as a task you know, if you continue much further, you're in for a journey that is somehow creative. And there's a library involved somehow, but you're not sure where.

Task - Creativity - Journey - Library.
You know these words. You're safe here.

Have a quick scan through the rest of the book. No obligation to commit to anything, just have a quick flick to get the vibe of the thing then come back here.

Back? Ok, so it's a collection of more tasks.

What you have in your possession for now (as you will be asked to pass this book on to a friend) is a collection of creative tasks designed to direct you to various libraries in Manchester. What library that is will largely depend on where in town you live. Doesn't matter what library, as long as we get you there and in a creative manner. You will be prompted to interact with this book by drawing, writing, sticking things in it, and as mentioned above, sharing it. It's also been designed to fit into most pockets. Please don't be precious with it. Shove it right in your pocket. Your back pocket if you like, then sit in on it.

The tasks in the book don't presume to know where your local library is. You may have to do some basic field research (Google it). The tasks in this book do presume that you are an open-minded creative person up for a laugh. The tasks in this book are designed so that you arrive at your library of choice at your creative peak, primed and ready to absorb everything and anything that your library has to offer.

It's not just books, you know?

*Christmas 1947.
To Irene
from Violet*

1

Macro to Micro Selfie

Take a selfie outside landmarks along the most visually interesting route to your local library. You decide what is 'most visually interesting' to you.

Take another outside selfie outside the front of the library.

Take one at the reception. Is there a receptionist? Tell them what you're doing and see if they will join in.

Take one in front of a bookshelf with books relevant to you. Again, you decide what is relevant to you.

Pick out a book and take a selfie with it.

Find a word in that book that describes you. Take a selfie with it.

Extender task: create an Instagram reel of your selfies and post it. Spread the task!

(A selfie doesn't have to include your whole face, or even any of it. A selfie is a portrait, and a portrait can include just a finger if you like. As long as it's yours

2

Diaspora Map

Draw a map of directions to a library of your choice that includes a route through a diaspora you have yet to connect with. A diaspora is a community scattered across regions separate from its geographic place of origin. A connection is a friendship, whether a good mate or an acquaintance.

For example, the largest Pakistani communities in Manchester are concentrated in Longsight, Rusholme, Cheetham Hill and Crumpsall. The map to your library could include one or more of these communities.

This won't be the quickest route, but the map should include community specific landmarks such as businesses, places of worship, schools, restaurants, take aways, cultural centres etc.

Use the space on the next page to draw your map. Use the space to sketch initial ideas.

Your map should be a celebration of your chosen diaspora.



3

Character Hunt

Remember a face in the crowd on route to a library.

Use the space below to write down some adjectives for your chosen person. An adjective is a describing word, such as tall, round, sweaty, moody etc.

Use the library to find a character in a novel that closely matches your stranger's description.



4

Library Catwalk

Borrow a book from the library and read it.

When you go to return it, place it on your head and walk to return it.

Ask a friend to record it on their phone. Keep all the drops in.

Share the video.

5

Deaf Directions

Learn how to give directions to a library of your choice using British Sign Language (BSL).

Searching 'How to give directions in BSL' results in loads of YouTube tutorials. Chose the Youtuber your prefer and practice.



6

Origin Stories

Investigate the names of the roads on a route to your library. Google their etymology or origin. Make a list and look for examples in the library.

Was a road named after a notable figure? What did they do that was so notable (or infamous?)

Etymology is the study of the origin of words and the way in which their meanings have changed throughout history.

Write the street names and their origin/meaning below.

Lo!
And Behold!
Exam time!

7

Illustrative Map

Draw a map to your library using exactly six images and no words. Arrows are allowed.

Your images could include landmarks, shops, statues, bus stops, notable graffiti, persistent dog mess, massive stuff that everyone notices and tiny stuff that only you notice.

N

8

Haiku route

Write a haiku describing the route to a library from a park.
Share it. This could be on social media or in a text to a mate.

Haiku's are Japanese poems with a strict syllable structure.

A haiku is made up of three lines:

the first line is five syllables,
the second line is seven,
third line is five.

City

9

Helpful Strangers

Ask directions to the library from various people in the street (as long as you feel safe doing so).

Write each response down.

Arrange from simplest to most complicated

Were there any wrong directions?

Where did these take you?

SOCIAL

10

Sound Map

Write a sound map to your route.

Write one word descriptions to sounds you here on a walk to a library of your choosing.

11

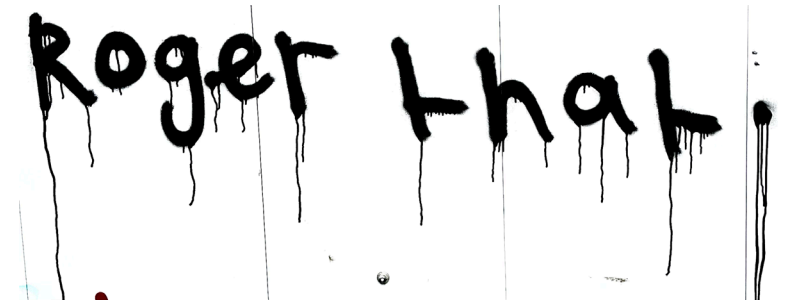
Type Map

Take photos and short videos of letterforms along your route to your library. Takeaway and shop signs, adverts, busses and trams, billboards, vehicles etc.

Crop them to create a complete alphabet of varied letterforms.

Create an Instagram reel using your letterforms that spells out your neighbourhood library: eg FALLOWFIELD LIBRARY.

Add a song that excites.




Gold

12

Accessible Map

Draw a map showing a route to a library from a tram/bus stop for a wheelchair or mobility scooter user.

If you have no mobility issues yourself, some field work and research will be necessary. Walk the route and pay particular attention to kerb heights, pavement width, parked cars, advertising signs, crossings and crowds.

LOCAL
COLLECTION
Loughborough

13

Find a Mate to Collaborate

Give this guide to someone else to complete. Make a date to meet up to compare responses. You should meet at a library.



14

Flyer Zine

Collect junk flyers, take away menus, religious pamphlets, and any other free advertising along a route to a chosen library.

When you reach the library, find a workspace to make your zine.

Fold each flyer in half then stack them in a pile as neatly as possible. Ask a librarian if you can borrow a stapler (show them this book, they'll understand), and staple your pile in two places along the fold of your pile. If you find the staples won't go through your pile (well done you've collected loads!), just separate them and make two or three zines.

15

Tactile Map

Walk to the library running your fingers along as many surfaces as possible/is safe to do so/isn't minging.

In one column write a list of adjectives to describe the sensation. In the other draw a short horizontal line that describes it.



MANCHESTER



Walk to the library the nosiest route you can manage.

Walk to the library avoiding as much noise as possible.
What's the quietest way?

507

18

Soundscapes

Record noises of the city on your phone while walking to the library. On your arrival, listen to the recordings and describe the sounds you hear with words.

Make a list below.

Use a mix of real and made-up words. Try to move beyond the obvious: cars don't really sound like 'BRUMM BRUMM'. Dogs don't say 'BARK', do they?

Once you have your list of sound effects, type them into the library search bar and see what (if anything!) comes up.



19

Set the scene

Write a short film that uses a trip to the library as the basis for a fantastical adventure. It should follow the classic three act structure of storytelling. There should be a quest of some description that culminates at a library with a successful discovery or accomplishment.

✓ LWM
APP





A UNESCO City
of Literature



The University of Manchester

