



Art Excursions Outreach Program Offerings

1. Meet the Museum!

Discover the role an art museum plays in the community and the importance of artists who document the human experience. Students will review the many responsibilities of Museum staff (curator, educator, art preparator, security officer), learn different museum and art terms, and discuss the importance of museum manners. This program is a great pre-visit activity for a class planning a field trip to the Delaware Art Museum.

Standards met:

- Language Arts:
 - 1.4: Orally communicate information, opinions, and ideas effectively to different audiences for a variety of purposes
 - 1.7: Participate effectively in a discussion
- Visual Arts:
 - 1.6: Identify different media, techniques, and processes that are used to create works of art.
 - 5.3: Describe personal responses to selected works of art

2. The Artist's Language

Artists use line, color, texture, and shape to create their works. This program will discuss these basic elements of design and how they work together as a visual language. Students will learn how artists use color to convey mood and will be able to differentiate between organic and geometric shapes.

Standards met:

- Visual Arts:
 - 2.1: Identify the elements of art
 - 2.4: Analyze the elements of art
- Language Arts:
 - 1.7: Participate effectively in a discussion

3. Glory of Stories

This fun and interactive program invites students to listen to a story, discuss two or three works of art, and complete a simple art project. Books include *A Baker's Portrait* (Michelle Edwards), *Chameleon's Colors* (Chisato Tashiro), *A Piece of Chalk* (Jennifer A. Ericsson), *Big Orange Spot* (D. Manus Pinkwater), *Roger the Jolly Pirate* (Brett Helquist), and *The Dot* (Peter H. Reynolds). *Designed for students grades K-2.*

Standards met:

- Language Arts:
 - 1.7: Participate effectively in a discussion
 - 1.5 Listen to and comprehend oral communications

Glory of Stories (continued)

- Visual Arts:
 - 1.3: Use media and tools in a safe and responsible manner
 - 3.4: Select and use subject matter, symbols and ideas to communicate meaning in works of art

4. Face to Face

What can you learn from a portrait? A portrait can tell us a great deal about the life and times of the subject. This program informs students on the genre of portraiture, discussing various uses of a portrait and how the artist presents the subject using surroundings, clothing, facial expressions, and gesture.

Standards met:

- Language Arts:
 - 1.6: Develop vocabulary and the ability to use words, phrases, idioms, and various grammatical structures as a means of improving communication
 - 4.3a: Respond to literary texts and media representing the diversity of American cultural heritage inclusive of ages, genders, nationalities, races, religions, and disabilities; respond to literary text and media representative of various nations and cultures.
- Visual Arts:
 - 4.6: Describe how history and cultures influence the visual arts
 - 5.4: Analyze works of art to speculate why they were created

5. Painting with Words

Language Arts and Visual Arts come together in this fun program! Using art as a springboard, students build their vocabularies and stretch their imaginations by creating poems or stories. The class will also be introduced to the Museum's interactive website, *The Art of Storytelling*- www.artofstorytelling.org.

Standards Met:

- Language Arts:
 - 1.6: Develop vocabulary and the ability to use words, phrases, idioms, and various grammatical structures as a means of improving communication
 - 4.1a: Connect their own experience to those of literary characters by responding to the sensory, intellectual, and emotional elements
- Visual Arts:
 - 3.6: Analyze how the use of subject matter, symbols and ideas are used in works of art
 - 5.2: Identify ways the visual arts are used as communication

Each program is 45 – 60 minutes in length and includes an art or writing activity.

The content (both artwork and information) of each program offering will be adjusted according to the age & learning level of the audience.

Each program will use technology. Museum staff will bring digital projector and laptop to the classroom. School must be able to provide a screen and extension cord.