

# ARTLOOK

## Do-It-Yourself Visual Art Activities for Students, Stages 1 - 3

### Before your visit

Organise materials. Each student will need:

- Sheets of paper or a sketchbook
- Drawing pencils
- Something hard to lean on – a clipboard would be good.
- A copy of 'My Drawing Checklist', if suitable for your students.

The simple steps on the next page will help your students to make something wonderful from your time at the Museum. If possible, go through the steps below with your students, to make them familiar with the process they will undertake at the Museum. Ideally, you would use an object at school as an example, and draw it following the steps.

#### Step 1 – Choose an object.

What really catches your eye and keeps your interest? It is sometimes difficult to see each object from all sides, but try to look at it from as many different angles as possible. Really take notice of the small details – is it smooth? Is it patterned? Think about what it would feel like to touch – would it be hard or soft, wet or dry?

#### Step 2 – Draw the outline shape of the object.

Let your eye travel around the outside of the shape and include all the little lumps and bumps. Then try to recreate that shape on the page. What other smaller shapes can you see within the object? Are they overlapping or touching? Draw them in too.

#### Step 3 – Take note of the dark and light areas.

Use light shading on some areas and dark on others – to make them look different to each other.

#### Step 4 – Does it look rough or bumpy?

Draw some small bent lines to show the shape of the bumps.

A faint pencil sketch of a bird in flight, with its wings spread wide, serves as the background for the text. The bird is positioned in the upper right quadrant, facing left. Its wings are detailed with numerous fine lines, suggesting feathers. The body is compact, and the tail is visible. The overall style is light and sketchy, typical of a preliminary drawing.

Step 5 – Draw it from many different directions and angles.

Write the date and what the object is at the bottom of each drawing.

Step 6 – Create your own drawing portfolio!

Repeat steps 1 to 6 with a different object.

## At the museum

**First select an exhibition.** Take a good look around the exhibitions, to find one with objects that you and your students find particularly interesting. You can choose from *Birds and Insects*, *Planet of Minerals*, *The Albert Chapman Mineral Collection*, *Skeletons*, *Dinosaurs*, *Surviving Australia* or any of the temporary exhibitions.

**Then help your students to follow the steps.** If they have a copy of 'My Drawing Checklist', they could tick the steps off, as they go. Also remind them to enjoy themselves, and to **look carefully and often** at what they are drawing!

## Afterwards

Back in class, you could undertake the activities suggested on the following page headed 'Things to do Later'. Alternatively, you could copy this page for students to undertake the activities at home, with assistance.



# My Drawing Checklist

**Step 1** – Choose an object.

**Step 2** – Draw the outline shape of the object.

**Step 3** – Take note of the dark and light areas.

**Step 4** – Does it look rough or bumpy?

**Step 5** – Draw it from different directions and angles.

**Step 6** – Create a drawing portfolio! Start again from step 1, with another object.

# Things To Do After the Museum

Afterwards, with an adult helper, look back on your drawings and choose your favourite. Using the whole drawing or perhaps only part of it, you could do some cool things such as:

## Paint a T-shirt

- Take a white or plain coloured t-shirt and think about where will place your design. Maybe it will start on the front and end on the back, or look best drawn down the sleeve.
- Use fabric markers to draw the outlines on and fill in with fabric paints. Don't forget to put a piece of cardboard inside the t-shirt, behind the material that you are painting – so that the colour doesn't go through to the other side of the t-shirt! An old cereal box from the recycling box will do.
- Fabric paints usually need ironing before they can be washed, so read any instructions on the markers and paints carefully – so that your design will last for a long time.

## Potato Print a Calico Bag

- Choose one or more shapes that you would like to print as a solid block of colour.
- Cut a potato in half, creating two printing surfaces. (If you have a big potato, you could make two parallel cuts, creating four printing surfaces.)
- Take a potato part and use a pencil to draw on the outline of your shape. Then with a knife, carefully cut away the flat surface around the area of the shape.
- Use a brush to paint on the ink or paint, or just dip it into the paint – you may need to wipe it occasionally to keep the edges clean.
- If you want to print with two or more different shapes, do the same with the other piece.
- Decide where on the bag you will print your potato design or designs and go for it!

## Create some string art

- Take a wooden board and paint it the one colour. Black paint will show up your 'string' particularly well.
- Trace the lines from your picture that you want to design or part on a piece of paper and place the paper on top of the board. Hammer nails into the board along the line or lines of your design. If you have lots of nails, you could space the nails closely, maybe a cm apart, but having them spaced further apart makes it a little easier to wind the string onto the nail.
- Tie your piece of string to one nail to start – make sure that you have it long enough to go around the entire outline of your picture, but you can tie new pieces on as you go.