

Exploring Artism: A Program for Families at the Yale Center for British Art

Date: December 15, 2012 Theme: Animals at the YCBA

SCHEDULE

- 10:30 – 10:45 AM Drawing & Socializing in Docent Room
- 10:45 – 10:55 AM Introduction/Welcome in Docent Room
- 10:55 – 11:25 AM Gallery Activity
- 11:25 – 11:50 AM Docent Room Activity
- 11:50 AM – 12 PM Share artworks and Good-Bye

SET UP

- Welcome table & Registration checklist
- Nametags for participants and instructors (marker)
- Easel with welcome sign and post schedule on wall
- A/V Powerpoint ready and on iPad > Photos > Artism
- Brown paper cover on table (tables in U shape open to TV)
- White paper/newsprint taped down to mark each student’s station (student writes name on station)
- foam blocks on table with Image maker sheets
- Image sheets
- iPad with images and social stories loaded

LESSON PLAN

	Materials	Modifications
Socializing & Structured Play (Image & prompts laid out on table & schedule for parents w/ bathroom info)	15 min.	
Welcome		
<ul style="list-style-type: none"> • Welcome to the Yale Center for British Art • Theme: Animals at the YCBA • Introductions <i>Hi, My name is Jaime, What is your name? (be sure to gesture)</i> • Review images from Social Story including museum rules <p>Warm-up: Looking at the animal pictures, answer the questions the best you can—be sure to look at the pictures.</p> <ul style="list-style-type: none"> • You don’t need to know anything about art to have a good time today. All you need to do is use your eyes to look at the art, use your mouth to answer questions, use your ears to listen to what other people have to say, and your hands to gesture. <p>Transition: Where do you go to see animals? Would you go to a museum to see animals? Do you think we have animals here? Let’s go see...</p>	<p>Schedule</p> <p>Social Story Part I</p> <p>Images: Dog, Falcon & Zebra</p>	<p>iPad</p>

George Stubbs, <i>Water Spaniel</i> , 1769, Oil on canvas George Stubbs, <i>Greenland Falcon</i> , 1780, Oil on panel George Stubbs, <i>Zebra</i> , 1763, Oil on canvas	30 minutes +/-	
<ul style="list-style-type: none"> Looking at the artwork, what animal do we see? Match the card to the painting: zebra, falcon, or dog. Are both dogs in the same place? Can you tell if it is inside or outside? How do you know? Are both zebras in the same place? How do you know? Are both falcons in the same place? How do you know? If this artwork made a sound, what would it sound like? If you pet or touched this animal, what would it feel like? What do you think this animal would smell? Comparing these animals, do they all walk the same way? Do they all make the same sound? Do they have any similarities, anything the same? <p>Transition: Now keep these similarities and differences in mind as we go down stairs and create our own animals...</p>	Sounds on ipad	
Art-making activity – Docent Room	25 minutes	
Model magic & markers: create their own 3D animal. Draw from observation on paper their 3D animal, similar to the artist’s process of looking at the animal and drawing it.	Get moveable wooden model	Parents may help.
Conclusion	5minutes	
We will be sending you a feedback survey. Next date is Sat., Jan. 19 Hope to see you again!	Thank you and Good-bye!	