Stephenie Kirk Art 311 Activity Plan 2

Cubism Self-Portrait

<u>Need:</u> This activity will help participants in developing more of a realistic facial drawing skill and integrating abstract features. This will be used to create a Pablo Picasso "Cubism Style" Self Portrait.

Project Beneficiaries: This activity will benefit participants (grades 6-8) by allowing them to look at themselves outside of the box. This will help their creativity grow by using a not so ordinary way of showing the outside world how they view themselves. (what is important in their world)

<u>Project Goal</u>: The goal of this activity is to help bring an appreciation and understanding for the style of cubism, but also to show how they view themselves.

Project Outcomes/ Objectives:

- 1. Participants will gain knowledge of the style of Cubism in Art History
- 2. Use new knowledge of the works of Pablo Picasso to make their projects
- 3. Using new knowledge of drawing to create authentic drawings that will be incorporated within the participants art piece.
- 4. Using the new knowledge of abstract art to put entire project together.
- 5. Participants will gain knowledge and skills of the color wheel and mixing of paints.

Project Activities:

In the first part of the activity, participants will be taught about Cubism and using Pablo Picasso as inspiration for their artwork.

Next using sketchbooks or paper, participants will brainstorm writing down ideas about themselves, and practice drawing realistic eyes, nose, and mouth.

Participants will take a 9x 12 paper, breaking it into smaller spaces with lines going from edge to edge. They will be required to draw 1 realistic eye, 1 abstract eye, 1 nose, and 1 mouth that is placed randomly on the paper (helping to show Cubism).

From their previous sketches, participants will choose at least 3 items or more that best represent themselves. Participants will use geometric shapes of different sizes to be spread throughout their design. Words may also be added, along with 3 different patterns in the design. These can be bolded by using sharpies.

Participants will make a color wheel using primary colors and mix paint to create secondary and tertiary colors. These colors will be added to their abstract piece, changing colors once reaching a new line.

Discussion Questions:

- What are some objects that best represent who you are?
- What are some words that you could incorporate that characterize you?
 - Depending on the size of the group, this would be more of an open discussion on who and what represents them.

How success will be measured:

The success of the participants will be measured, by the time and contemplation that they place into the project. It will also allow me to have a starting point of how the individual sees themselves and begin to work those issues. This will also be a great way to get to know the participants and help to have more knowledge of ways to assist them in future sessions.

Timeline:

The amount of time needed for this project is about 8 sessions (about 60 minutes per session)

Materials List:

sketch paper for practice drawing 9 x12 paper for final artwork tempera paint watercolor paint watercolor pencils colored pencils markers