

ARTS

Academic Resources for Teachers & Students

Dealer's Choice

10.7.16 - 11.6.16

6-8

Kimballartcenter



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Lesson Overview

Lesson Plan

Designed to extend and enhance the learning experience of our exhibits while linking to core curriculum subject matter.

Lesson Objectives

- To develop an understanding of the art world and the process of curating an art exhibition.
- To learn to use a 3D modeling software.
- To explore the relationship in between form and content in architecture.

Core Curriculum Tie-Ins

Sixth thru Eighth Grade: Educational Technology, Mathematics and Visual Art.

Lesson Overview

On the ARTS tour, students will learn about the exhibit Dealer's Choice and the work of the artists chosen by local galleries to be represented. This lesson extends that learning and allows students to re-imagine the museum space with the use of a 3D modeling software.

Length Of Lesson

Two Class Sessions.

Supplies

- Copy paper for sketching.
- Pencils.
- Computer access.
- Free installed copy of SketchUp for each student.
- Printer.

Core Curriculum Tie-Ins

EDUCATIONAL TECHNOLOGY CORE CURRICULUM (6-8th grade)

Standard 8

- Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.

MATHEMATICS CORE CURRICULUM (7th grade)

Standard 7.G.6 (Geometry)

- Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.

VISUAL ART CORE CURRICULUM (6th grade)

Standard 1: The student will explore and refine the application of media, techniques, and artistic processes.

Objective 2: Predict the processes and techniques needed to make a work of art.

- a. Consider a variety of ideas before starting a work of art.
- b. Make thumbnail sketches, storyboards, or verbal descriptions to help organize art ideas before beginning the actual piece.

About Dealer's Choice

Dealers' Choice is a collaboration with Park City gallerists, who are a celebrated part of this exhibition. The Kimball Art Center asked local gallerists to look beyond their galleries (both their own and those of the Park City Gallery Association) and think about the other artists who inspire them. Featuring one artist per gallery, these artists come together in a captivating group exhibition. Dealers' Choice is equally about the galleries and the artists they select, with each gallery highlighted through a statement about why they selected their artist, providing insight into our local galleries and gallerists.

Participating galleries and artists include Gallery MAR (Amy Ringholz), J GO Gallery (Nicolas Sanchez), Julie Nester Gallery (Joe Brubaker), Kimball Art Center (Nicole Pietrantonio), Lunds Fine Art Gallery (Christopher Maggio), Meyer Gallery (Fidalis Buehler), Montgomery-Lee Fine Art (William Maughan), Silver Queen Fine Art (Stacey Embry), and Trove Gallery (Kathryn Kilpatrick-Miller).

Lesson Plan

1. Lesson Preparation: download SketchUp Make, a free online modeling software. Practice the online tutorials for SketchUp in the resource section . Become familiar with the software before introducing it to students. Students will need access to a computer for this lesson. (<https://www.sketchup.com/products/sketchup-make>)

2. Who decides what is shown in an art exhibition? Compare and contrast galleries and museums. A gallery is focused on profit, it is a space for the display and sale of works of art. A museum that is not for profit would focus on education and the community. A museum might be influenced by lending collectors or its board. Use the vocabulary definitions below.

3. Discuss the show Dealer's Choice at the Kimball Art Center (a not for profit). In this show, local galleries (for profit) suggested the artists to be included in the show and the curator worked to layout the show.

2. Talk about the kind of work students are used to seeing in museums. Create a list on a white board or large paper. Talk about who decides what is in a museum and why some artist might be excluded or unrecognized. To inspire students use resources and check out online museum collections or historically controversial art shows.

4. Ask students what kind of art they would like to see in a museum. Think about the definition of a museum. A museum is an institution that cares for a collection of artifacts and other objects of artistic, cultural, historical, or scientific importance. What objects would they like to see in a museum? Encourage students to think outside the box.

5. Hand-out paper and pencils to students to start sketching their architectural ideas. Students should think about how the outside form of their building relates to the artifacts that will be shown inside. See resources for examples of innovative architecture.

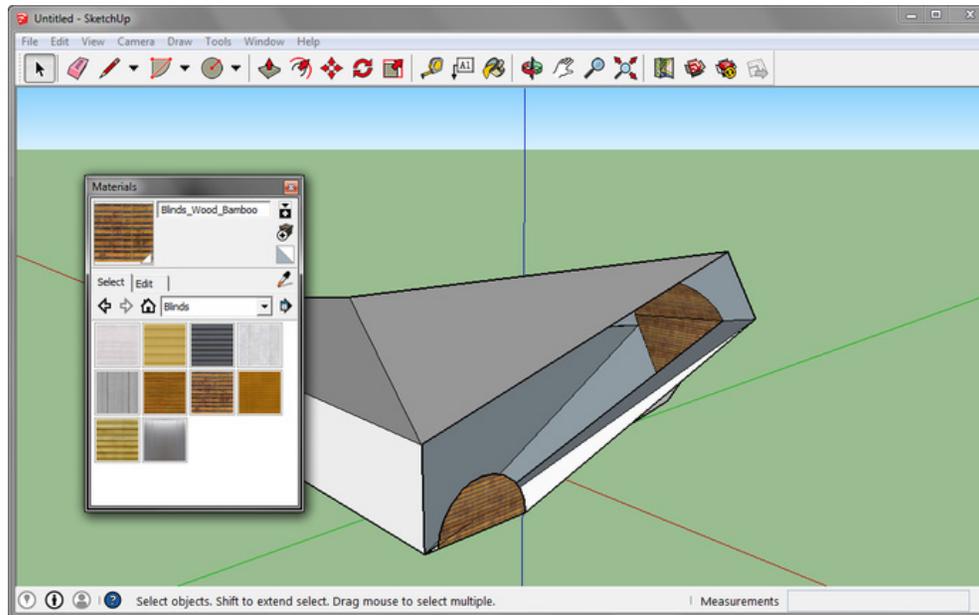
7. In SchetchUp follow online video tutorials to learn how to model basic shapes. Video tutorial number 1 (see resources) shows students how to create a basic 'house' structure. Following this tutorial students can experiment with creating 2D shapes and pulling them into 3D shapes. Video tutorial number 3 shows students how to erase a 'wall' and open up the modeled shape. Allow time for experimentation so that students can become comfortable with the basic tools.

Lesson Plan Continued

8. After experimenting with the tutorials, students will open a new document to build their own museum structure. Students can start with the basic layout and apply the steps practiced in the tutorials. With the paint bucket tool they can add textures and color. By selecting a wall and then erasing it students can open up their form and look at the interior.

9. To finish students can save their work in SketchUp and export their file as a Jpeg. After the files are saved, students can print their work.

10. Have each students present their innovative museum and talk about how its shape and structure relates to the artifacts that are displayed inside!



Resources

Historical art shows:

<http://www.anahitadesign.com/impressionist/history.html>

Museums and architecture:

<http://www.makeuseof.com/tag/visit-5-virtual-museums-leaving-home/>

<http://www.homedit.com/museums-with-unique-archtiecture/>

<http://cuart.colorado.edu/resources/vrc/find/museums/>

SketchUp:

<http://www.sketchup.com/learn/videos/58>

https://static.googleusercontent.com/media/www.google.com/en//educators/activities/pdfs_GTA/CribSheet.SketchUp3.pdf

Vocabulary

Board of a museum: A board is a group of people constituted as the decision-making body of an organization.

Curator: A curator is a keeper or custodian of a museum or other collection.

Exhibition: An exhibition is a public display of the work of artists or artisans, the skills of performers, or objects of general interest.

Form: The form is the visible shape or configuration of something.

Museum: A museum is a building in which objects of historical, scientific, artistic, or cultural interest are exhibited.

Not for Profit: A not for profit organization is not making or conducted primarily to make a profit.

Tutorial: A tutorial is a method of transferring knowledge and may be used as a part of a learning process.