

## Art Gallery

### Teacher Directions

1. Read aloud the book *Mix It Up!* by Hervé Tullet. (This book presents an invitation to mix up colors in an interactive and hands-on experience. Follow the artist's simple instructions, and suddenly colors appear, mix, splatter, and vanish as the reader interacts with the text.)
2. Display paintings about "play" from the Internet on the interactive whiteboard. Discuss with students how the paintings remind them of play, and have the students look for colors, such as red, blue, green, orange, and so on. Discuss with the class what type of questions you might like to ask the artist. Emphasize that students should ask questions that require an explanation, instead of simple yes or no answers. Questions help us learn more about something. Note: Remind students that questions help us learn more about something.
3. Students choose three or more colors for their painting. Students create a painting about "play" using their selected colors. Be sure each student puts his or her name at the bottom of the painting.
4. Students look at each other's paintings and select a peer's painting. Each student should choose a different painting so that all paintings will be reviewed. All students will write at least two questions to ask their peer artist about his or her painting.
5. The teacher and students use the iPad or other device's video camera and the Aurasma app from an iPad or other device to record the interview between the student and peer artist.
6. The teacher and students use the Aurasma app to attach the video interview to the student's image of his or her painting.
7. Students set up an art show in their classroom, the hallway, the library, or the school lobby. They present their paintings at the art gallery for other students, their parents, and community members. Parents and community members use the Aurasma app to scan the paintings, enabling them to see and hear the interview attached to each painting.

### Aurasma App Directions

Aurasma is an augmented-reality application that provides digitally enhanced views of objects. It collects video, graphics, animation, audio, and 3-D content with the scanned object. You use it much like a QR code; you aim the iPad or device at a student's painting, and it automatically displays the video attached to the image of the painting.

Visit Aurasma ([www.aurasma.com](http://www.aurasma.com)) to learn how to set up an Aurasma account and use the app.

The following section is for the K-1 student. The teacher may need to read or explain the scenario and directions to the students.

## Project Tasks

Do you want to be a *real* artist and have people come to see your great work? I believe that you can do it! Let's have an art gallery show for other classes, parents, and the community. What ideas do you have for the art gallery show?

1. Paint your own piece of art using three or more colors. You are painting about what comes to your mind when you talk about play. When you are finished, be sure to either paint or write your name with a pencil at the bottom.
2. Set up your painting to dry around the room.
3. Walk around and look at all the paintings.
4. Pick one other student's painting and think about it. What is it? What was he or she thinking when painting it? Why did the artist use those colors? You can ask the artist any questions about it, but at least one should be about the colors he or she chose.
5. Now you are going to interview the student artist of the painting you selected with your written questions.
6. Use the iPad or other device to record the interview with your artist about his or her painting.
7. With your teacher's help, place the art and interview into the Aurasma app.
8. You and your teacher will plan the big art gallery for teachers, students in other classes, parents, and community members. When will you have the art show? Where? Will you have refreshments? Will visitors be able to view your Aurasma events? Will each student artist stand beside his or her painting to help visitors, or will you all roam the room to help? Can you explain how you made your aura and how to use the app? Can you explain your use of color and how the colors contributed to your painting?
9. Hold your big art gallery show. Afterward, answer the following questions as a class.
  - ◆ How did the event go?
  - ◆ How many people came? Did they enjoy it?
  - ◆ What did you learn from this experience?

## Scoring Rubric

	<b>1 SIGNIFICANT REVISION NEEDED</b>	<b>2 SOME REVISION NEEDED</b>	<b>3 PROFICIENT</b>	<b>4 EXCEEDS EXPECTATIONS</b>
<b>Objective 1: Students will create artwork using three or more colors to distinguish different colors.</b>	Painting has fewer than three colors.	Painting has fewer than three colors.	Painting has three colors.	Painting has more than three colors.
<b>Objective 2: Students will answer questions from a peer to explain their painting.</b>	Student does not plan logical questions for a peer.  Student does the interview but is difficult to understand, or it was not logical.	Student plans only one question for a peer.  Student does the interview but is difficult to understand.	Student plans two questions for a peer.  Student speaks mostly clearly and answers questions in order to have good interviews.	Student plans two or more thoughtful questions to ask the artist.  Student speaks clearly and answers questions confidently in order to have good interviews.