Pearl at Home

Art projects designed for family fun, for suggested ages of 5 and up to be completed at home with easily-accessible art materials.

ART MIX-UP GAME

Paul Cézanne, The Basket of Apples, ca.1893
The Art Institute of Chicago

Share your artwork with us on social media!
Tag @pearlfinchermfa, and use #pearlathom
MATERIALS

- Pencil
- Paper
- Art media: This will be selected for you as part of the game!
- Optional: Two dice, OR a game arrow spinner that has 1-12 as the choices

ABOUT THE PROJECT

Have you ever felt stuck in coming up with new ideas for your next art project? Or are you looking for a way to challenge yourself and try something new? Let us help jump-start your creativity!

This game will give you a random selection of art elements or principles, media, and art movements to use in your work. Try it multiple times and see what you can do!

DIRECTIONS

Let the Games Begin!

- To play our Art Mix-Up Game, write the numbers 1-12 on 12 scraps of paper. Fold them up and put them in a bowl or hat.
- Close your eyes and pick one number from the bowl. Check the table on the next page to see which Art Element/Principle it corresponds to. Place your number back in the bowl.
- Draw another number to see which art Media you picked. Put the number back, and draw one more time to select a number for an Art Movement.

Note: If you have dice or a spinner, you can use these to select your numbers instead of writing the numbers on paper.

- Each number you drew will be your choice from one of the 3 art columns on the next page. You can look up the definitions and some examples of your choices to help and inspire you!
- As an example, let’s say you choose the numbers 3, 8, and 2. This means your challenge is to create a piece of art that emphasizes texture and pattern (#3 in left column) in it’s design. You’ll use tempera paint as a medium (#8 in middle column), and use the artistic philosophy behind Surrealism (#2 in right column) as an art movement to emulate.
<table>
<thead>
<tr>
<th>Art Elements/Principles*</th>
<th>Media</th>
<th>Art Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Shape/Form</td>
<td>Markers</td>
<td>Realism</td>
</tr>
<tr>
<td>2. Line</td>
<td>Graphite Pencil</td>
<td>Surrealism</td>
</tr>
<tr>
<td>3. Texture/Pattern</td>
<td>Color Pencil</td>
<td>Abstract</td>
</tr>
<tr>
<td>4. Value</td>
<td>Oil Pastels</td>
<td>Cubism</td>
</tr>
<tr>
<td>5. Emphasis</td>
<td>Acrylics</td>
<td>Impressionism</td>
</tr>
<tr>
<td>6. Movement</td>
<td>Oil Paint</td>
<td>Pop Art</td>
</tr>
<tr>
<td>7. Scale/Proportion</td>
<td>Watercolor</td>
<td>Avant Garde</td>
</tr>
<tr>
<td>8. Repetition</td>
<td>Acrylics</td>
<td>Post Impressionism</td>
</tr>
<tr>
<td>9. Rhythm</td>
<td>Soft Pastels</td>
<td>Kinetic Art</td>
</tr>
<tr>
<td>10. Unity/Harmony</td>
<td>Mixed Media</td>
<td>Provisional Painting</td>
</tr>
<tr>
<td>11. Variety</td>
<td>Clay</td>
<td>Regionalism</td>
</tr>
<tr>
<td>12. Space</td>
<td>Tempera</td>
<td>Poster Art Realism</td>
</tr>
</tbody>
</table>

If you don’t have one of the media listed above, you can substitute it with something you do have.

*Color is left off of the Art Elements list on purpose; the colors you use are up to you.

Examples of artwork using 3 selections from the game:

- Movement or rhythm
- Oil paint
- Impressionism

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- Texture
- Mixed media
- Abstract

- Space
- Oil pastels
- Realism

- Pattern
- Markers
- Pop Art