ART outside of the ART ROOM

Art wasn't born in a classroom, nor does it only reside there, or in museums, or in textbooks. Art is a process unfolding around and within us—we only need allow ourselves a bit of imagination to recognize and foster it. Fortunately, opportunities abound for creative exploration at home now more than ever. Here are some resources designed to bring art into your home and community:

GROUP ACTIVITIES:

I've tinkered with a lot of group drawing games with my students—here are a couple that transfer seamlessly from classroom to home.

Collaboface

Inspired by the Dadaists' "exquisite corpse" exercise. Very simple: draw the outline of a face, then pass to a family member/friend. S/he adds one feature, then passes it on and the process continues. Experiment with rules/guidelines of your own. A great way to bond across generations. *Ages 6+*

Whiteboard Charades

A twist on the classic drawing game I developed for use in and out of the classroom. This works for best with groups of 6-12 people. Picture Pictionary™, but with a central word generator and 3-4 drawing groups. Gameplay details omitted here for brevity—contact me if interested! *Ages 10+*

WEBSITES:

Click the hyperlink to access; try another browser if you encounter technical problems.

• SculptGL

A 3-D sculpting CAD program with incredible creative potential. The interface is a bit confusing, but once you get the hang of it the possibilities are limitless! *Ages 12+*

• Piskel

A wonderful introduction to basic animation. An intuitive interface allows children to create an original "sprite" and set it to motion. *Ages 8+*

• Harmony

Don't be fooled! The bare-bones design of this drawing program allows for startlingly elegant productions. *Ages 6+*

• Slimber

A great drawing platform for beginners. Use the "▷" button at the bottom to replay the creation of your piece or discover how someone else created theirs. *Ages 6+*

SOFTWARE:

Click the hyperlink to download the program; all are MAC/PC compatible and FREE!

• Stykz

You don't need to be a technical whiz to create simple animations with Stykz. Think of it as a "digital flip-book. *Ages 10+*

• GIMP

A classic! GIMP is an all-purpose graphic design program—use it for photo editing, collage, and drawing. *Ages 10+*

• Inkscape

A vector graphics editor with a user-friendly interface and wide variety of tools. If GIMP is akin to a freeware version of Adobe Photoshop, Inkscape is akin to Adobe Illustrator. *Ages 10+*

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